```
-- Design Name: 4 bit ALU Design.
#
    -- Module Name: alu 4bit - Behavioral
#
#
                           ____UCF file___
#
 # clock pin for Basys2 Board
 #NET "clk" LOC = "B8"; # Bank = 0, Signal name = MCLK
 #NET "uclk" LOC = "M6"; # Bank = 2, Signal name = UCLK
 #NET "mclk" CLOCK DEDICATED ROUTE = FALSE;
 #NET "uclk" CLOCK DEDICATED ROUTE = FALSE;
            # Pin assignment for LEDs
             " LOC = "G1"; \# Bank = 3, Signal name = LD7
 #NET " LOC = "P4"; # Bank = 2, Signal name = LD6
  NET "Y<4>" LOC = "N4"; # Bank = 2, Signal name = LD5 # ____Y<4>
 NET "Y<3>" LOC = "N5"; # Bank = 2, Signal name = LD4 # ____Y<3>
NET "Y<2>" LOC = "G1"; # Bank = 2, Signal name = LD3 # ____Y<2>
NET "Y<1>" LOC = "G1"; # Bank = 2, Signal name = LD3 # ____Y<2>
NET "Y<1>" LOC = "P4"; # Bank = 3, Signal name = LD2 # ____Y<1>
NET "Y<0>" LOC = "N4"; # Bank = 2, Signal name = LD1 # ____Y<0>
#NET " LOC = "N5"; # Bank = 2, Signal name = LD0
            # Pin assignment for SWs
  NET m<0> LOC = F3; # Bank = 3, Signal name = SW5 # m<0>
  NET "A<3>" LOC = "G3";  # Bank = 3, Signal name = SW4  # ___A<3>
NET "A<2>" LOC = "B4";  # Bank = 3, Signal name = SW3  # ___A<2>
NET "A<1>" LOC = "K3";  # Bank = 3, Signal name = SW2  # ___A<1>
  NET "B<3>" LOC = "L3";  # Bank = 3, Signal name = SW1
NET "B<2>" LOC = "P11";  # Bank = 2, Signal name = SW0
                                                                                              # ____B<3>
                                                                                               # B<2>
            # Pin assignment for RESET SWs
                  LOC = "A7";  # Bank = 1, Signal name = BTN3  # A<0>
  NET "A<0>"
 #NET " LOC = "M4"; # Bank = 0, Signal name = BTN2
  NET "B<1>" LOC = "C11"; # Bank = 2, Signal name = BTN1
NET "B<0>" LOC = "G12"; # Bank = 0, Signal name = BTN0
                                                                                                   ___B<1>
```

B<0>