

```
library IEEE;
use IEEE.STD_LOGIC_1164.all;
```

```
entity d_flip_flop is
  port(
    din : in STD_LOGIC;
    clk : in STD_LOGIC;
    reset : in STD_LOGIC;
    dout : out STD_LOGIC
  );
end d_flip_flop;
```

```
architecture d_flip_flop_arc of d_flip_flop is
begin
```

```
  dff : process (din,clk,reset) is
  begin
    if (reset='1') then
      dout <= '0';
    elsif (rising_edge (clk)) then
      dout <= din;
    end if;
  end process dff;
```

```
end d_flip_flop_arc;
```

