

Problem 1:

```
-----  
library IEEE;  
use IEEE.STD_LOGIC_1164.ALL;  
  
-- Uncomment the following library declaration if using  
-- arithmetic functions with Signed or Unsigned values  
--use IEEE.NUMERIC_STD.ALL;  
  
-- Uncomment the following library declaration if instantiating  
-- any Xilinx leaf cells in this code.  
--library UNISIM;  
--use UNISIM.VComponents.all;  
  
entity statemachine is  
    Port (clk, rst, x1, x2: in std_logic;  
          z1, z2: out std_logic);  
end statemachine;  
  
architecture Behavioral of statemachine is  
    type STATE_TYPE is (S1, S2, S3);  
    signal CS, NS : STATE_TYPE;  
    signal x, z : std_logic_vector(1 downto 0);  
begin  
    x <= x1&x2;  
    process (clk, rst)  
    begin  
        if rst = '1' then  
            CS <= S1;  
        elsif falling_edge(clk) then  
            CS<= NS;  
        end if;  
    end process;  
  
    process(clk, rst)  
    begin  
        if rst = '1' then  
            NS <= S1;  
        elsif falling_edge(clk) then  
            case CS is  
                when S1 =>  
                    if x = "00" then  
                        NS <= S1;  
                    else  
                        NS <= S3;  
                    end if;  
                when S2 =>  
                    if x = "00" then  
                        NS <= S3;  
                    elsif x = "01" then
```

```

        NS <= S2;
    else
        NS <= S1;
    end if;
when s3 =>
    if x = "00" then
        NS <= S2;
    elsif x = "01" then
        NS <= S1;
    else
        NS <= S3;
    end if;
when others =>
    NS <= S1;
end case;
end if;
end process;
z <= "01" when CS = S1 else
    "11" when CS = S2 else
    "10";
z1 <= z(0);
z2 <= z(1);

end Behavioral;

```

Problem 2:

T-flip-flop with reset

Problem 3:

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
use IEEE.NUMERIC_STD.ALL;

-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

entity bit_counter is
 Port (x : in std_logic_vector(3 downto 0);
 B : out std_logic_vector(2 downto 0));
end bit_counter;
architecture Behavioral of bit_counter is

```

signal cnt : unsigned(2 downto 0) := "000";
begin
process(x)
begin
for i in 0 to 3 loop
    if x(i) = '1' then
        cnt <= cnt + 1;
    else
        cnt <= cnt;
    end if;
end loop;
b <= std_logic_vector(cnt);

end process;
end Behavioral;

```

Problem 4:

```

-----
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
use IEEE.NUMERIC_STD.ALL;

-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

entity bit_counter_lt is
    Port (x : in std_logic_vector(3 downto 0);
          B : out std_logic_vector(2 downto 0));
end bit_counter_lt;

architecture Behavioral of bit_counter_lt is
    TYPE LUT is array (0 to 15) of std_logic_vector(2 downto 0);
    constant my_lut : lut :=(
0 => "000",
1 => "001",
2 => "001",
3 => "010",
4 => "001",
5 => "010",
6 => "010",
7 => "011",
8 => "001",
9 => "010",
10 => "010",
11 => "011",

```

```

12 => "010",
13 => "011",
14 => "011",
15 => "100");
begin

b <= my_lut(TO_INTEGER(unsigned(x)));

end Behavioral;

```

Problem 5:

```

-----
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;

-- Uncomment the following library declaration if instantiating
-- any Xilinx leaf cells in this code.
--library UNISIM;
--use UNISIM.VComponents.all;

entity bit_counter_TB is
-- Port ( );
end bit_counter_TB;

architecture Behavioral of bit_counter_TB is
component bit_counter_lt is
    Port (x : in std_logic_vector(3 downto 0);
          B : out std_logic_vector(2 downto 0));
end component;

component bit_counter is
    Port (x : in std_logic_vector(3 downto 0);
          B : out std_logic_vector(2 downto 0));
end component;

TYPE LUT is array (0 to 15) of std_logic_vector(2 downto 0);
constant m_lut : lut :=(
0 => "000",
1 => "001",
2 => "001",
3 => "010",
4 => "001",
5 => "010",
6 => "010",
7 => "011",
8 => "001",
9 => "010",

```

```

10 => "010",
11 => "011",
12 => "010",
13 => "011",
14 => "011",
15 => "100");
Type in_vect is array(0 to 15) of std_logic_vector(3 downto 0);
signal my_array : in_vect :=(
0 => "0000",
1 => "0001",
2 => "0010",
3 => "0011",
4 => "0100",
5 => "0101",
6 => "0110",
7 => "0111",
8 => "1000",
9 => "1001",
10 => "1010",
11 => "1011",
12 => "1100",
13 => "1101",
14 => "1110",
15 => "1111");
signal x_tb : std_logic_vector(3 downto 0) := "0000";
signal b_tb : std_logic_vector(2 downto 0) := "000";

begin
UUT2: bit_counter_lt port map (x_tb, b_tb);
UUT1: bit_counter port map (x_tb, b_tb);
process
begin

for i in 0 to 15 loop
    wait for 5 ns;
    x_tb <= my_array(i);
    assert b_tb = m_lut(i)
        report "Incorrect response bit_counter";
end loop;

```

