Course Name: Embedded Systems Design

Course Number and Section: 14:332:493:02

Homework #3

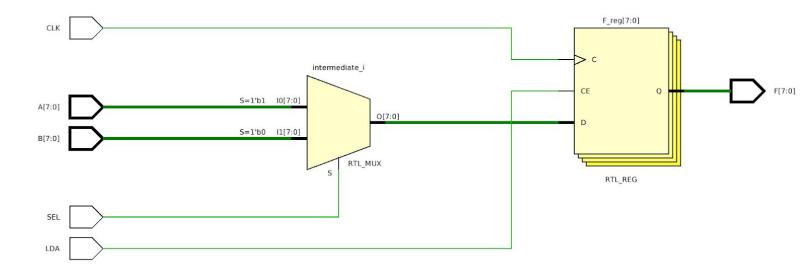
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Date Submitted: 02/20/2020

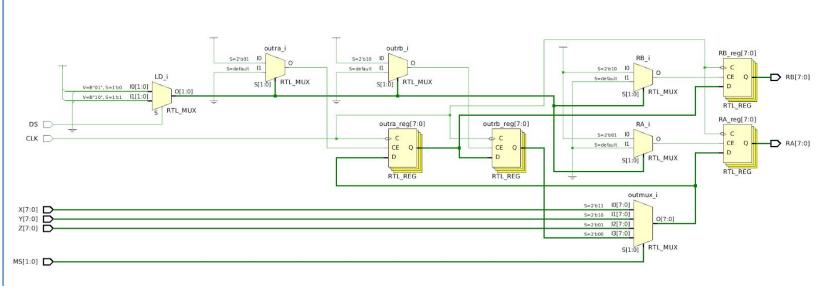
CHAPTER 7

• EXERCISE 1

```
1
     library ieee;
 2
         use ieee.std_logic_1164.all;
3
         use ieee.numeric std.all;
 4
 5 ─ entity entidad is
 6 ;
        port (
 7 :
 8
             A,B : in std_logic_vector(7 downto 0);
             SEL, CLK, LDA : in std logic;
 9
        F: out std logic vector(7 downto 0)
10
11
12
13 ;
         );
14 end entidad;
16 architecture behavior of entidad is
17
18
         signal intermediate : std_logic_vector(7 downto 0);
19
20 :
     begin
21 🖯
         r:process(CLK)
22 :
         begin
23 🖨
             if (rising edge(CLK)) then
24 🖨
                 if (LDA = '1') then
25
                 F <= intermediate;
                 end if:
26 🗎
27 🖨
             end if:
28 🖨
         end process;
29 with SEL select
30 intermediate <= A when 'l',
               B when '0',
31
32
               (others => '0') when others;
33 ;
34 ← end behavior;
35
```

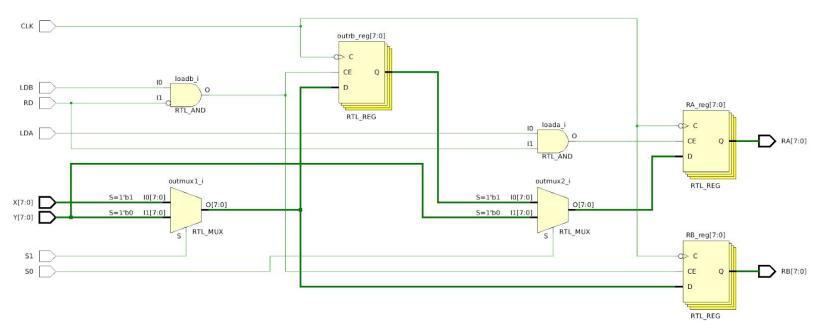


```
library ieee;
           use ieee.std logic 1164.all;
 2
 3
           use ieee.numeric_std.all;
 4
 5  entity entidad is
           port (
           X,Y,Z : in std_logic_vector(7 downto 0);
MS: in std_logic_vector(1 downto 0);
 8
 9
10
              CLK, DS : in std_logic;
           RA, RB: out std_logic_vector(7 downto 0)
11
12
13
14
15 end entidad;
16
17 - architecture behavior of entidad is
18
           signal outmux, outra, outrb : std_logic_vector(7 downto 0);
signal LD: std_logic_vector(1 downto 0);
19
20
21
22
      begin
23 🖨
           registera: process(CLK)
24 :
25 🖯
           begin
                if (falling_edge(CLK)) then
26 □
                     if (LD="01") then
27 :
                     outra <= outmux;
                     RA <= outmux;
29 A
30 A
31 A
32 -
33 D
                     end if;
                end if;
           end process;
           registerb: process(CLK)
34 :
35 (=)
36 (=)
           begin
                if (falling_edge(CLK)) then
   if (LD="10") then
37
38
                     outrb <= outra;
                     RB <= outra;
39 🖨
                     end if;
                end if;
40 🗀
           end process;
41 🖨
42 ÷
43 👨
44 ÷
      dec:process(DS)
      begin
45 🖨
           case DS is
             when '0' => LD <= "01";
when '1' => LD <= "10";
46 ;
47
48
              when others => LD <= "00";
49 🖨
           end case;
50 end process;
51
52
      with MS select
53 :
54 :
55 :
      outmux <= X when "11",
Y when "10",
              Z when "01",
outrb when "00",
56
              "00000000" when others;
57
58 end behavior;
```

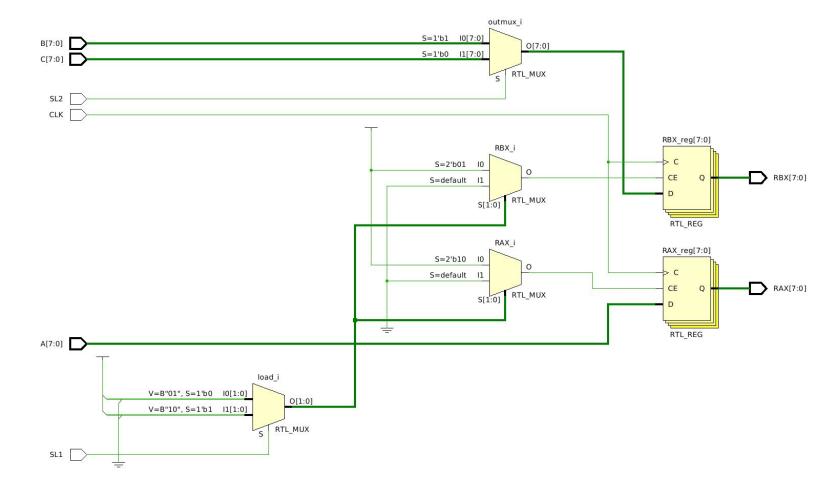


```
1
      library ieee;
 2
          use ieee.std logic 1164.all;
 3
          use ieee.numeric_std.all;
 4
 50
     entity entidad is
 6
          port (
 8
              X , Y : in std_logic_vector(7 downto 0);
          LDA, LDB, S1, S0, CLK: in std logic;
 9
10
          RB: out std logic vector(7 downto 0)
11
12
13
          );
14 end entidad;
15
16 architecture behavior of entidad is
17
18
          signal outmux1, outmux2, outra, outrb : std_logic_vector(7 downto 0);
19
20 1
21 🗇
          registera: process(CLK)
          begin
23 🖨
             if (rising edge(CLK)) then
24 Ď
                  if (LDA='1') then
25 ;
                  outra <= outmux1;
26 🖨
                  end if;
27 🗇
              end if:
28 🖨
          end process;
29
30 🖨
          registerb: process(CLK)
31 ÷
32 ⊜
          begin
             if (rising edge(CLK)) then
33 ⊖
                  if (LDB='1') then
34 | 35 |
                  outrb <= outmux2;
                  RB <= outmux2;
36 🖨
                  end if;
37 🗇
              end if:
38 🖨
          end process;
39
40 :
     with Sl select
     outmux1 <= X when '1',
41 :
42
           outrb when '0',
            "00000000" when others;
43
44
45
46
     with SO select
47
     outmux2 <= outra when '1',
48
            Y when '0',
            "000000000" when others;
49
50
51 end behavior;
```

```
library ieee;
 2
          use ieee.std_logic_1164.all;
 3
          use ieee.numeric_std.all;
 4
 5 	☐ entity entidad is
          port (
          X , Y : in std_logic_vector(7 downto 0);
RD, LDA,LDB,S1,S0,CLK: in std_logic;
 8
          RA, RB: out std_logic_vector(7 downto 0)
10
11
12
13
14 end entidad;
15
16 architecture behavior of entidad is
17
18
          signal outmux1, outmux2, outrb : std_logic_vector(7 downto 0);
19
          signal loada,loadb : std_logic;
20
21
      begin
22 (D)
23 ·
24 (D)
          registera: process(CLK)
          begin
              if (falling_edge(CLK)) then
   if (loada='1') then
25 ⊝
26 ;
                   RA <= outmux2;
27 🖨
                   end if;
28日29日
              end if;
          end process;
30
31 🖨
          registerb: process(CLK)
32 ;
          begin
33 ⊡
              if (falling edge(CLK)) then
34 ⊡
                   if (loadb='1') then
                   outrb <= outmux1;
35
36
                   RB <= outmux1;
37 🖒
                   end if:
38 🖨
               end if;
39 🖨
          end process;
40
      loadb <= LDB AND NOT(RD);
41
42
      loada <= LDA AND RD;
43
44
      with SO select
45
      outmux2 <= outrb when '1',
             Y when '0',
46
            "00000000" when others;
47
48
49
50
      with Sl select
51
      outmux1 <= X when '1',
52
             Y when '0',
53
            "00000000" when others;
54
55 end behavior;
```



```
library ieee;
 2
         use ieee.std logic 1164.all;
 3
         use ieee.numeric_std.all;
 4
 5 	☐ entity entidad is
 6
         port (
 7
 8
             A, B,C: in std logic vector(7 downto 0);
 9
         SL1, SL2, CLK: in std_logic;
10
            RAX,RBX: out std_logic_vector(7 downto 0)
11
12 ;
         );
13 	☐ end entidad;
14
15 architecture behavior of entidad is
16
17
         signal outmux:std_logic_vector(7 downto 0);
18 :
         signal load:std_logic_vector(1 downto 0);
19 ;
20 ;
21 🖯
         registera: process(CLK)
         begin
23 🖨
             if (rising_edge(CLK)) then
24 🖨
                 if (load="10") then
25 ;
                 RAX <= A;
                 end if;
26 🖨
27 🖨
             end if;
28 🖨
         end process;
29
30 🖨
         registerb: process(CLK)
31
         begin
32 🖨
             if (rising edge(CLK)) then
33 ⊝
                 if (load="01") then
34 :
                 RBX <= outmux;
35 🖨
                 end if:
             end if;
36 🖨
37 🖨
         end process;
38 :
39  dec:process(SL1)
40
     begin
41 🗇
         case SL1 is
42 1
           when '0' => load <= "01";
           when '1' => load <= "10";
43
           when others => load <= "00";
44
45 🖨
         end case;
46 end process;
47
48 1
     with SL2 select
49 :
     outmux <= B when '1',
50
           C when '0',
           "00000000" when others;
51
52
```



```
library ieee;
 2
          use ieee.std_logic_1164.all;
 3
          use ieee.numeric_std.all;
 4
 5  entity entidad is
 6
         port (
 8
              A, B,C: in std_logic_vector(7 downto 0);
          SEL1, SEL2, CLK: in std_logic;
 9
          RAP, RBP: out std_logic_vector(7 downto 0)
10
11
12
14
15 architecture behavior of entidad is
16
17
          signal outmux:std_logic_vector(7 downto 0);
18
          signal load:std_logic_vector(1 downto 0);
19
20 :
     begin
21 🖯
          registera: process(CLK)
          begin
23 🖨
              if (rising_edge(CLK)) then
24 🖨
                  if (load="10") then
                  RAP <= outmux;
25 ;
26 ⊝
                  end if;
27 <u>(</u>)
28 <u>(</u>)
              end if;
          end process;
29
30 🖨
          registerb: process(CLK)
31 ;
32 ⊜
          begin
              if (rising_edge(CLK)) then
33 ⊖
                  if (load="01") then
                  RBP <= C;
34 :
35 🖨
                  end if:
36日37日
              end if;
          end process;
38 :
39 dec:process(SEL2)
40 ;
     begin
41 🖯
         case SEL2 is
            when '0' => load <= "01";
when '1' => load <= "10";</pre>
42 :
43
44
           when others => load <= "00";
45 🖨
          end case;
46 ← end process;
47
48
     with SEL1 select
     outmux <= A when '1',
49
50
            B when '0',
            "000000000" when others;
51
52
53 end behavior;
```

