```
library ieee;
 1
 2
     use ieee.std_logic_1164.all;
     use ieee.std_logic_arith.all;
 3
 4
     use ieee.std logic unsigned.all;
 5
 6
     ENTITY adder32 IS
 7
        PORT (cin
                        :IN STD_LOGIC;
 8
            mode
                        :IN STD_LOGIC; -- 1 = sub , 0 = add
9
                        : in std_logic_vector (31 downto 0);
10
                        : in std_logic_vector (31 downto 0);
            У
                        : out std_logic_vector(31 downto 0);
11
12
                        :OUT STD_LOGIC
            cout
13
        );
14
     end adder32;
15
16
     ARCHITECTURE description of adder32 IS
17
        SIGNAL c31,c30,c29,c28,c27,c26,c25,c24,c23,c22,c21,c20,c19,c18,c17,c16,c15,c14,c13,c12,
     c11,c10,c9,c8,c7,c6,c5,c4,c3,c2,c1,c0 : STD_LOGIC;
18
        COMPONENT adder
19
           port (
20
           x : in std_logic;
21
           y : in std_logic;
22
           mode : in std_logic;
23
           cin : in std_logic;
24
           cout : out std_logic;
25
           s : out std_logic
26
           );
27
           END COMPONENT;
28
     BEGIN
29
           --st0: adder port map (x(0), y(0), mode, cin, c1, s(0));
30
           st0: adder port map (x(0), y(0), mode, mode, c1, s(0));
31
           st1: adder port map (x(1), y(1), mode, c1, c2, s(1));
32
           st2: adder port map (x(2), y(2), mode, c2, c3, s(2));
33
           st3: adder port map (x(3), y(3), mode, c3, c4, s(3));
34
           st4: adder port map (x(4), y(4), mode, c4, c5, s(4));
           st5: adder port map (x(5), y(5), mode, c5, c6, s(5));
35
36
           st6: adder port map (x(6), y(6), mode, c6, c7, s(6));
           st7: adder port map (x(7), y(7), mode, c7, c8, s(7));
37
38
           st8: adder port map (x(8), y(8), mode, c8, c9, s(8));
39
           st9: adder port map (x(9), y(9), mode, c9, c10, s(9));
40
           st10: adder port map (x(10), y(10), mode, c10, c11, s(10));
41
           st11: adder port map (x(11), y(11), mode, c11, c12, s(11));
42
           st12: adder port map (x(12), y(12), mode, c12, c13, s(12));
43
           st13: adder port map (x(13), y(13), mode, c13, c14, s(13));
44
           st14: adder port map (x(14), y(14), mode, c14, c15, s(14));
45
           st15: adder port map (x(15), y(15), mode, c15, c16, s(15));
           st16: adder port map (x(16), y(16), mode, c16, c17, s(16));
46
47
           st17: adder port map (x(17), y(17), mode, c17, c18, s(17));
48
           st18: adder port map (x(18), y(18), mode, c18, c19, s(18));
49
           st19: adder port map (x(19), y(19), mode, c19, c20, s(19));
50
           st20: adder port map (x(20), y(20), mode, c20, c21, s(20));
51
           st21: adder port map (x(21), y(21), mode, c21, c22, s(21));
52
           st22: adder port map (x(22), y(22), mode, c22, c23, s(22));
53
           st23: adder port map (x(23), y(23), mode, c23, c24, s(23));
           st24: adder port map (x(24), y(24), mode, c24, c25, s(24));
54
55
           st25: adder port map (x(25), y(25), mode, c25, c26, s(25));
56
           st26: adder port map (x(26), y(26), mode, c26, c27, s(26));
57
           st27: adder port map (x(27), y(27), mode, c27, c28, s(27));
58
           st28: adder port map (x(28), y(28), mode, c28, c29, s(28));
           st29: adder port map (x(29), y(29), mode, c29, c30, s(29));
59
60
           st30: adder port map (x(30), y(30), mode, c30, c31, s(30));
           st31: adder port map (x(31), y(31), mode, c31, cout, s(31));
61
```

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62 end description;

63

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