

ALU simple code

```
library IEEE;

use IEEE.STD_LOGIC_1164.ALL;

use IEEE.STD_LOGIC_arith.ALL;

use IEEE.STD_LOGIC_unsigned.ALL;


-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--use IEEE.NUMERIC_STD.ALL;


-- Uncomment the following library declaration if instantiating
-- any Xilinx primitives in this code.
--library UNISIM;
--use UNISIM.VComponents.all;


entity ALU1 is
    Port ( A : in  STD_LOGIC_VECTOR (3 downto 0);
          B : in  STD_LOGIC_VECTOR (3 downto 0);
          S : in  STD_LOGIC_VECTOR (3 downto 0);
          M : in  STD_LOGIC;
          F : out STD_LOGIC_VECTOR (3 downto 0));
end ALU1;


architecture Behavioral of ALU1 is

begin

process(A,B,S,M)

begin

if(M='0') then

case S is
```

```

When "0000" => F <= A + B;

When "0001" => F <= A - B;

When "0010" => F <= A + '1';

When "0011" => F <= A - '1';

When others => F <= "0000";

end case;

else

case S is

When "0000" => F <= A AND B;

When "0001" => F <= A OR B;

When "0010" => F <= A NAND B;

When "0011" => F <= NOT A;

When others => F <= "0000";

end case;

end if;

end process;

end Behavioral;

```

ALU testbench

```

LIBRARY ieee;

USE ieee.std_logic_1164.ALL;

USE ieee.std_logic_arith.ALL;

USE ieee.std_logic_UNSIGNED.ALL;

-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--USE ieee.numeric_std.ALL;

ENTITY ALU1_tb IS

END ALU1_tb;

ARCHITECTURE behavior OF ALU1_tb IS

```

```
-- Component Declaration for the Unit Under Test (UUT)
```

```
COMPONENT ALU1
```

```
PORT(
```

```
    A : IN  std_logic_vector(3 downto 0);
```

```
    B : IN  std_logic_vector(3 downto 0);
```

```
    S : IN  std_logic_vector(3 downto 0);
```

```
    M : IN  std_logic;
```

```
    F : OUT std_logic_vector(3 downto 0)
```

```
);
```

```
END COMPONENT;
```

```
--Inputs
```

```
signal A : std_logic_vector(3 downto 0) := (others => '0');
```

```
signal B : std_logic_vector(3 downto 0) := (others => '0');
```

```
signal S : std_logic_vector(3 downto 0) := (others => '0');
```

```
signal M : std_logic := '0';
```

```
--Outputs
```

```
signal F : std_logic_vector(3 downto 0);
```

```
BEGIN
```

```
-- Instantiate the Unit Under Test (UUT)
```

```
uut: ALU1 PORT MAP (
```

```
    A => A,
```

```
    B => B,
```

```
    S => S,
```

```
    M => M,
```

```
    F => F
```

```
);
```

```

-- Clock process definitions

-- <clock>_process :process
-- begin
--
--     <clock> <= '0';
--
--     wait for <clock>_period/2;
--
--     <clock> <= '1';
--
--     wait for <clock>_period/2;
-- end process;


-- Stimulus process
stim_proc: process
begin
    -- hold reset state for 100 ns.

    M<='0';A<="1101"; B<="0101"; S<="0000";
    wait for 100 ns;
    Assert F<=A+B; Report"in Logic";


    M<='0';A<="1101"; B<="0101"; S<="0001";
    wait for 100 ns;
    Assert F<=A-B; Report"in Logic";


    M<='0';A<="1101"; B<="0101"; S<="0010";
    wait for 100 ns;
    Assert F<=A+ '1'; Report"in Logic";


    M<='0';A<="1101"; B<="0101"; S<="0011";
    wait for 100 ns;
    Assert F<=A- '1'; Report"in Logic";

```

```

M<='0';A<="1101"; B<="0101"; S<="1111";

wait for 100 ns;

Assert F<="0000"; Report"in Logic";

wait for 100 ns;


M<='1';A<="1101"; B<="0101"; S<="0000";

wait for 100 ns;

Assert F<=(A AND B); Report"in Logic";


M<='1';A<="1101"; B<="0101"; S<="0001";

wait for 100 ns;

Assert F<=(A OR B);Report"in Logic";


M<='1';A<="1101"; B<="0101"; S<="0010";

wait for 100 ns;

Assert F<=(A NAND B);Report"in Logic";


M<='1';A<="1101"; B<="0101"; S<="0011";

wait for 100 ns;

Assert F<=(NOT A); Report"in Logic";

M<='1';A<="1101"; B<="0101"; S<="1111";

wait for 100 ns;

Assert F<="0000"; Report"in Logic";

-- wait for <clock>_period*10;

-- insert stimulus here

wait;

end process;

END;

```