

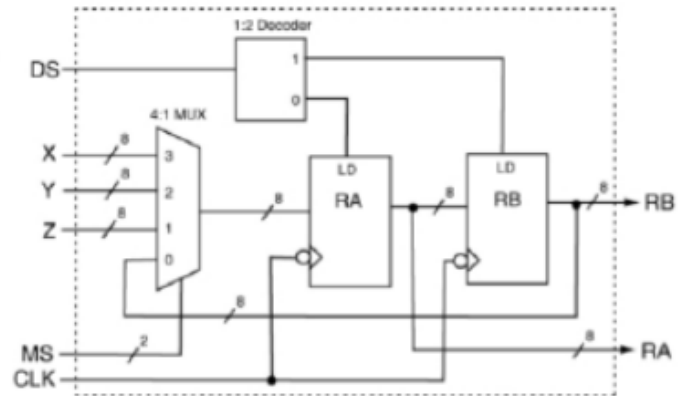
# Assignment 1

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## Q7)

Provide a VHDL model that can be used to implement the following circuit.



## Main Code

```
library ieee;
use ieee.std_logic_1164.all;

entity Q7 is
    port(
        ds, clk : in std_logic;
        x,y,z : in std_logic_vector( 7 downto 0);
        ms : in std_logic_vector( 1 downto 0);
        rb, ra : out std_logic_vector( 7 downto 0)
    );
end entity;

architecture behave of Q7 is
    signal sig1, sig2, sig3: std_logic_vector( 7 downto 0 );
    signal lda, ldb: std_logic;

    component reg is
        port(
            ld, clk : in std_logic;
```

```

        input : in std_logic_vector( 7 downto 0);
        output : out std_logic_vector( 7 downto 0)

    );
end component;

component mux is
    port(

        ms : in std_logic_vector( 1 downto 0);
        a,b,c,d : in std_logic_vector( 7 downto 0);
        output : out std_logic_vector( 7 downto 0)

    );
end component;

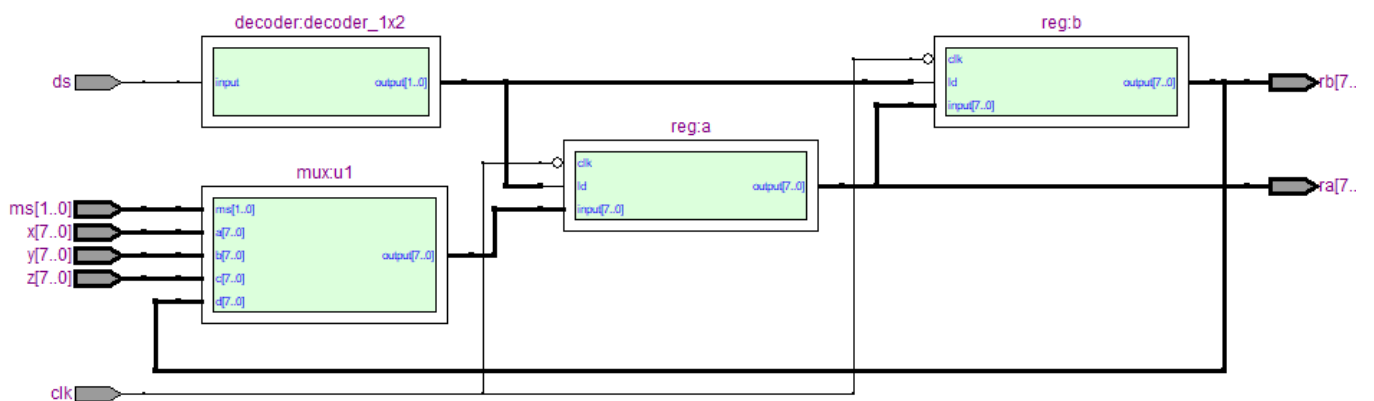
component decoder is
    port(

        input : in std_logic;
        output : out std_logic_vector( 1 downto 0 )

    );
end component;

begin
u1: mux port map( a => x, b => y, c => z, d => sig3, ms => ms, output => sig1);
a: reg port map( ld => lda, clk => not( clk ), input => sig1, output => sig2);
b: reg port map( ld => ldb, clk => not( clk ), input => sig2, output => sig3);
decoder_1x2 : decoder port map ( input => ds, output(0) => lda, output(1) => ldb);
rb <= sig3;
ra <= sig2;
end architecture;

```



# Mux Code

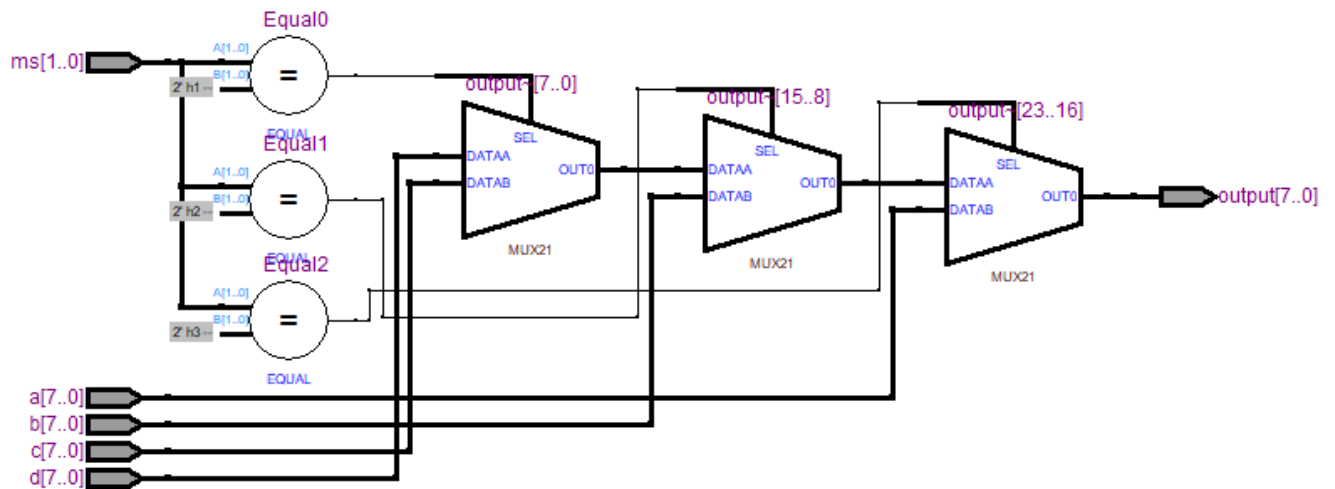
```
library ieee;
use ieee.std_logic_1164.all;

entity mux is
    port(
        ms : in std_logic_vector( 1 downto 0);
        a,b,c,d : in std_logic_vector( 7 downto 0);
        output : out std_logic_vector( 7 downto 0)
    );
end entity;

architecture behave of mux is
begin

    output <= a when( ms = "11") else
        b when( ms = "10") else
        c when( ms = "01") else
        d ;

end architecture;
```



# Register Code

```
library ieee;
use ieee.std_logic_1164.all;

entity reg is
    port(
        ld, clk : in std_logic;
        input : in std_logic_vector( 7 downto 0);
        output : out std_logic_vector( 7 downto 0)
    );
end entity;

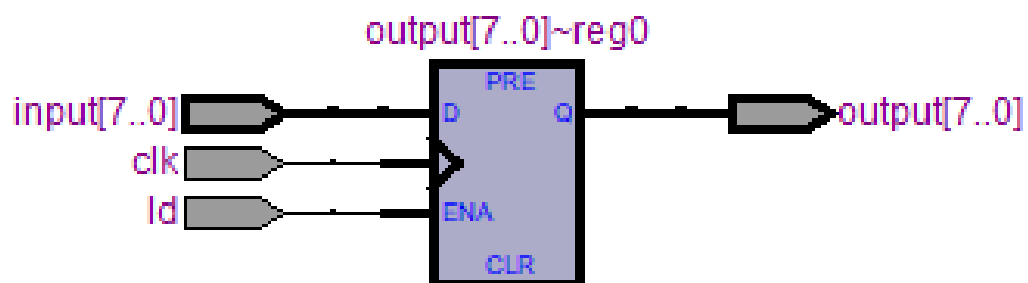
architecture behave of reg is
begin

    process( ld, clk )
    begin

        if( rising_edge( clk ) ) then
            if ( ld = '1' ) then
                output <= input ;
            end if;
        end if;

    end process;

end architecture;
```



# Decoder Code

```
library ieee;
use ieee.std_logic_1164.all;

entity decoder is

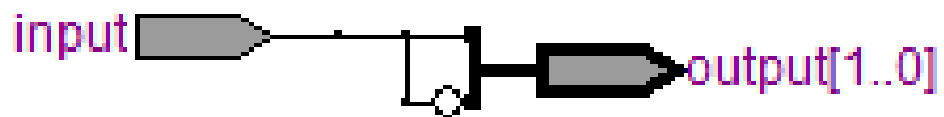
    port(
        input : in std_logic;
        output : out std_logic_vector( 1 downto 0 )
    );
end entity;

architecture behave of decoder is

begin

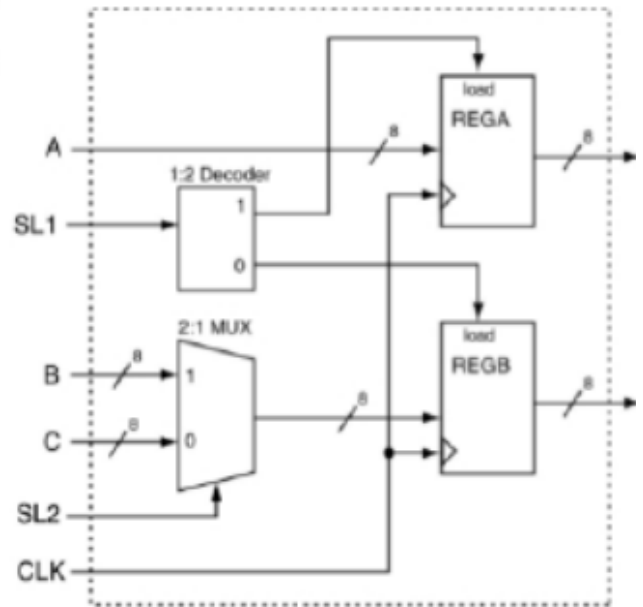
With input select
    output <= "01" when '0',
              "10" when '1';

end behave;
```



## Q9)

Provide a VHDL model that can be used to implement the following circuit.



## Main Code

```
library ieee;
use ieee.std_logic_1164.all;

entity Q9 is
    port(
        a, b, c : in std_logic_vector( 7 downto 0 );
        sl1, sl2, clk : in std_logic;
        rax, rbx : out std_logic_vector( 7 downto 0 )
    );
end entity;

architecture behave of Q9 is
    signal sig: std_logic_vector( 7 downto 0 );
    signal lda,ldb : std_logic;

    component reg is
        port(
            input : in std_logic_vector( 7 downto 0 );
            clk, ld : in std_logic;
            output : out std_logic_vector( 7 downto 0 )
        );
    end component;
```

```

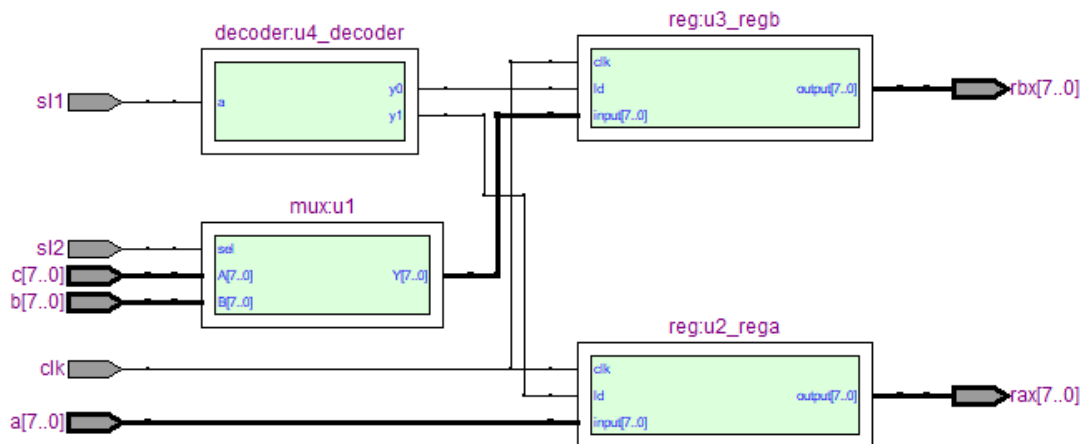
end component;

component mux is
port(
    A,B: in std_logic_vector(7 downto 0);
    sel: in std_logic;
    Y: out std_logic_vector(7 downto 0)
);
end component;

component decoder is
port (
    a: in std_logic;
    y0, y1: out std_logic
);
end component;

begin
u1: mux port map( A => C, B =>B, sel => sl2, y => sig);
u2_rega: reg port map( ld => lda, clk => clk, input => a , output => rax);
u3_regb: reg port map( ld => ldb, clk => clk, input => sig , output => rbx);
u4_decoder: decoder port map ( a => sl1, y0 => ldb, y1 => lda);
end architecture;

```



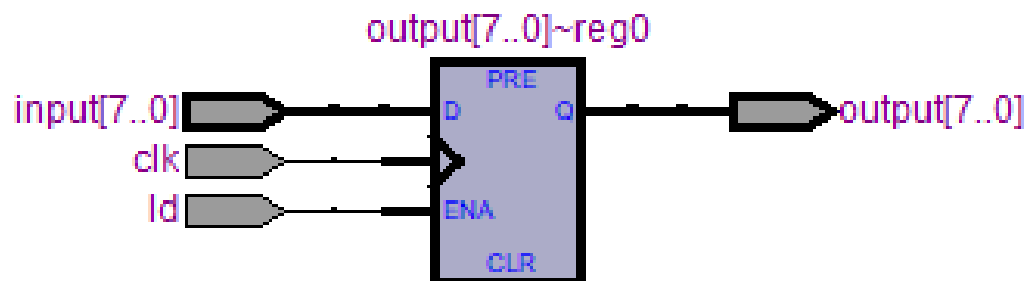
# Register Component

```
library ieee;
use ieee.std_logic_1164.all;

entity reg is
    port(
        input : in std_logic_vector( 7 downto 0 );
        clk, ld : in std_logic;
        output : out std_logic_vector( 7 downto 0 )
    );
end entity;

architecture behave of reg is
begin

    process( clk, ld )
    begin
        if( rising_edge( clk ) ) then
            if( ld = '1' ) then
                output <= input;
            end if;
        end if;
    end process;
end behave;
```



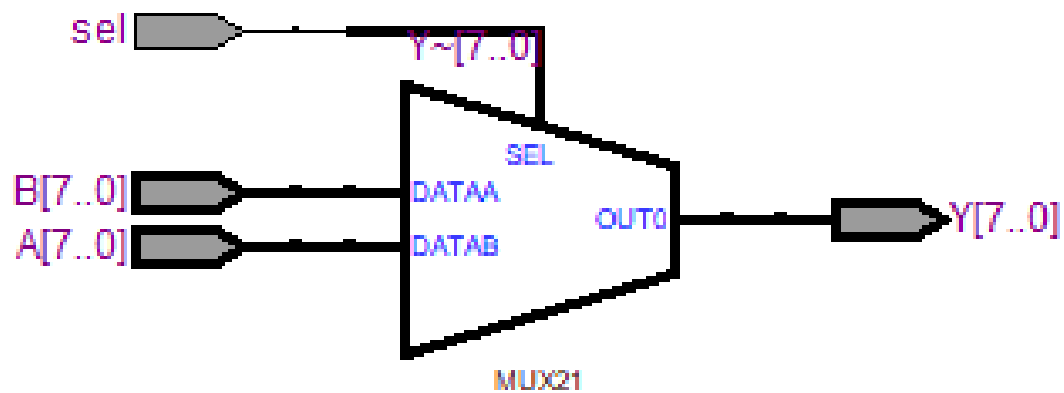


# Mux Component

```
library ieee;
use ieee.std_logic_1164.all;

entity mux is
port(
    A,B: in std_logic_vector(7 downto 0);
    sel: in std_logic;
    Y: out std_logic_vector(7 downto 0) );
end mux;

architecture behave of mux is
begin
    Y <= A when(sel = '1') else B;
end behave;
```



# Decoder Component

```
library ieee;  
use ieee.std_logic_1164.all;  
  
entity decoder is  
port (  
    a: in std_logic;  
    y0, y1: out std_logic  
);  
end decoder;  
  
architecture behave of decoder is  
begin  
  
    process( a )  
    begin  
        y0 <= not a;  
        y1 <= a;  
    end process;  
  
end behave;
```

