

Solution: TP4

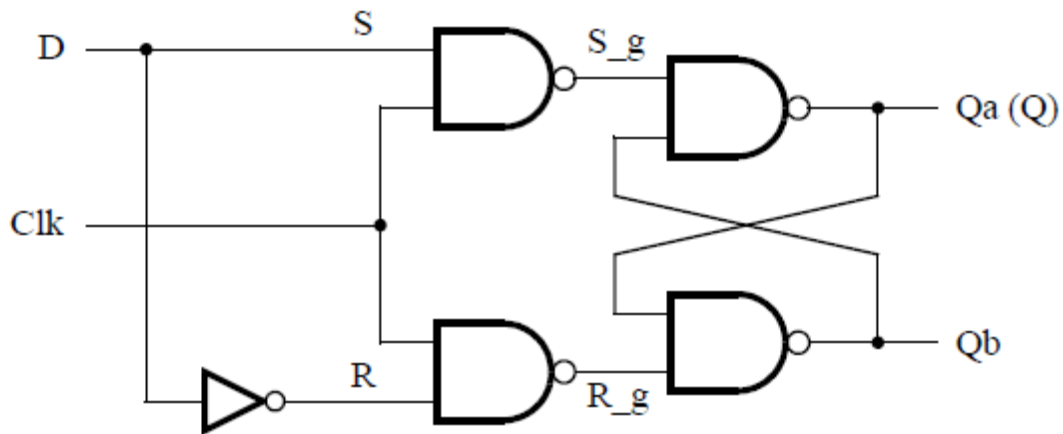
Part I:

```
LIBRARY ieee;  
USE ieee.std_logic_1164.all;
```

```
ENTITY part1 IS  
PORT ( Clk, R, S : IN STD_LOGIC;  
       Q : OUT STD_LOGIC);  
END part1;
```

```
ARCHITECTURE Structural OF part1 IS  
SIGNAL R_g, S_g, Qa, Qb : STD_LOGIC ;  
BEGIN  
R_g <= R AND Clk;  
S_g <= S AND Clk;  
Qa <= NOT (R_g OR Qb);  
Qb <= NOT (S_g OR Qa);  
  
Q <= Qa;  
END Structural;
```

Part II:



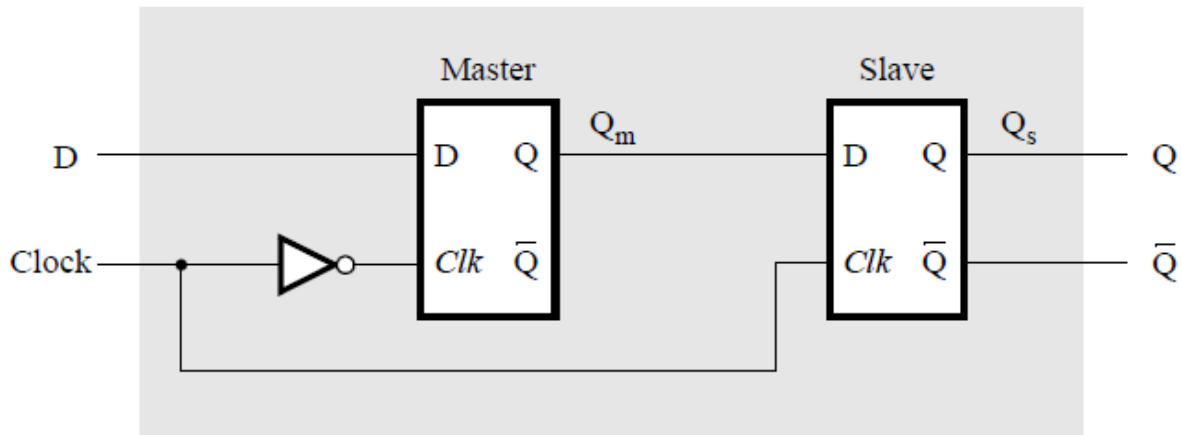
```
LIBRARY ieee;  
Use ieee.std_logic_1164.all;  
ENTITY part2 is  
port( clk,Din: IN STD_LOGIC;  
      Qout,Qnout: OUT STD_LOGIC);  
END part2;  
ARCHITECTURE STRUC OF part2 is  
SIGNAL R,R_g,S_g,Qa,Qb : STD_LOGIC;
```

```

BEGIN
  R<= NOT Din;
  R_g<= not (R AND clk);
  S_g<= not (Din AND clk);
  Qb<= not (R_g AND Qa);
  Qa<= not (S_g AND Qb);
  Qout<=Qa;
  Qnout<=Qb;
end STRUC;

```

Part III:



```

-- A gated D latch. described the hard way
LIBRARY ieee;
USE ieee.std_logic_1164.all;
ENTITY basculed IS
  PORT ( Clk, Din: IN STD_LOGIC;
        Qout : OUT STD_LOGIC);
  END basculed ;
ARCHITECTURE Structural OF basculed IS
  SIGNAL R,R_g, S_g, Qa, Qb : STD_LOGIC ;
  --ATTRIBUTE keep : boolean;
  --ATTRIBUTE keep of R_g, S_g, Qa, Qb : SIGNAL IS true;
  BEGIN
    R<=NOT Din;
    R_g <= not(R NAND Clk);
    S_g <= not (Din NAND Clk);
    Qb <= NOT (R_g AND Qa);
    Qa <= NOT (S_g AND Qb);
    Qout <= Qa;
  END Structural;

```

```

-----main-----
library ieee;
use ieee.std_logic_1164.all;
USE ieee.std_logic_unsigned.all;
entity lab3_3 is
port( D,Clock: in std_logic;
      Q,QN : out std_logic);

end lab3_3;
architecture behaviore of lab3_3 is
component basculed is
port (Clk,Din : in std_logic;
      Qout : out std_logic);

end component;
signal Qm,C,QS: std_logic;

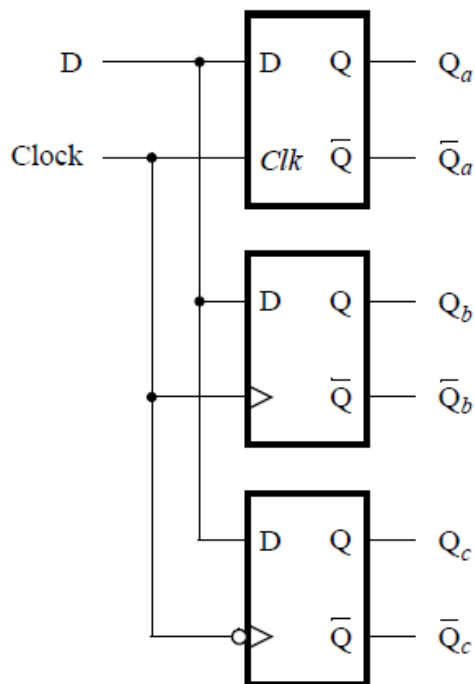
begin
C<=not(Clock);
G1:basculed port map (D,C,QM);
G2:basculed port map (Qm,Clock,QS);

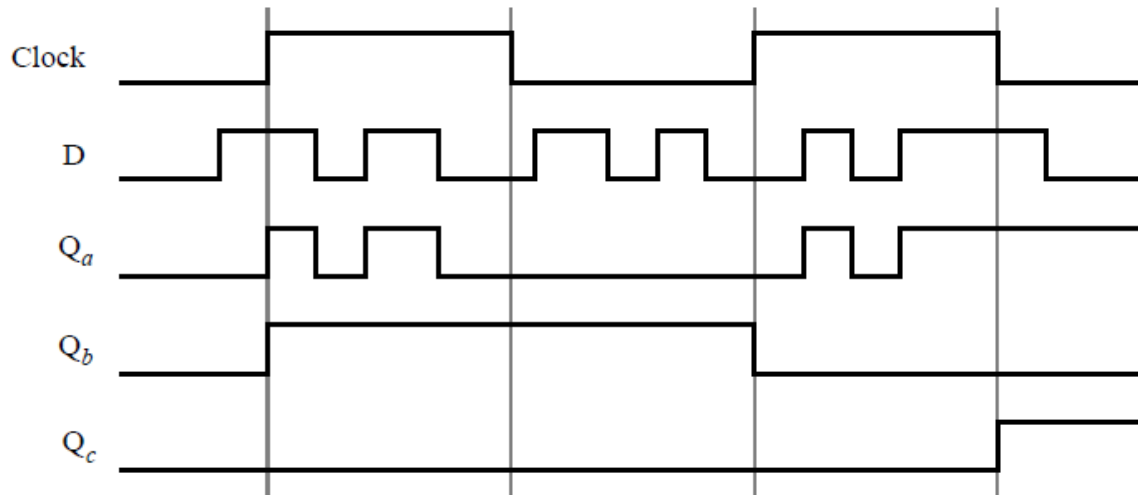
Q<=Qs;
QN<=not Qs;

end behaviore;

```

Part IV





```

LIBRARY ieee ;
USE ieee.std_logic_1164.all;

ENTITY part4 IS
PORT ( D, Clk : IN STD_LOGIC ; Qa,Qb,Qc : OUT STD_LOGIC) ;
END part4 ;
ARCHITECTURE Behavior OF part4 IS
BEGIN
PROCESS ( D, Clk )
BEGIN

IF (Clk'event and Clk='1') THEN Qb<=D;
  elsif (Clk'event and Clk='0') THEN Qc<=D;
END IF ;
IF Clk = '1' THEN Qa <=D;
  END IF ;
END PROCESS ;
END Behavior ;

```