```
library IEEE;
use IEEE.STD LOGIC 1164.ALL;
use IEEE.STD_LOGIC_ARITH.ALL;
use IEEE.STD LOGIC UNSIGNED.ALL;
use IEEE.NUMERIC_STD.ALL;
entity usr1 is
   Port (
        clk : in STD_LOGIC;
        clk_div : inout std_logic;
        rst : in STD_LOGIC;
        load: in STD_LOGIC;
        mode : in STD_LOGIC_VECTOR(1 downto 0); -- mode selection input
        si : in STD LOGIC; -- serial input
        pi : in STD_LOGIC_VECTOR(3 downto 0); -- parallel input
        so : out STD_LOGIC; -- serial output
        po : out STD_LOGIC_VECTOR(3 downto 0) -- parallel output
    );
end usr1;
architecture Behavioral of usr1 is
    signal shift_reg : STD_LOGIC_VECTOR(3 downto 0);
    signal counter: std_logic_vector(26 downto 0):=( others=>'0');
    process(clk_div, rst,load)
    begin
        if rst = '1' then
            shift reg <= (others => '0');
        elsif clk_div'event and clk_div= '1' then
            case mode is
                when "00" => -- SISO mode
                     shift_reg( 3 downto 1) <= shift_reg(2 downto 0);</pre>
                     shift_reg(0)<=si;</pre>
                     so <= shift_reg(3);</pre>
                 when "01" => -- SIPO mode
                     shift reg( 3 downto 1) <= shift reg(2 downto 0);</pre>
                     shift reg(0)<=si;</pre>
                     po <= shift reg;</pre>
                when "10" => -- PISO mode
                        if(load='0') then
                                  shift_reg <= pi;</pre>
                         else
                             shift reg( 3 downto 1) <= shift reg(2 downto 0);</pre>
                         end if;
                         so <= shift_reg(3);</pre>
                when "11" => -- PIPO mode
                     po<= pi;</pre>
                 when others =>
                     null;
            end case;
        end if;
    end process;
```

```
-- so <= shift_reg(3);
-- po <= shift_reg;

process(clk)
  begin
    if clk'event and clk = '1' then
        if rst = '1' then
            counter <= (others => '0');
    else
            counter <= counter + '1';
    end if;
    end if;
    end process;

clk_div<= counter(0);

end Behavioral;</pre>
```