

CODIGO

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use ieee.numeric_std.all;

entity reg_shift is
    Port ( D : in STD_LOGIC_VECTOR (3 downto 0);
          L : in STD_LOGIC;
          R : in STD_LOGIC;
          clk : in STD_LOGIC;
          rst : in STD_LOGIC;
          S : in STD_LOGIC_VECTOR (1 downto 0);
          Q : out STD_LOGIC_VECTOR (3 downto 0));
end reg_shift;

architecture Behavioral of reg_shift is
    SIGNAL Q_temp: STD_LOGIC_VECTOR (3 downto 0) := "0000";
begin
    reg: process(rst,clk)
    begin
        if (rst = '1') then
            Q_temp <= "0000";
        elsif rising_edge(clk) then
            case S is
                when "00" => Q_temp <= Q_temp;
                when "01" =>
                    Q_temp <= std_logic_vector(shift_left(unsigned(Q_temp),1));
                    Q_temp(0) <= L;
                when "10" => Q_temp <= D;
                when "11" =>
                    Q_temp <= std_logic_vector(shift_right(unsigned(Q_temp),1));
                    Q_temp(3) <= R;
                when others => Q_temp <= Q_temp;
            end case;
        end if;
    end process;
    Q <= Q_temp;
end Behavioral;

```

TEST BENCH

```

library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity reg_shift_tb is
-- Port ( );
end reg_shift_tb;

architecture Behavioral of reg_shift_tb is
    COMPONENT reg_shift
        Port ( D : in STD_LOGIC_VECTOR (3 downto 0);
              L : in STD_LOGIC;
              R : in STD_LOGIC;
              clk : in STD_LOGIC;
              rst : in STD_LOGIC;
              S : in STD_LOGIC_VECTOR (1 downto 0);
              Q : out STD_LOGIC_VECTOR (3 downto 0));
    END COMPONENT;
    SIGNAL D : STD_LOGIC_VECTOR (3 downto 0) := "0000";
    SIGNAL L : STD_LOGIC := '0';
    SIGNAL R : STD_LOGIC := '0';
    SIGNAL clk : STD_LOGIC;
    SIGNAL rst : STD_LOGIC := '1';
    SIGNAL S : STD_LOGIC_VECTOR (1 downto 0) := "00";
    SIGNAL Q : STD_LOGIC_VECTOR (3 downto 0);
begin
    DUT: reg_shift
        Port map( D => D,
                  L => L,
                  R => R,
                  clk => clk,
                  rst => rst,
                  S => S,
                  Q => Q);

    e_clk: process
    begin
        clk <= '1';
        wait for 5 ns;
        clk <= '0';
        wait for 5 ns;
    end process;

    estimulos: process
    begin
        wait for 10 ns;
        rst <= '0';
        wait for 10 ns;
        D <= "1111";
        S <= "10";

        wait for 10 ns;
        S <= "01";
        L <= '0';
        wait for 10 ns;
        S <= "01";
        L <= '1';
        wait for 10 ns;
        S <= "11";
        R <= '0';
        wait for 10 ns;
        S <= "11";
        R <= '1';
        wait for 10 ns;
        S <= "00";
        wait for 10 ns;
    end process;
end Behavioral;

```