## **Register File**



Test Case	RW	DR	D	SA	SB	TD	Reset	A (Expected)	B (Expected)
0	0	00000	00000001010101001101001010011101	00001	00001	0000	0	00000001010101001101001010011101	00000001010101001101001
1	0	00001	00000001010101001101001010011110	00001	00001	0000	0	00000001010101001101001010011110	00000001010101001101001
2	0	00010	00000001010101001101001010011111	00010	00010	0000	0	00000001010101001101001010011111	00000001010101001101001
3	0	00011	00000001010101001101001010100000	00011	00011	0000	0	00000001010101001101001010100000	00000001010101001101001
4	0	00100	00000001010101001101001010100001	00100	00100	0000	0	00000001010101001101001010100001	00000001010101001101001
31	0	11111	00000001010101001101001010111100	11111	11111	0000	0	00000001010101001101001010111100	00000001010101001101001
32	0	00000	00000001010101001101001010111110	00000	00000	0001	0	00000001010101001101001010111110	00000001010101001101001
33	0	00000	00000001010101001101001010111111	00000	00000	0010	0	00000001010101001101001010111111	00000001010101001101001

- 1. Each test case corresponds to a write operation to a specific register followed by a read operation.
- 2. The table can be expanded for all 38 test cases, adding one to the binary DR, SA&SB /  $\ensuremath{\mathsf{TD}}$
- 3. The reset value resets all register outputs to 0, so when Reset is asserted (active low), all register outputs should be zeros until the next write operation is performed.
- ${\bf 4.} \ \ {\bf The \ clock \ signal \ is \ not \ shown \ in \ the \ table \ but \ is \ necessary \ for \ synchronising \ the \ operations.$

Register File 1