

## Solution: TP4

### Part I:

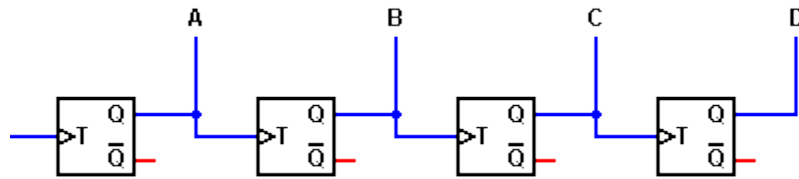


Figure 1. A 4-bit counter.

```
LIBRARY ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
ENTITY lab4_1 IS
PORT ( l: in std_logic;
      clk: in std_logic;
      r: in std_ulogic;
      c: out std_logic_vector(3 downto 0)
    );
end lab4_1;
architecture behavior of lab4_1 is
signal n: std_logic_vector (3 downto 0) := (others => '0');
begin
    process(clk,r)
    begin
        if (rising_edge(clk)) then
            if(r = '1') then n <= "0000";
                if (l='1') then
                    if (n<= "1111") then n <= "0000";
                    else n <= n+1;
                    end if;
                end if;
            end if;
        end if;
        c<=n;
    end process;
end behavior;
```

## 16-bit counter

```
library ieee;  
use ieee.std_logic_1164.all;  
use ieee.std_logic_unsigned.all;  
use ieee.std_logic_arith.all;  
entity lab4_2 is  
port ( clk :in std_logic;  
      c : out std_logic_vector(15 downto 0));  
end lab4_2;
```

architecture behaviore of lab4\_2 is

```
signal cmp: std_logic_vector(15 downto 0);  
begin  
process(clk)  
begin  
if ( rising_edge(clk)) then  
    cmp <= cmp+1;  
end if;  
end process;  
c <= cmp;  
end behaviore;
```

## Part II:

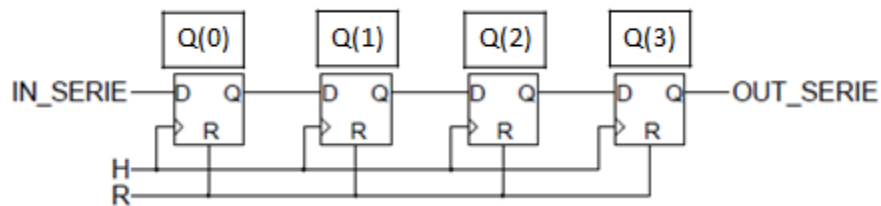


Figure 2. Shift register serial in –serial out.

### **Shift register serial in –serial out:**

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

entity DECAL_D is
port (H,R,IN_SERIE :in std_logic;
      OUT_SERIE :out std_logic);
end DECAL_D;

architecture ARCH_DECAL_D of DECAL_D is
signal Q :std_logic_vector(3 downto 0);
begin
    process(H,R)
    begin
        if R='1' then Q <= "0000";
        elsif (H'event and H='1') then Q <= Q(2 downto 0) & IN_SERIE;
        end if;
    end process;
    OUT_SERIE <= Q(3);
end ARCH_DECAL_D;
```

### **Shift register left or right:**

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

entity DECAL_DG is
port (H,R,SENS :in std_logic;
      IN_OUT,OUT_IN :inout std_logic);
end DECAL_DG;

architecture ARCH_DECAL_DG of DECAL_DG is
signal Q :std_logic_vector(3 downto 0);
begin
    process(H,R)
    begin
        if R='1' then Q <= "0000";
        elsif (H'event and H='1') then
            if SENS = '1' then Q <= Q(2 downto 0) & IN_OUT;
            else Q <= OUT_IN & Q(3 downto 1);
            end if;
        end if;
    end process;
    OUT_IN <= Q(3) when SENS = '1' else 'Z';
    IN_OUT <= Q(0) when SENS = '0' else 'Z';
end ARCH_DECAL_DG;
```