

```
-- Sumador completo BCD de 3 dígito
```

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity sum_BCD_3dig is
port(
    A      : in std_logic_vector(11 downto 0);
    B      : in std_logic_vector(11 downto 0);
    Cin     : in std_logic;
    Cout    : buffer std_logic;
    S       : buffer std_logic_vector(11 downto 0)
);
end entity;

architecture estructural of sum_BCD_3dig is

    signal Ci: std_logic_vector(1 downto 0);

begin

    DigitoU: entity Work.sum_BCD(rtl)
        port map(A => A(3 downto 0),
            Cin => Cin,
            B => B(3 downto 0),
            S => S(3 downto 0),
            Cout => Ci(0));

    DigitoD: entity Work.sum_BCD(rtl)
        port map(A => A(7 downto 4),
            B => B(7 downto 4),
            Cin => Ci(0),
            S => S(7 downto 4),
            Cout => Ci(1));

    DigitoC: entity Work.sum_BCD(rtl)
        port map(A => A(11 downto 8),
            B => B(11 downto 8),
            Cin => Ci(1),
            S => S(11 downto 8),
            Cout => Cout);

end estructural;
```

---

```
-- Test-bench sumador completo BCD de 1 digito
```

```
library ieee;
use ieee.std_logic_1164.all;
```

```

use ieee.std_logic_unsigned.all;

entity tb_sum_BCD_3dig is
end entity;

architecture test of tb_sum_BCD_3dig is

    signal A: std_logic_vector(11 downto 0);
    signal B: std_logic_vector(11 downto 0);
    signal Cout: std_logic;
    signal Cin : std_logic;
    signal S    : std_logic_vector(11 downto 0);

begin
    dut: entity Work.sum_BCD_3dig(estructural)
    port map(
        A => A,
        B => B,
        Cin => Cin,
        Cout => Cout,
        S => S
    );

    process
    begin

        A <= (others => '0');
        B <= (others => '0');
        Cin <= '0';
        wait for 100 ns;

        A <= X"000";
        B <= X"987";
        wait for 100 ns;

        A <= X"654";
        B <= X"000";
        wait for 100 ns;

        A <= X"333";
        B <= X"666";
        wait for 100 ns;

        A <= X"547";
        B <= X"126";
        wait for 100 ns;

        A <= X"381";
        B <= X"245";
        wait for 100 ns;

        A <= X"999";
        B <= X"999";
        wait for 100 ns;
        wait;
    end process;
end process;

```

```
end test;
```