

## 22. VHDL CODE FOR BINARY-GRAY (STRUCTURAL):

```

library IEEE;

use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_ARITH.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;

entity bg is
    Port ( b : in  STD_LOGIC_VECTOR (3 downto 0);
          g : out STD_LOGIC_VECTOR (3 downto 0));
end bg;

```

architecture struct of bg is

```

    component xor1
        port(a, b : in std_logic;
             c : out std_logic);
    end component;

```

```

    component and1
        port(d, e : in std_logic;
             f : out std_logic);
    end component;

```

begin

```

    u1 : and1 port map(b(3), b(3), g(3));
    u2 : xor1 port map(b(3), b(2), g(2));
    u3 : xor1 port map(b(2), b(1), g(1));
    u4 : xor1 port map(b(1), b(0), g(0));

```

end struct;



