CÓDIGO VHDL

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_ARITH.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;
entity pila is
  generic (
     pc_size : integer := 16;
     n:integer:=3
  Port ( PC_in : in STD_LOGIC_VECTOR (pc_size-1 downto 0);
       clk, clr, WPC, UP, DW: in STD_LOGIC;
       PC_out: out STD_LOGIC_VECTOR (pc_size-1 downto 0);
       SP: out STD_LOGIC_VECTOR (n-1 downto 0)
      );
end entity;
architecture Behavioral of pila is
type arreglo is array (0 to (2**n - 1)) of STD_LOGIC_VECTOR (pc_size-1 downto 0);
signal pointers: arreglo:= (others=>'0'));
signal aux_sp : STD_LOGIC_VECTOR (n-1 downto 0);
begin
  process (clk, clr, UP, DW, WPC)
  variable v_sp : integer := 0;
  begin
     if (clr = '1') then
       v_{sp} := 0;
        pointers <= (others=>'0'));
     elsif (rising_edge(clk)) then
       if (UP = '1') then
          v_{sp} := v_{sp} + 1;
       elsif (DW = '1') then
          v_{sp} := v_{sp} - 1;
       else
          v_sp := v_sp;
        end if;
        if (WPC = '1') then
          pointers(v_sp) <= PC_in;
```

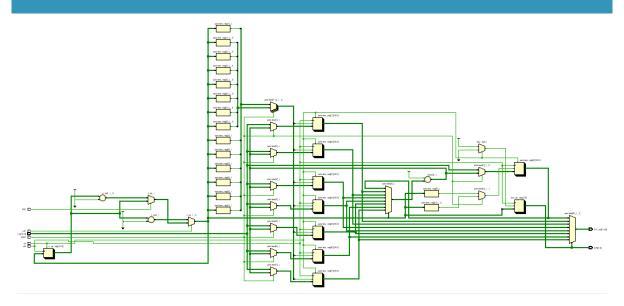
CÓDIGO DEL TEST-BENCH

```
library IEEE;
library STD;
use STD.TEXTIO.ALL;
use IEEE.std_logic_TEXTIO.ALL;
use IEEE.STD_LOGIC_1164.ALL;
entity t_pila is
-- Port ();
end entity;
architecture Behavioral of t_pila is
constant pc_size : integer := 16;
constant n : integer := 3;
constant clk_period : time := 10 ns;
component pila is
  generic (
     pc_size : integer := pc_size;
     n:integer:= n
  );
  Port ( PC_in : in STD_LOGIC_VECTOR (pc_size-1 downto 0);
    clk, clr, WPC, UP, DW: in STD_LOGIC;
    PC_out: out STD_LOGIC_VECTOR (pc_size-1 downto 0);
    SP: out STD_LOGIC_VECTOR (n-1 downto 0)
  );
end component;
signal PC_in: STD_LOGIC_VECTOR (pc_size-1 downto 0);
signal clk, clr, WPC, UP, DW: STD_LOGIC;
signal PC_out: STD_LOGIC_VECTOR (pc_size-1 downto 0);
```

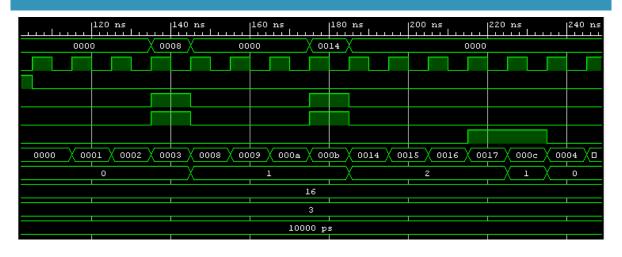
```
signal SP: STD LOGIC VECTOR (n-1 downto 0);
begin
  test: pila port map (
     PC_in => PC_in,
    clk => clk,
     clr => clr,
    WPC => WPC,
    UP => UP,
    DW => DW,
    PC_out => PC_out,
    SP => SP
  );
 clk_process : process
  begin
                clk <= '0';
                 wait for clk period/2;
                clk <= '1';
                 wait for clk_period/2;
 end process;
  stim_proc: process
  file ARCH_SALIDA: TEXT;
  variable LINEA_SALIDA: line;
  file ARCH ENTRADA: TEXT;
  variable LINEA ENTRADA: line;
  variable CADENA: string (1 to 4);
  variable v_PC_in: STD_LOGIC_VECTOR (pc_size-1 downto 0);
  variable v_clr, v_WPC, v_UP, v_DW: STD_LOGIC;
  variable v_PC_out : STD_LOGIC_VECTOR (pc_size-1 downto 0);
  variable v_SP: STD_LOGIC_VECTOR (n-1 downto 0);
  begin
     file_open(ARCH_ENTRADA, "C:\Users\yosaf\Desktop\Sexto\Arquitectura\Practica7\entradas.txt",
READ_MODE);
     file_open(ARCH_SALIDA, "C:\Users\yosaf\Desktop\Sexto\Arquitectura\Practica7\salidas.txt",
WRITE MODE);
     readline(ARCH_ENTRADA, LINEA_ENTRADA); -- salta la primera linea
     CADENA := " SP";
     write(LINEA_SALIDA, CADENA, right, CADENA'LENGTH + 1);
     CADENA := " PC";
```

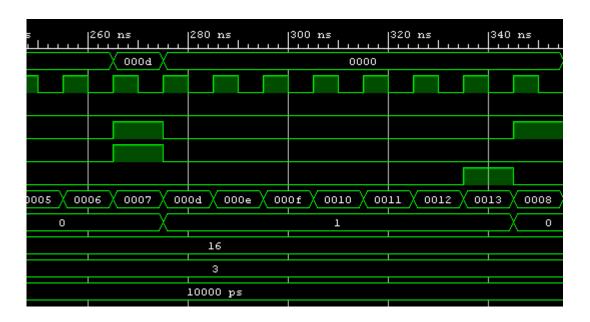
```
write(LINEA_SALIDA, CADENA, right, CADENA'LENGTH + 1);
    writeline(ARCH_SALIDA, LINEA_SALIDA);-- escribe la linea en el archivo
    WAIT FOR 100 NS;
    FOR I IN 0 TO 27 LOOP
       readline(ARCH_ENTRADA, LINEA_ENTRADA); -- lee una linea completa
       Hread(LINEA_ENTRADA, v_PC_in);
       PC_in <= v_PC_in;
       read(LINEA_ENTRADA, v_clr);
       clr <= v_clr;
       read(LINEA_ENTRADA, v_WPC);
       WPC <= v_WPC;
       read(LINEA_ENTRADA, v_UP);
       UP \le v_UP;
       read(LINEA_ENTRADA, v_DW);
       DW \le v_DW;
       WAIT UNTIL RISING_EDGE(clk);
                                        --ESPERO AL FLANCO DE SUBIDA
       v_PC_out := PC_out;
       v_SP := SP;
       Hwrite(LINEA_SALIDA, v_SP, right, 5);
       Hwrite(LINEA_SALIDA, v_PC_out, right, 5);
       writeline(ARCH SALIDA, LINEA SALIDA); -- escribe la linea en el archivo
    end loop;
    file_close(ARCH_ENTRADA); -- cierra el archivo
    file_close(ARCH_SALIDA); -- cierra el archivo
   wait;
  end process;
end Behavioral;
```

DIAGRAMA RTL



FORMA DE ONDA





ARCHIVOS

ENTRADA

```
PC_i c W U D
0000 1 0 0 0
0000 0 0 0 0
0000 0 0 0 0
0000 0 0 0 0
0008 0 1 1 0 //1
0000 0 0 0 0
0000 0 0 0 0
0000 0 0 0 0
0014 0 1 1 0 //3
0000 0 0 0 0
0000 0 0 0 0
0000 0 0 0 0
0000 0 0 0 1 //R
0000 0 0 0 1 //R
0000 0 0 0 0
0000 0 0 0 0
0000 0 0 0 0
000D 0 1 1 0 //2
0000 0 0 0 0
0000 0 0 0 0
0000 0 0 0 0
0000 0 0 0 0
0000 0 0 0 0
0000 0 0 0 0
0000 0 0 0 1 //R
0000 0 1 0 0 //B
```

SALIDA

0 0001