```
library ieee;
use ieee.std logic 1164.all;
use ieee.std logic unsigned.all;
entity control is
port( clk: in std logic;
      nrst: in std logic;
      start: in std logic;
      rst_acum: buffer std_logic;
      ena_acum: buffer std_logic;
      dir digito: buffer std logic vector(1 downto 0);
      fin_op: buffer std_logic);
end entity;
architecture rtl of control is
      type t_estado is (ini, uno, dos, fin operacion);
      signal estado: t estado;
begin
process(clk, nRst)
begin
      if nRst = '0' then
         estado <= ini;
      elsif clk'event and clk = '1' then
            case estado is
            when ini =>
               if start = '1' then
                  estado <= uno;
               end if;
            when uno => estado <= dos;</pre>
            when dos => estado <= fin operacion;</pre>
            when fin operacion => estado <= ini;</pre>
             end case;
      end if;
end process;
process(estado, start)
begin
      case estado is
          when ini =>
            dir digito <= "00";
            fin op <= '0';
            ena acum <= '1';
            rst acum <= start;</pre>
          when uno =>
            dir_digito <= "01";</pre>
            fin_op <= '0';
            ena_acum <= '1';
            rst acum <= '0';
          when dos =>
            dir_digito <= "10";</pre>
            fin op <= '0';
            ena acum <= '1';
            rst acum <= '0';
```

```
when fin_operacion =>
        dir_digito <= "11";
        fin_op <= '1';
        ena_acum <= '0';
        rst_acum <= '0';
        end case;
end process;
end rtl;</pre>
```