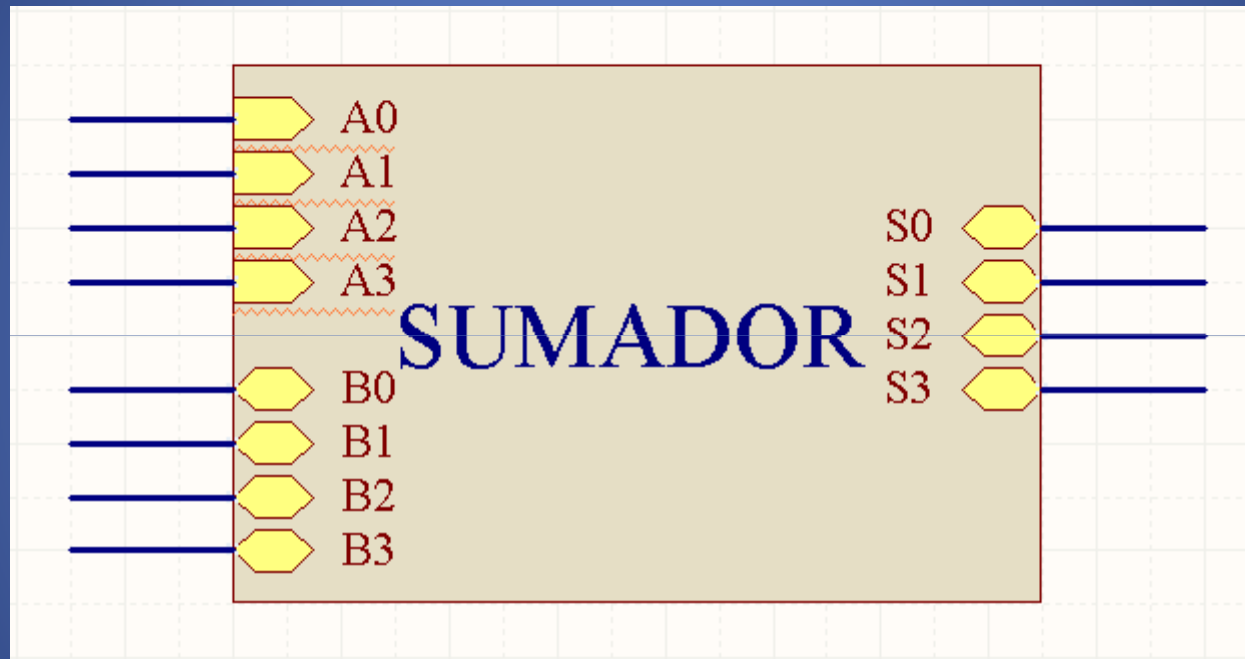


# VHDL

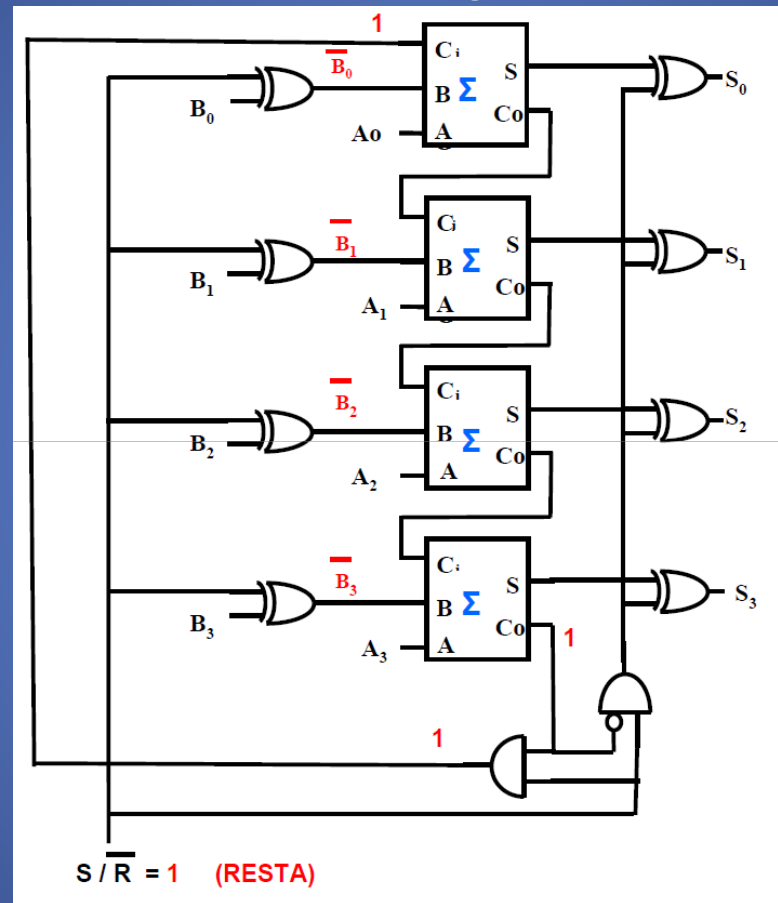
## INSTANCIACION DE COMPONENTES ARITMETICA BINARIA

*Técnicas Digitales I -Ing. Francisco G. Gutiérrez 2012*

# Concepto

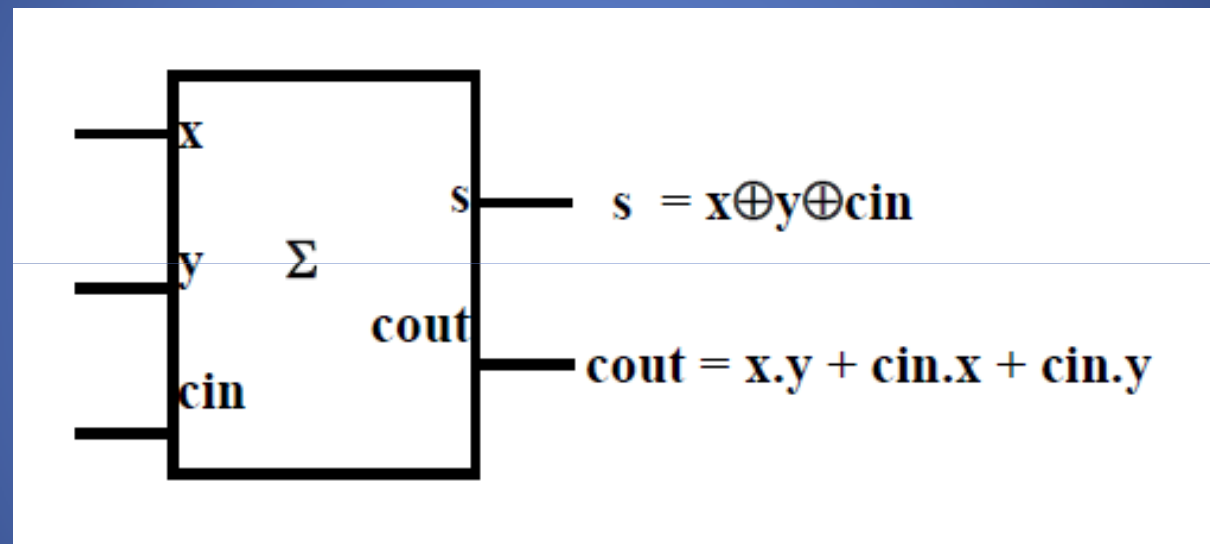


# Concepto



# Definición de un componente

## Esquema del componente



# Definición de un componente

## Descripcion del componente

```
LIBRARY ieee;  
USE ieee.std_logic_1164.all;
```

```
ENTITY sumador1Bit IS  
PORT (cin, x, y : IN STD_LOGIC;  
s, cout : OUT STD_LOGIC);  
END sumador1bit;
```

```
ARCHITECTURE LogicFunc OF fulladd IS  
BEGIN  
s <= (x XOR y XOR cin);  
cout<= (x AND y) OR (cin AND x) OR ( cin AND Y);  
END LogicFunc;
```

# Definición de un componente component

```
ARCHITECTURE behavior OF sumador_Test_sumador_vhd_tb IS  
  COMPONENT sumador 1Bit  
  PORT(  
    cin, x, y : IN STD_LOGIC;  
    s, cout : OUT STD_LOGIC);  
  );  
BEGIN
```

# Conexión del componente port map

```
BEGIN  
Componente1: sumador PORT MAP(  
  Cin => A(0),  
  x => B(0),  
  y => Cin(0),  
  S => s(0),  
  Cout => Cout(0)  
);
```

# Sumador de 4 bit

```
LIBRARY ieee;
USE ieee.std_logic_1164.all;

ENTITY sumado 4 bit IS
PORT (
    cin, x, y : IN STD_LOGIC_VECTOR(3 downto 0);
    s, cout : OUT STD_LOGIC_VECTOR(3 downto
0));
END fulladd;

ARCHITECTURE LogicFunc OF fulladd IS

BEGIN
    Componente1: sumador PORT MAP.....
    Componente2: sumador PORT MAP ....
    Componente3: sumador PORT MAP....
    Componente4: sumador PORT MAP....
```

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# VHDL – USO DE LA LIBRERÍA

## use IEEE.STD\_LOGIC\_SIGNED.ALL;

```
library IEEE;  
use IEEE.STD_LOGIC_1164.ALL;  
use IEEE.STD_LOGIC_UNSIGNED.ALL;
```

```
entity bcd_7segment is  
  Port (  numero1: in std_logic_vector(3 downto 0);  
         numero2: in std_logic_vector(3 downto 0);  
         suma: OUT std_logic_vector(3 downto 0));  
end bcd_7segment;
```

```
architecture Behavioral of bcd_7segment is  
begin  
    suma<=numero1+numero2;  
end Behavioral;
```