

## LABORATÓRIO 2

**Dupla:**

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### 3.2

library IEEE;

use IEEE.STD\_LOGIC\_1164.ALL;

entity inversor is

Port ( A : in STD\_LOGIC\_VECTOR (3 downto 0);

S : in STD\_LOGIC;

B : out STD\_LOGIC\_VECTOR (3 downto 0) );

end inversor;

architecture rtl of inversor is

begin

B(0) <= A(3) when S = '1' else A(0);

B(1) <= A(2) when S = '1' else A(1);

B(2) <= A(1) when S = '1' else A(2);

B(3) <= A(0) when S = '1' else A(3);

end rtl;

### 3.3

LIBRARY ieee;

USE ieee.std\_logic\_1164.ALL;

ENTITY inversor\_tb IS

END inversor\_tb;

ARCHITECTURE behavior OF inversor\_tb IS

--Inputs

signal A : std\_logic\_vector(3 downto 0);

signal S : std\_logic;

--Outputs

signal B : std\_logic\_vector(3 downto 0);

BEGIN

-- Instantiate the Unit Under Test (UUT)

uut: entity work.inversor PORT MAP (

A => A,

S => S,

B => B

);

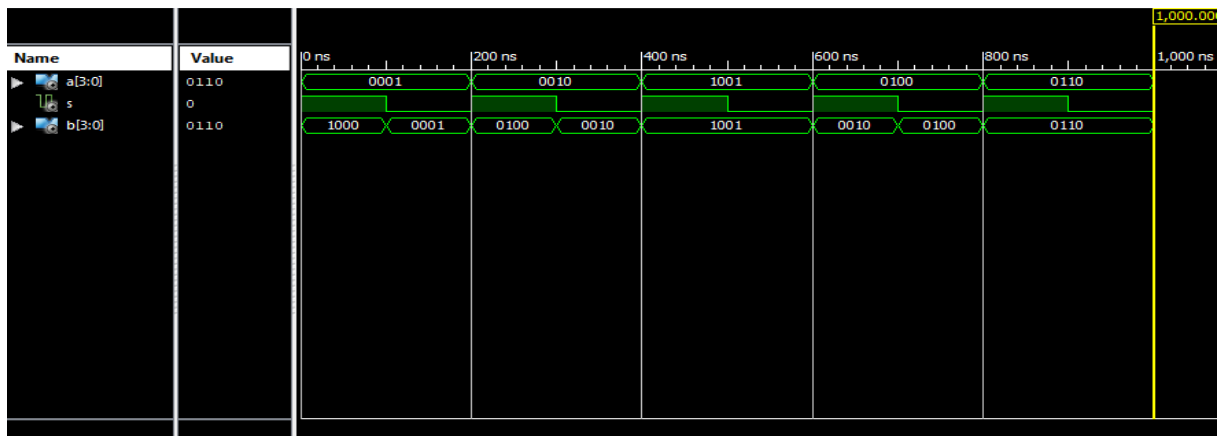
-- Stimulus process

A <= "0001", "0010" after 200 ns, "1001" after 400 ns, "0100" after 600 ns, "0110" after 800 ns;

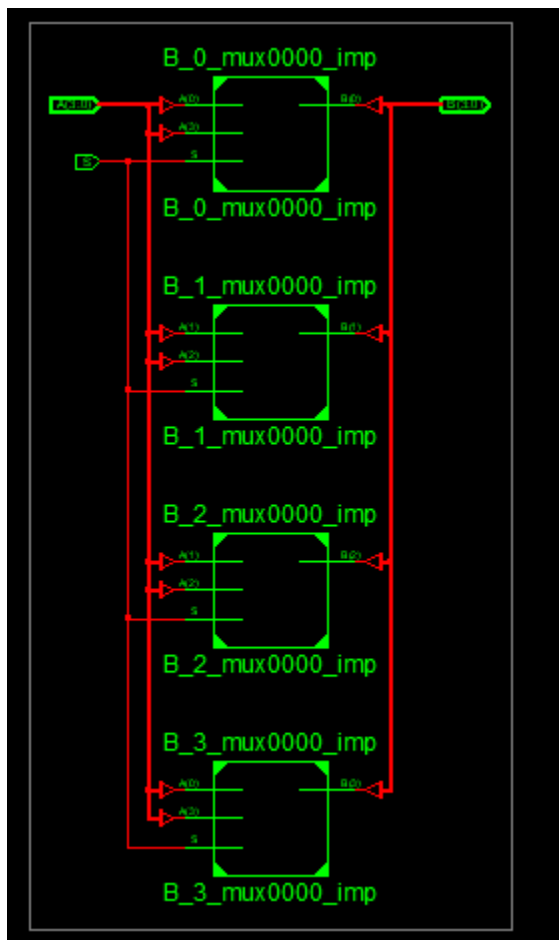
S <= '1', '0' after 100 ns , '1' after 200 ns, '0' after 300 ns, '1' after 400 ns , '0' after 500 ns, '1' after 600 ns, '0' after 700 ns, '1' after 800 ns, '0' after 900 ns;

END;

### 3.4



### 3.5



O circuito funciona tendo 4 multiplexadores, a saída de cada um deles é um bit do vetor de saída. Esse bit do vetor de saída é escolhido entre o bit do vetor de entrada da mesma posição ou da posição invertida dependendo do valor do seletor, se ele for 1 escolhe o bit da posição invertida se for 0 o bit da mesma posição.