

INSTITUTE OF ENGINEERING & TECHNOLOGY

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**ELECTRONIC AND INSTRUMENTATION
ENGINEERING**

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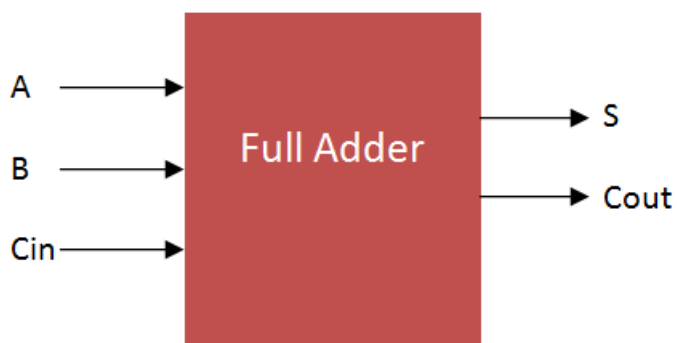
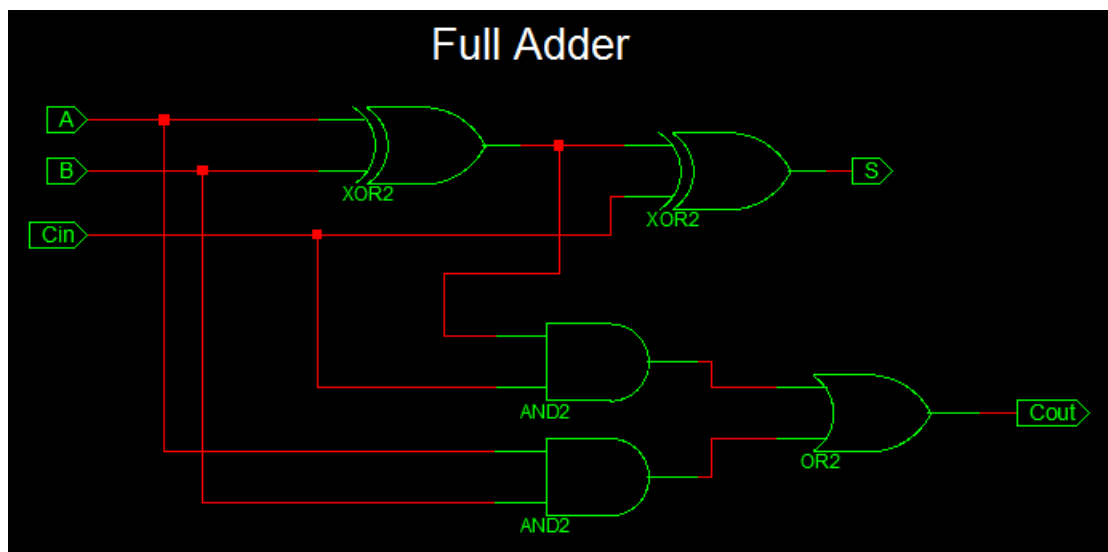
ROLL NUMBER : 17E7016

ENROLLEMENT NO : DE17208

CLASS : BE IV YEAR

1 BIT FULL ADDER USING STRUCTURAL MODELLING

The VHDL Code for full-adder circuit adds three one-bit binary numbers (A, B, Cin) and outputs two one-bit binary numbers, a sum (S) and a carry (Cout). Truth Table describes the functionality of full adder. sum(S) output is High when odd number of inputs are High. Cout is High, when two or more inputs are High. VHDL Code for full adder can also be constructed with 2 half adder Port mapping in to full adder.



Cin	B	A	S	Cout
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

VHDL CODE FOR 1 BIT FULL ADDER

```
library IEEE;
```

```
use IEEE.std_logic_1164.all;
```

```
entity fulladder is
```

```
Port ( A : in STD_LOGIC;
```

```
B : in STD_LOGIC;
```

```
Cin : in STD_LOGIC;
```

```
S : out STD_LOGIC;
```

```
Cout : out STD_LOGIC);
```

```
end fulladder;
```

architecture structure of fulladder is

```
signal x1,x2,x3: std_logic;
```

```
begin
```

```
x1<= A xor B;
```

```
x2<= A and B;
```

```
x3<= x1 and Cin;
```

```
Cout <= x2 or x3;
```

```
S<= x1 xor Cin;
```

```
end structure;
```

TESTBENCH FOR 1 BIT FULL ADDER

```
library IEEE;
```

```
use IEEE.std_logic_1164.all;
```

```
ENTITY fulladd IS
```

```
END fulladd;
```

```
ARCHITECTURE behavior OF fulladd IS
```

```
COMPONENT fulladder
```

```
PORT(  
  A : IN std_logic;  
  B : IN std_logic;  
  Cin : IN std_logic;  
  S : OUT std_logic;  
  Cout : OUT std_logic  
);  
END COMPONENT;
```

```
signal A : std_logic := '0';  
signal B : std_logic := '0';  
signal Cin : std_logic := '0';
```

```
signal S : std_logic;  
signal Cout : std_logic;
```

```
BEGIN
```

```
  uut: fulladder PORT MAP (  
    A => A,  
    B => B,  
    Cin => Cin,
```

```
S => S,  
Cout => Cout  
);
```

```
stim_proc: process  
begin  
wait for 100 ns;
```

```
A <= '0';  
B <= '0';  
Cin <= '0';  
wait for 10 ns;
```

```
A <= '1';  
B <= '0';  
Cin <= '0';  
wait for 10 ns;
```

```
A <= '0';  
B <= '1';  
Cin <= '0';  
wait for 10 ns;
```

A <= '1';

B <= '1';

Cin <= '0';

wait for 10 ns;

A <= '0';

B <= '0';

Cin <= '1';

wait for 10 ns;

A <= '1';

B <= '0';

Cin <= '1';

wait for 10 ns;

A <= '0';

B <= '1';

Cin <= '1';

wait for 10 ns;

A <= '1';

```

B <= '1';

Cin <= '1';

wait for 10 ns;

end process;

END;

```

VHDL CODE and TESTBENCH :

The screenshot displays the DOULOS playground interface, which is used for writing and simulating VHDL code. The interface is divided into several sections:

- Header:** Includes the DOULOS logo, a "playground" title, and navigation buttons for Run, Save, Copy, and a Google login prompt for ASU students. There are also icons for help, a user profile, and a "Playgrounds" dropdown menu.
- Left Sidebar:**
 - Brought to you by:** DOULOS logo.
 - Languages & Libraries:** A dropdown menu set to "VHDL".
 - Testbench + Design:** A dropdown menu set to "VHDL".
 - Libraries:** A list of libraries including "None", "OVL 2.8.1", and "OSVMM".
 - Top entity:** A text input field containing "fulladd".
 - Tools & Simulators:** A dropdown menu set to "Aldec Riviera Pro 2020.04".
 - Compile Options:** A text input field containing "-2008 -o".
 - Run Options:** A text input field containing "Run Options".
 - Run Time:** A text input field containing "500 ns".
 - Checkboxes:**
 - ☐ Use run.do Tcl file
 - ☐ Use run.bash shell script
 - ☒ Open EPWave after run if not
 - ☐ downloading files after run
 - Examples:** A link to view examples.
 - Community:** A link to collaborate.
- Main Editor:**
 - testbench.vhd:** Contains the testbench code for a full adder. It includes a component instantiation of the "fulladder" entity and a process that sets the inputs A, B, and Cin to '0' and then waits for 10 ns before setting Cin to '1'.
 - design.vhd:** Contains the full adder design. It defines a component "fulladder" with inputs A, B, and Cin, and output Cout. The architecture "structure of fulladder is" implements the logic using signals x1, x2, and x3.
- Bottom Panel:**
 - Log:** A button to view the simulation log.
 - Share:** A button to share the simulation.
 - Log Output:** A text area showing the simulation log. It includes a warning about the kernel version and a message indicating that the simulation is finished.

OUTPUT WAVEFORM:

