```
library ieee;
1
   use ieee.std logic 1164.all;
   use ieee.numeric std.all;
   use STD.textio.all;
   use ieee.std logic textio.all;
6
   use work.insbuffer type.all;
7
8
  entity file io tb is
9
   end file io tb;
10
11
12 architecture behave of file io tb is
13
    ______
14
15
    -- Declare the Component Under Test
16
17
18
     signal tb clk: std logic;
     signal tb alu out: std logic vector(127 downto 0);
19
     signal rom data: insBuffer;
20
21
     signal count:integer :=0;
22
     signal alu out: std logic vector(127 downto 0);
23
24
    constant period : time := 20 ns;
25
26
27
28
     -- Instantiate and Map UUT
    ______
29
30
    file file input : text;
31
     file file output: text;
32
33
34
35
     begin
36
         UUT: entity pipiline unit port map(
37
            ins in => rom data,
            clk => tb clk,
38
39
            ALU o => tb alu out
40
            );
41
42
43
44
45
    -- This procedure reads the file input_vectors.txt which is located in
   the
46
     -- simulation project area.
47
     -- It will read the data in and send it to the ripple-adder component
48
     -- to perform the operations. The result is written to the
49
     -- output results.txt file, located in the same directory.
50
51
    process
52
    variable ILINE : line;
53
      variable INS LINE : std_logic_vector(24 downto 0);
      variable count: integer:=0;
```

```
55
        variable v_out : line;
56
57
      begin
        file_open(file_input, "opcode.txt", read_mode);
file_open(file_output, "alu_out.txt", write_mode);
58
59
60
61
62
        while not endfile (file input) loop
63
          readline(file input, ILINE);
64
          read(ILINE, INS LINE);
         rom data(count) <= INS LINE;
65
          count := count+1;
66
67
        end loop;
68
        file close(file input);
69
70
71
        for i in 0 to count +4 loop
72
             wait for period;
73
             write(v_out, tb_alu_out);
74
             writeline(file output, v out);
75
        end loop;
76
        file close (file output);
77
78
      end process;
79
80
81
82
      clock: process
83
      begin
           tb clk <= '0';
84
85
           wait for 10ns;
          tb clk<='1';
86
87
           wait for 10ns;
88
      end process;
89 end behave;
```