

1.

```
LIBRARY ieee;
USE ieee.std_logic_1164.all;
USE ieee.std_logic_unsigned.all;

ENTITY ASU IS
    PORT (Cin : IN STD_LOGIC;
          X, Y : IN STD_LOGIC_VECTOR(3 DOWNTO 0);
          S : OUT STD_LOGIC_VECTOR(3 DOWNTO 0);
          Cout, Overflow, Sign : OUT STD_LOGIC);
END ASU;

ARCHITECTURE Behavior OF ASU IS
    SIGNAL Sum : STD_LOGIC_VECTOR(4 DOWNTO 0);
    SIGNAL Yp : STD_LOGIC_VECTOR(3 DOWNTO 0);
BEGIN
    Yp(3) <= Y(3) XOR Cin;
    Yp(2) <= Y(2) XOR Cin;
    Yp(1) <= Y(1) XOR Cin;
    Yp(0) <= Y(0) XOR Cin;
    Sum <= ('0' & X) + ('0' & Y) + Cin;
    S <= Sum(3 DOWNTO 0);
    Cout <= Sum(4);
    Overflow <= Sum(4) XOR X(3) XOR Y(3) XOR Sum(3);
    Sign <= Sum(3);
END BEHAVIOR;
```

2 + 3

```
LIBRARY ieee;
USE ieee.std_logic_1164.all;

ENTITY sseg IS
    PORT(bcd : IN STD_LOGIC_VECTOR(3 DOWNTO 0);
          leds: OUT STD_LOGIC_VECTOR(1 TO 7);
          ledss: OUT STD_LOGIC_VECTOR(1 TO 7);
          Sign: IN STD_LOGIC);
END sseg;

ARCHITECTURE Behavior OF sseg IS
BEGIN
    PROCESS(bcd, Sign)
```

BEGIN

CASE bcd IS

```

    WHEN "0000" => leds <= "1111110";
    WHEN "0001" => leds <= "0110000";
    WHEN "0010" => leds <= "1101101";
    WHEN "0011" => leds <= "1111001";
    WHEN "0100" => leds <= "0110011";
    WHEN "0101" => leds <= "1011011";
    WHEN "0110" => leds <= "1011111";
    WHEN "0111" => leds <= "1110000";
    WHEN "1000" => leds <= "1111111";
    WHEN "1001" => leds <= "1110011";
    WHEN OTHERS => leds <= "-----";
  
```

END CASE;

IF(Sign = '1') then

ledss <= "0000001";

else

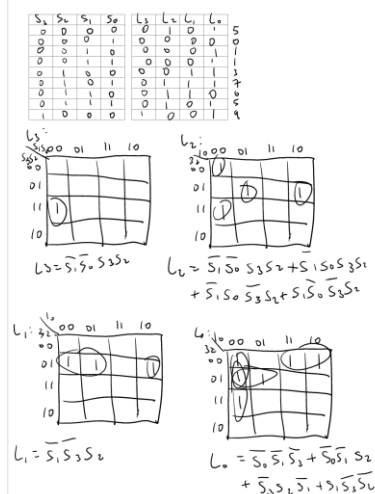
ledss <= "0000000";

END IF;

END PROCESS;

END BEHAVIOR;

4.



5.

```
library ieee;  
USE ieee.std_logic_1164.all;
```

```
ENTITY C IS  
PORT(  
    S : IN STD_logic_vector(3 DOWNT0 0);  
    L: OUT STD_logic_vector(3 DOWNT0 0)  
    );  
END C;
```

ARCHITECTURE Behavior OF C IS

BEGIN

```
L(3) ≤ (NOT S(1) AND NOT S(0) AND S(3) AND S(2));  
L(2) <= ((NOT S(1) AND NOT S(0) AND S(3) AND S(2))+(NOT S(1) AND S(0) AND S(3)  
AND S(2)));  
L(1) ≤ (NOT S(1) AND NOT S(3) AND S(2));  
L(0) <= ((NOT S(0) AND NOT S(1) AND NOT S(3))+(NOT S(0) AND NOT S(1) AND  
S(2))+(NOT S(3) AND S(2) AND NOT S(1))+(S(1) AND NOT S(3) AND NOT (2) ));  
END Behavior;
```

