

Mux:

LIBRARY ieee;

USE ieee.std_logic_1164.all;

ENTITY mux IS

PORT (w0, w1, w2, w3 : IN STD_LOGIC ;

s : IN STD_LOGIC_VECTOR(1 DOWNTO 0) ;

f : OUT STD_LOGIC) ;

END mux ;

ARCHITECTURE Behavior OF mux IS

BEGIN

WITH s SELECT

f <= w0 WHEN "00",

w1 WHEN "01",

w2 WHEN "10",

w3 WHEN OTHERS ;

END Behavior ;

LIBRARY ieee ;

USE ieee.std_logic_1164.all ;

PACKAGE mux_package IS

COMPONENT mux

PORT (w0, w1, w2, w3 : IN STD_LOGIC ;

s : IN STD_LOGIC_VECTOR(1 DOWNTO 0) ;

f : OUT STD_LOGIC) ;

END COMPONENT ;

END mux_package ;

Decode:

LIBRARY ieee ;

USE ieee.std_logic_1164.all ;

ENTITY decode IS

PORT (w : IN STD_LOGIC_VECTOR(1 DOWNTO 0) ;

En : IN STD_LOGIC ;

y : OUT STD_LOGIC_VECTOR(0 TO 3)) ;

END decode ;

ARCHITECTURE Behavior OF decode IS

SIGNAL Enw : STD_LOGIC_VECTOR(2 DOWNTO 0) ;

BEGIN

Enw <= En & w ;

WITH Enw SELECT

y <= "1000" WHEN "100",

"0100" WHEN "101",

"0010" WHEN "110",

"0001" WHEN "111",

"0000" WHEN OTHERS ;

END Behavior ;

Encod:

LIBRARY ieee ;

USE ieee.std_logic_1164.all ;

ENTITY encod IS

PORT (w : IN STD_LOGIC_VECTOR(3 DOWNT0 0) ;

y : OUT STD_LOGIC_VECTOR(1 DOWNT0 0) ;

z : OUT STD_LOGIC) ;

END encod ;

ARCHITECTURE Behavior OF encod IS

BEGIN

PROCESS (w)

BEGIN

y <= "00" ;

IF w(1) = '1' THEN y <= "01" ; END IF ;

IF w(2) = '1' THEN y <= "10" ; END IF ;

IF w(3) = '1' THEN y <= "11" ; END IF ;

z <= '1' ;

IF w = "0000" THEN z <= '0' ; END IF ;

END PROCESS ;

END Behavior ;

Johns:

```
LIBRARY ieee;
```

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

```
ENTITY johns IS PORT(Clrn, E, Clkn
```

```
    : IN STD_LOGIC;
```

```
    --clrn is your reset button STUDENT_ID
```

```
    : out std_logic_vector(3 downto 0);
```

```
    Q
```

```
    : OUT STD_LOGIC_VECTOR(0 TO 2));
```

```
END johns;
```

```
ARCHITECTURE Behavior OF johns IS
```

```
signal Qreg : STD_LOGIC_VECTOR (0 TO 2);
```

```
BEGIN
```

```
    PROCESS (Clrn, Clkn)
```

```
    BEGIN
```

```
        IF Clrn = '0' THEN
```

```
            Qreg <= "000";
```

```
        ELSIF (Clkn'EVENT AND Clkn = '0') THEN
```

```
            IF E = '1' THEN
```

```
                Qreg(1) <= Qreg(0);
```

```
                Qreg(2) <= Qreg(1);
```

```
                Qreg(0) <= NOT Qreg(2);
```

```
            ELSE
```

```
                Qreg <= Qreg;
```

```
            END IF;
```

```
        END IF;
```

```
-- STUDENT_ID variable represents the last 6 digits of your student ID
```

```
hence d4 is the fourth digit of your
```

```
--student ID in four bits, d5 is the fifth and so on. For example, for
```

Student ID 501 137659,

--d4 is 0100, d5 is 0011 and so on

CASE Qreg IS

WHEN "000" =>

STUDENT_ID <= "0001"; --d1

WHEN "100" =>

STUDENT_ID <= "0011"; --d2

WHEN "110" =>

STUDENT_ID <= "0111"; --d3

WHEN "111" =>

STUDENT_ID <= "0110"; --d4

WHEN "010" =>

STUDENT_ID <= "0101"; --d5

WHEN "011" =>

STUDENT_ID <= "1001"; --d6

WHEN OTHERS => STUDENT_ID <= "----"; --error

END CASE;

END PROCESS;

Q <= Qreg;

END Behavior;

Stack	Q_0	Q_1	Q_2	Q_3
0	0	0	0	0
1	1	0	0	0
2	1	1	0	0
3	1	1	1	0
4	1	1	1	1
5	0	1	1	1