```
library ieee;
use ieee.std logic 1164.all;
ENTITY MSB slice IS
     PORT(A, B, Less, Ainvert, carryIn : IN std logic;
                                                         :\overline{IN} std logic vector(2 downto 0);
            result, carryout, Set, Overflow: Out std logic);
END MSB slice;
architecture alu of MSB slice is
 signal a sig, b sig, alu_sig, carryout_sig: std_logic;
component fulladd is
port (A, B, Cin: IN std logic;
        Sum, Cout: Out st\overline{d} logic);
End component;
BEGIN
     a sig <= A when (Ainvert = '0') else
                 not A;
     b_sig \le B \text{ when } (Op(2) = '0') \text{ else}
                  not B;
  fulladd1: fulladd port map(A=>a sig, B=>b sig, Cin=>carryIn,
Cout=>carryout sig,Sum=>alu sig);
    Result <= a_sig and b_sig when (Op(1) = '0' \text{ and } Op(0) = '0') else a_sig or b_sig when (Op(1) = '0' \text{ and } Op(0) = '1') else alu_sig when (Op(1) = '1' \text{ and } Op(0) = '0') else less when (Op(1) = '1' \text{ and } Op(0) = '1') else
                  '0';
  carryout <= carryout sig;</pre>
  Set <= alu sig;</pre>
  Overflow <= carryIn xor carryout sig;
END alu;
```