8:1 MUX Simple code

```
library IEEE;
use IEEE.STD_LOGIC_1164.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 mux is
  Port (I: in STD_LOGIC_VECTOR (7 downto 0);
      S: in STD_LOGIC_VECTOR (2 downto 0);
      Y: out STD_LOGIC);
end mux;
architecture Behavioral of mux is
begin
process(I,S)
begin
If S="000" then
Y<=I(0);
elsif S="001" then
Y<=I(1);
elsif S="010" then
Y<=I(2);
elsif S="011" then
```

```
Y<=I(3);
elsif S="100" then
Y<=I(4);
elsif S="101" then
Y<=I(5);
elsif S="110" then
Y<=I(6);
else
Y<=I(7);
end IF;
end process;
end Behavioral;
8:1 mux Test bench
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;
-- Uncomment the following library declaration if using
-- arithmetic functions with Signed or Unsigned values
--USE ieee.numeric_std.ALL;
ENTITY and_tb IS
END and_tb;
ARCHITECTURE behavior OF and_tb IS
  -- Component Declaration for the Unit Under Test (UUT)
  COMPONENT mux
  PORT(
    I: IN std_logic_vector(7 downto 0);
    S: IN std_logic_vector(2 downto 0);
```

```
Y:OUT std_logic
    );
  END COMPONENT;
 --Inputs
 signal I : std_logic_vector(7 downto 0) := (others => '0');
 signal S : std_logic_vector(2 downto 0) := (others => '0');
        --Outputs
 signal Y : std_logic;
 -- No clocks detected in port list. Replace <clock> below with
 -- appropriate port name
-- constant <clock>_period : time := 10 ns;
BEGIN
        -- Instantiate the Unit Under Test (UUT)
 uut: mux PORT MAP (
     I => I,
     S => S,
     Y => Y
    );
 -- 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_I: process
 begin
   I<="10101010";</pre>
   wait for 100 ns;
   end process;
 stim_proc_S: process
 begin
   S<="000";
   wait for 100 ns;
               S<="001";
   wait for 100 ns;
               S<="010";
   wait for 100 ns;
               S<="011";
   wait for 100 ns;
               S<="100";
   wait for 100 ns;
               S<="101";
   wait for 100 ns;
               S<="110";
   wait for 100 ns;
               S<="111";
   wait for 100 ns;
-- wait for <clock>_period*10;
```

```
-- insert stimulus here wait;end process;END;
```