```
library IEEE;
     use IEEE.std logic 1164.all;
 3
     use IEEE.numeric std.all;
 5
     entity oeTB is
 6
     end entity;
 7
     architecture behavior of oeTB is
8
9
       constant TIME DELAY : time := 20 ns;
10
       constant NUM VALS : integer := 2;
11
12
13
       type A array is array(0 to (NUM VALS - 1)) of std logic vector(15 downto 0);
       type B array is array(0 to (NUM VALS - 1)) of std logic vector(15 downto 0);
14
       type C array is array(0 to (NUM VALS - 1)) of std logic vector(15 downto 0);
15
16
       type mode array is array(0 to (NUM VALS - 1)) of std logic vector(2 downto 0);
       type Zero_array is array(0 to (NUM_VALS - 1)) of std logic;
17
18
       type OE array is array(0 to (NUM VALS - 1)) of std logic;
19
       type Cout array is array(0 to (NUM_VALS - 1)) of std_logic;
20
21
       -- positive and negative
22
       -- negative and positive
23
       -- two full zeros
24
       -- one that results in a zero
25
       -- result is odd
26
       constant A_vals : A_array := (B"0000 0000 0000 0000",
27
28
                                       B"1111 1111 1111 1111");
29
30
31
       constant B_vals : B_array := (B"0000 0000 0000 0001",
32
                                       B"0000 0000 0000 1000");
33
34
35
36
       constant mode_vals : mode_array := (B"000",
37
38
39
       constant Zero vals : Zero array := ('0','0');
40
41
       constant OE vals : OE array := ('1','0');
42
43
       constant Cout vals : Cout array := ('0','0');
44
45
       constant C vals : C array := (B"0000 0000 0000 0001",
                                       "ZZZZZZZZZZZZZZZZ");
46
47
48
49
50
       signal A_sig : std_logic_vector(15 downto 0);
51
       signal B_sig : std_logic_vector(15 downto 0);
52
       signal C sig : std logic vector(15 downto 0);
53
       signal mode sig : std logic vector(2 downto 0);
54
       signal Zero sig : std logic;
55
       signal OE sig : std logic;
56
       signal Cout sig : std logic;
57
58
     begin
59
60
       DUT : entity work.ALU(behavioral)
61
         port map(A => A_sig,
62
                   B \Rightarrow B \operatorname{sig}
63
                   C \Rightarrow C \operatorname{sig}
64
                   Mode => mode sig,
65
                   Zero => Zero sig,
66
                   OE => OE sig,
67
                   Cout => Cout sig);
68
69
       stimulus : process
```

```
70
        begin
 71
         for i in 0 to (NUM VALS - 1) loop
 72
            A sig <= A vals(i);
 73
            B sig <= B vals(i);
 74
            --C_sig <= C_vals(i);
 75
            mode_sig <= mode_vals(i);</pre>
 76
            OE sig <= OE vals(i);
 77
            wait for TIME DELAY;
 78
          end loop;
 79
 80 --
           C sig <= B"0000 0000 0000 0000";
 81 --
           wait for TIME DELAY;
 82 --
           A sig \leq A vals(0);
 83 --
           B sig \le B vals(0);
 84
    --
            mode sig <= mode vals(0);</pre>
 85
            OE sig <= '1';
 86
          wait;
 87
        end process stimulus;
 88
 89
        monitor : process
 90
          variable i : integer := 0;
 91
        begin
          wait for TIME DELAY/4;
 92
 93
          while (i < NUM VALS) loop</pre>
            assert C_sig = C_vals(i)
  report "C value is incorrect."
 94
 95
 96
              severity error;
 97
 98
            assert Zero sig = Zero vals(i)
 99
              report "Zero value is incorrect."
100
              severity error;
101
102
            wait for TIME DELAY/2;
103
104
            assert Cout sig = Cout vals(i)
              report "Cout value is incorrect."
105
106
              severity error;
107
108
            i := i + 1;
109
            wait for TIME DELAY/2;
110
          end loop;
111
112 --
            assert C sig = B"0000 0000 0000 0000";
113 --
                report "Cout value is incorrect."
114 --
                severity error;
           wait for TIME_DELAY/2;
115
116
117
            assert C \text{ sig} = C \text{ vals}(0);
118 --
                report "Cout Value is incorrect."
119
                severity error;
120
121
          wait;
122
        end process monitor;
123
124
      end behavior;
125
```