Register (in Register file)

Entity name: Reg

Inputs:

* Rst (1 bit)
* Clk (1 bit)
* Enable (1 bit)
* RegInput (32 bits)

Outputs:

* RegOutput (32 bits)

Register File

Entity name: RegFile

Inputs:

* Rst (1 bit)
* Clk (1 bit)
* WriteAddress (3 bits)
* ReadAddress1 (3 bits)
* ReadAddress2 (3 bits)
* WriteData (32 bits)
* readEnable (1 bit)
* writeEnable (1 bit)

Outputs:

* ReadData1 (32 bits)
* ReadData2 (32 bits)