```
-- Company:
 3
    -- Engineer:
 4
 5
    -- Create Date: 11/16/2017 02:45:02 PM
 6
    -- Design Name:
 7
    -- Module Name: top - Behavioral
    -- Project Name:
 9
    -- Target Devices:
10
    -- Tool Versions:
11
    -- Description:
12
     __
13
     -- Dependencies:
14
15
    -- Revision:
16
    -- Revision 0.01 - File Created
17
    -- Additional Comments:
18
19
20
21
22
     library IEEE;
23
    use IEEE.STD_LOGIC_1164.ALL;
24
25
    -- Uncomment the following library declaration if using
26
    -- arithmetic functions with Signed or Unsigned values
27
    --use IEEE.NUMERIC STD.ALL;
28
29
    -- Uncomment the following library declaration if instantiating
30
    -- any Xilinx leaf cells in this code.
31
     --library UNISIM;
32
     --use UNISIM.VComponents.all;
33
34
     entity top is
35
       Port (
36
              sw : in std logic vector(15 downto 0);
              clk : in std_logic;
37
38
              seg : out std logic vector(6 downto 0);
39
              dp : out std logic;
40
              an : out std logic vector(3 downto 0);
41
              led : out std logic vector(15 downto 0) );
42
     end top;
43
44
     architecture Behavioral of top is
45
         component ssd muxer is
46
             Port (
47
                 a_in
                           : in std_logic_vector(3 downto 0);
48
                 b in
                           : in std logic vector(3 downto 0);
                 c in
49
                           : in std logic vector(3 downto 0);
                 d in
50
                           : in std logic vector(3 downto 0);
51
                 e in
                           : in std logic vector(3 downto 0);
                           : in std logic vector(3 downto 0);
52
                 f in
                           : in std logic_vector(3 downto 0);
53
                 g in
                 decp0 in : in std logic;
54
                           : in std_logic;
                 decp1_in decp2_in
55
                            : in std logic;
56
57
                 decp3 in : in std logic;
58
                 seg_out : out std_logic_vector(6 downto 0);
59
                 dp out
                           : out std_logic;
60
                          : out std logic vector(3 downto 0);
                 an out
61
                 clk
                           : in STD LOGIC
62
             );
63
         end component;
64
         signal a in, b in, c in, d in, e in, f in, g in : std logic vector(3 downto 0);
         signal seg out : std logic vector(6 downto 0);
65
66
         signal dp out : std logic;
```

```
signal an out : std logic vector(3 downto 0);
 68
 69
            component encoder
 70
                Port (
 71
                       hex in : in STD LOGIC VECTOR (3 DOWNTO 0);
 72
                               : out STD LOGIC;
 73
                               : out STD LOGIC;
 74
                               : out STD LOGIC;
                       C
 75
                       d
                               : out STD LOGIC;
 76
                               : out STD LOGIC;
                       е
 77
                        f
                                : out STD LOGIC;
 78
                                : out STD LOGIC
 79
                );
 80
            end component;
 81
 82
            -- signal st, ed : integer := 0;
 83
 84
      begin
 85
            seg <= seg_out;</pre>
 86
            dp <= dp out;</pre>
 87
            an <= an out;
 88
            led \leq sw;
 89
 90
            SSD MUX: ssd muxer port map (
 91
                a in => a in,
 92
                b in => b in,
 93
                c in \Rightarrow c in,
 94
                d in \Rightarrow d in,
 95
                e in \Rightarrow e in,
 96
                f in \Rightarrow f in,
 97
                g in \Rightarrow g in,
 98
 99
                decp0 in => '0',
100
                decp1_in => '0'
101
                decp2_in => '0',
102
                decp3 in => '0',
103
104
                seg out => seg out,
105
                dp out => dp out,
106
                an out => an out,
107
108
                clk => clk
109
           );
110
111
                   -- https://www.ics.uci.edu/~jmoorkan/vhdlref/generate.html
112
              REG ENC: for I in 0 to 3 generate
113
       https://stackoverflow.com/questions/10375858/how-to-slice-an-std-logic-vector-in-vhdl
114
                   REG PMP: encoder port map(
115
                       hex in => sw((I * 4) downto(((I + 1)) * 4 - 1)),
116
                       a \Rightarrow a in(I),
                       b \Rightarrow b^{-}in(I),
117
118
                       c \Rightarrow c in(I),
                       d \Rightarrow d in(I),
119
120
                       e \Rightarrow e in(I),
121
       __
                       f \Rightarrow f in(I),
122
                       g \Rightarrow g in(I)
123
                   );
124
              end generate;
125
126
127
            REGE1: encoder port map(
128
                hex in \Rightarrow sw(15 downto 12),
129
                a \Rightarrow a in(3),
                b \Rightarrow b in(3),
130
131
                c \Rightarrow c in(3),
```

```
132
                   d \Rightarrow d in(3),
133
                   e => e_{in(3)},
                   f => f_{in(3)},
134
135
                   g \Rightarrow g in(3)
136
             );
137
138
             REGE2: encoder port map (
139
                  hex in \Rightarrow sw(11 downto 8),
140
                   a => a_{in}(2),
141
                  b => b in(2),
                  c => c_in(2),
d => d_in(2),
e => e_in(2),
142
143
144
145
                   f => f_{in(2)},
146
                   g \Rightarrow g_{in}(2)
147
             );
148
149
             REGE3: encoder port map (
150
                  hex_in \Rightarrow sw(7 downto 4),
151
                   a = a_{in}(1),
152
                  b \implies b in(1),
                  c => c_in(1),
d => d_in(1),
153
154
155
                   e => e_{in(1)},
156
                   f => f_{in(1)},
157
                   g \Rightarrow g_{in}(1)
158
             );
159
160
             REGE4: encoder port map (
161
                   hex in \Rightarrow sw(3 downto 0),
                   a = \overline{>} a in(0),
162
163
                  b \Rightarrow b in(0),
                   c => c_in(0),
d => d_in(0),
164
165
166
                   e => e_{in(0)},
167
                   f \Rightarrow f in(0),
168
                   g \Rightarrow g_{in}(0)
169
             );
170
171
        end Behavioral;
172
```