

ALU

```
library IEEE;

use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_arith.ALL;
use IEEE.STD_LOGIC_unsigned.ALL;

entity BBBB is
    Port ( a, b, Cin, s : in  STD_LOGIC_vector(3 downto 0);
          y : out STD_LOGIC_vector(3 downto 0));
end BBBB;

architecture Behavioral of BBBB is
begin
    with s(3 downto 0) select
        y <= a + b + Cin when "0000",
        a - b when "0001",
        a + '1' when "0010",
        a - '1' when "0011",
        a + b when "0100",
        b - '1' when "0101",
        b when "0110",
        b + '1' when "0111",
        not a when "1000",
        a and b when "1001",
        a or b when "1010",
        a xor b when "1011",
        a nand b when "1100",
        a nor b when "1101",
        a xnor b when "1110",
        not b when others;
end Behavioral;
```

JK

Library ieee;

Use ieee.std_logic_1164.all;

Entity FF is

Port (J, K, reset, clk: in std_logic;

q :out std_logic);

End FF;

Architecture Behavior of FF is

Signal qa: std_logic;

begin

process (clk, reset)

Begin

if (clk'event and clk='1') then

if reset='1' then

qa<='0';

elsif (j='0' and k='0') then

qa<=qa;

elsif (j='0' and k='1') then

qa<='0';

elsif (j='1' and k='0') then

qa<='1';

else

qa<= not qa;

end if;

end if;

end process;

q<=qa;

end Behavior;

UP_DOWN

```
Library IEEE;

use ieee.STD_LOGIC_1164.ALL;
use ieee.std_logic_arith.all;
use ieee.std_logic_unsigned.all;

entity UPDOWN is
port (clk, reset, up_down: in std_logic;
      q:out std_logic_vector(3 downto 0));
end UPDOWN;

architecture Behavioral of UPDOWN is
signal qa: std_logic_vector (3 downto 0);
begin
    process (clk, reset)
    begin
        if (clk'event and clk='1') then
            if reset='1' then
                qa<="0000";
            elsif (up_down='1') then
                qa<=qa+'1';
            else
                qa<=qa-'1';
            end if;
        end if;
    end process;

    q<=qa;
end Behavioral;
```

SHIFT

```
Library ieee;
use ieee.std_logic_1164.all;

entity shift is
Port (clk, reset, din, dir: in std_logic;
q:out std_logic_vector(3 downto 0));
end shift;

architecture NNNN of shift is
signal qa: std_logic_vector (3 downto 0);
begin
Process (clk, reset)
begin
if reset='1' then
qa<="0000";
elsif (clk 'event and clk='1') then
if dir='1' then
qa (3) <=din;
qa (2) <=qa (3);
qa (1) <=qa (2);
qa (0) <= qa (1);
else
qa (3) <=qa (2);
qa (2) <=qa (1);
qa (1) <=qa (0);
qa (0) <= din;
end if;
end if;
end process;
q<=qa;
end NNNN;
```