```
-- Kevin Miller
2
    -- CMPT-281
3
    -- HW7 - One Bit ALU
4
    -- 2013-04-18
5
    -- Op Codes:
6
7
    -- a PLUS b - 000
    -- a AND b - 001
8
9
    -- a OR b
                 - 010
10
    -- NOT B
                - 011
11
    -- a MINUS b - 100
12
13
    Entity OneBitALU IS
14
        PORT(
15
            -- inputs and outputs
16
            a, b
                           : IN BIT; -- data inputs
17
            output
                           : OUT BIT; -- data output
18
            ct0, ct1, ct2 : IN BIT; -- control signals; ct2 is Add'/Subtract signal only
19
            cout
                            : OUT BIT
                                        -- carry out
20
21
        );
22
23
        --aliases
24
        ALIAS cin IS ct2; -- cin input to adder is same signal as ct2
25
26
    END OneBitALU;
2.7
    ARCHITECTURE Behaivior OF OneBitALU IS
28
29
        -- internal signals
30
31
         -- control
32
        SIGNAL ct0N
                       : BIT; -- NOT ct0
                       : BIT; -- NOT ct1
33
        SIGNAL ct1N
                       : BIT; -- NOT ct2
34
        SIGNAL ct2N
35
36
        -- adder signals
        SIGNAL aPb
37
                    : BIT; -- a PLUS b
38
        SIGNAL g0, p0 : BIT; -- adder look-ahead sub-values
39
        SIGNAL bXOcin : BIT; -- b XOR ct2(cin)
40
41
        -- other operations
42
        SIGNAL bN
                       : BIT; -- NOT b
43
        SIGNAL aAb
                        : BIT; -- a AND b
44
        SIGNAL a0b
                        : BIT; -- a OR b
45
46
         -- output selectors
47
        SIGNAL addSel : BIT; -- output from adder/subtractor
48
        SIGNAL andSel : BIT; -- output from AND function
49
        SIGNAL orSel : BIT; -- output from OR function
50
        SIGNAL bNSel
                       : BIT; -- output from b NOT function
51
52
53
    BEGIN
```

```
54
         -- control signals
55
         ct0N <= NOT ct0;
56
         ct1N <= NOT ct1;
57
         ct2N <= NOT ct2;
58
59
         -- adder/subtractor signals
        bXOcin <= b XOR cin;
60
               <= (a AND bXOcin);
61
         q0
62
         0g
                <= (a XOR bXOcin);
63
                <= (cin XOR p0);
         aPb
64
         cout
                <= ((cin AND p0) OR g0);
65
66
         -- other opcode signals
67
         bN <= NOT b;
68
         aAb <= a AND b;
69
         a0b <= a OR b;
70
71
         -- function select signals
72
         addSel <= (aPb AND
                                     ct1N AND ct0N); -- results of add/subtract
73
         andSel <= (aAb AND ct2N AND ct1N AND ct0); -- a AND b
74
         orSel <= (aOb AND ct2N AND ct1 AND ct0N); -- a OR b
75
         bNSel <= (bN AND ct2N AND ct1 AND ct0); -- NOT b
76
77
         output <=
78
             addSel OR -- results of add/subtract
79
             andSel OR -- a AND b
80
             orSel OR -- a OR b
             bNSel;
81
                      -- NOT b
82
     END Behaivior;
83
84
85
```