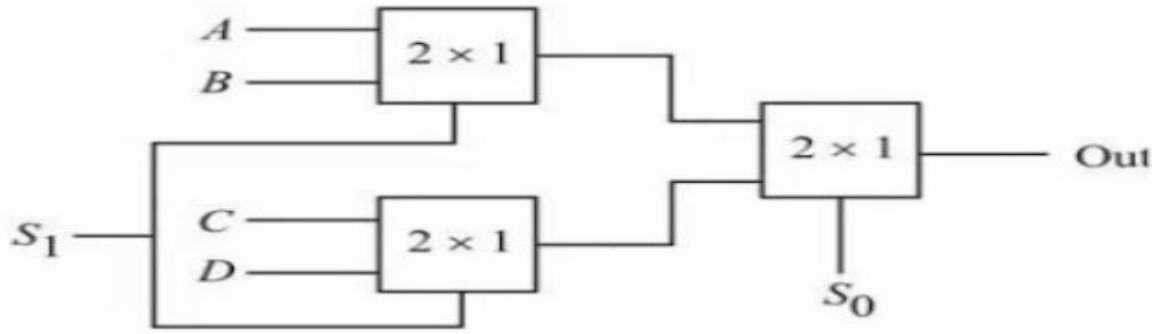
STRUCTURAL MODELLING
MUX 4 : 1 USING 2:1 MUX

RTL schematic :



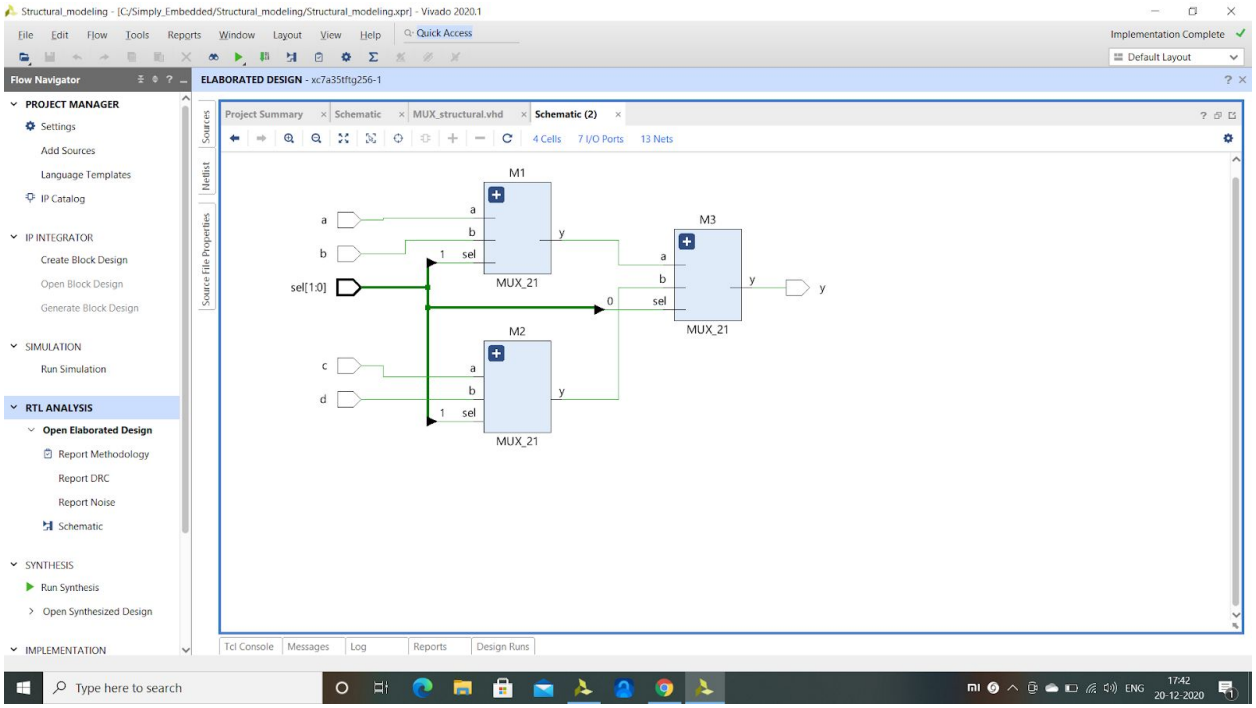
S_0	S_1	Out
0	0	A
0	1	B
1	0	C
1	1	D

Code:

```
entity MUX_21 is
Port (
a,b,sel : in std_logic;
y       : out std_logic
 );
end MUX_21;

architecture Behavioral of MUX_21 is

begin
process
begin
if(sel = '1') then
  y <= a;
else
  y <= b;
end if;
end process;
```

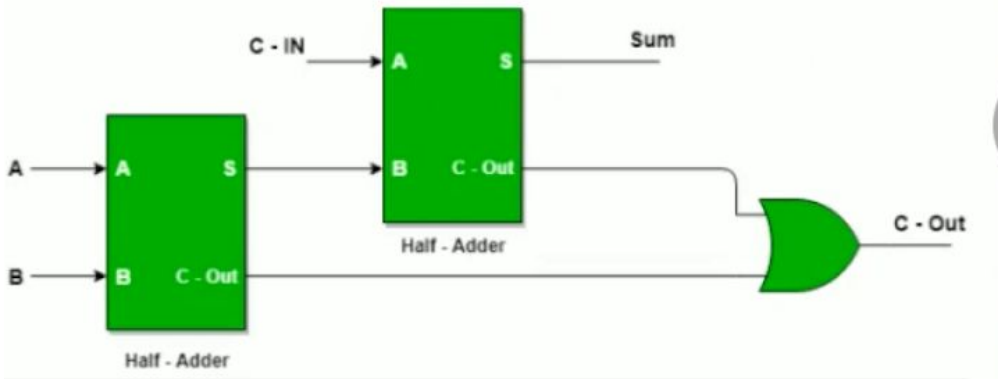
```
end Behavioral;
----------------------------------------------------------------------------end-------------------------
-------------------------------------------------------------------------------------------------------------------------
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
entity MUX_41 is
Port (
a,b,c,d : in std_logic;
sel     : in std_logic_vector ( 1 downto 0);
y       : out std_logic
 );
end MUX_41;

architecture Behavioral of MUX_41 is
component
MUX_21 is
Port (
a,b,sel : in std_logic;
y       : out std_logic
 );
end component;
signal t1: std_logic;
signal t2: std_logic;
begin
M1: MUX_21  port map(a=>a,b=>b,sel=>sel(1),y=>t1);
M2: MUX_21  port map(a=>c,b=>d,sel=>sel(1),y=>t2);
M3: MUX_21  port map(a=>t1,b=>t2,sel=>sel(0),y=>y);
end Behavioral;
```

RTL schematic:



FULL ADDER USING HALF ADDER

Schematic:

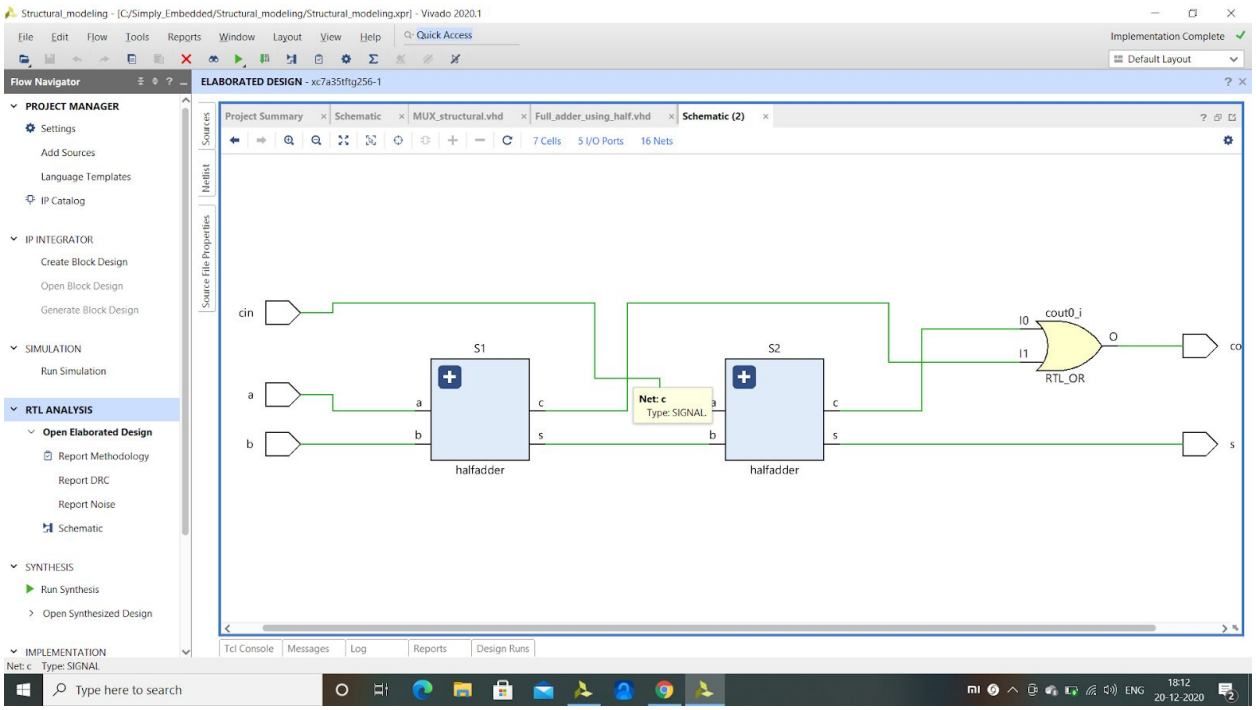


Code:

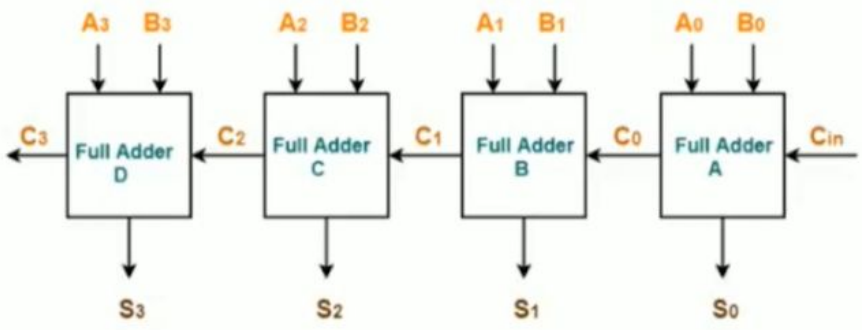
```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity halfadder is
Port (
a,b : in std_logic;
c,s : out std_logic

 );
end halfadder;

architecture Behavioral of halfadder is

begin
c <= a and b;
s <= a xor b;

end Behavioral;
------------------
-----------------------
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
entity fulladder is
Port (
a,b,cin : in std_logic;
cout,s    : out std_logic

 );
end fulladder;

architecture Behavioral of fulladder is
component halfadder is
Port (
a,b: in std_logic;
c,s : out std_logic

 );
end component;
signal t1 : std_logic;
signal t2 : std_logic;
```

```
signal t3 : std_logic;
begin
S1 : halfadder port map(a=>a,b=>b,c=>t3,s=>t1);
S2 : halfadder port map(a=>cin,b=>t1,c=>t2,s=>s);
cout <= t2 or t3;
cout <= t2 or t3;
end Behavioral;
```

RTL schematic:



Four bit adder
Schematic:



4-bit Ripple Carry Adder

Code:

```
entity halfadder1 is
Port (
a,b : in std_logic;
c,s : out std_logic

 );
end halfadder1;

architecture Behavioral of halfadder1 is

begin
c <= a and b;
s <= a xor b;

end Behavioral;
-------------------
----------------------
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
entity fulladder1 is
Port (
a,b,cin : in std_logic;
cout,s    : out std_logic
```

```
 );
end fulladder1;

architecture Behavioral of fulladder1 is
component halfadder1 is
Port (
a,b: in std_logic;
c,s : out std_logic

 );
end component;
signal t1 : std_logic;
signal t2 : std_logic;
signal t3 : std_logic;
begin
S1 : halfadder1 port map(a=>a,b=>b,c=>t3,s=>t1);
S2 : halfadder1 port map(a=>cin,b=>t1,c=>t2,s=>s);
cout <= t2 or t3;
cout <= t2 or t3;
end Behavioral;
-------------------------
-----------------------
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
entity fourbitadder is
Port (
a,b : in std_logic_vector (3 downto 0);
sum    : out std_logic_vector (3 downto 0);
cout   : out std_logic

 );
end fourbitadder;

architecture Behavioral of fourbitadder is
component fulladder1 is
Port (
a,b,cin : in std_logic;
cout,s    : out std_logic

 );
end component;
signal cin,c0,c1,c2 : std_logic:='0';
begin
```

```
FA1 : fulladder1 port map(a=>a(0),b=>b(0),cin=>cin,cout=>c0,s=>sum(0));
FA2 : fulladder1 port map(a=>a(1),b=>b(1),cin=>c0,cout=>c1,s=>sum(1));
FA3 : fulladder1 port map(a=>a(2),b=>b(2),cin=>c1,cout=>c2,s=>sum(2));
FA4 : fulladder1 port map(a=>a(3),b=>b(3),cin=>c2,cout=>cout,s=>sum(3));

end Behavioral;
```

RTL schematic: