```
1
    LIBRARY ieee;
2
    USE ieee.std logic 1164.all;
3
4
    ENTITY register file tb IS
5
    END register file tb;
6
7
    ARCHITECTURE register file tb arch OF register file tb IS
8
9
      TYPE EN ARRAY IS ARRAY (1 TO 10) OF STD LOGIC;
10
      TYPE REG ARRAY IS ARRAY (1 TO 10) OF STD LOGIC VECTOR (2 DOWNTO 0);
11
      TYPE DATAARRAY IS ARRAY (1 TO 10) OF STD LOGIC VECTOR (31 DOWNTO 0);
12
13
      CONSTANT DELAY : time := 10 ns;
14
      CONSTANT RR IN : EN ARRAY := ('0', '1', '0',
                                                                    101,
                                                                           111,
15
                                                              '1',
                                                                                  101,
      101, 101, 101);
      CONSTANT RW IN : EN ARRAY := ('0', '0', '0',
16
                                                              " O " ,
                                                                   '1',
                                                                           " O " .
      '0', '0', '0');
      CONSTANT RS IN : REG ARRAY := ("001", "001", "010", "010", "000", "110", "000",
17
      "000", "000", "000");
      CONSTANT RT IN : REG ARRAY := ("000", "111", "000", "101", "000", "110", "000",
18
      "000", "000", "000");
19
      CONSTANT RD IN : REG ARRAY := ("000", "000", "000", "110", "110", "000", "000",
      "000", "000", "000");
20
                     : DATAARRAY := ("0000000000000000000000000000000",
21
      CONSTANT WR IN
      22
                                       "0000000000000000000000000000000000",
                                       "000000000000000000000000000000000",
                                       "11111111111111111111111111111111111",
                                       "0000000000000000000000000000000",
                                       "0000000000000000000000000000000",
24
                                       "0000000000000000000000000000000",
                                       "000000000000000000000000000000000",
25
                                       "00000000000000000000000000000000000");
26
      CONSTANT D1 OUT : DATAARRAY := ("0000000000000000000000000000000",
27
      "000000000\overline{0}00000000000000000000",
28
                                        "0000000000000000000000000000000000",
                                        "00000000000000000000000000000000",
29
                                        "000000000000000000000000000000000",
                                        "00000000000000000000000000000000",
30
                                        "0000000000000000000000000000000",
                                        "0000000000000000000000000000000000",
31
                                        "000000000000000000000000000000000000");
32
      33
      "0000000000000000000000000000000000",
                                        "0000000000000000000000000000000000",
34
                                        "00000000000000000000000000000000",
                                        "0000000000000000000000000000000",
35
                                        "0000000000000000000000000000000",
                                        "00000000000000000000000000000000",
36
                                        "000000000000000000000000000000000",
37
                                        "00000000000000000000000000000000",
                                        "00000000000000000000000000000000000");
38
39
40
41
42
      SIGNAL RegRead : STD LOGIC := '0';
43
      SIGNAL RegWrite : STD LOGIC := '0';
44
                                              downto 0) := "000";
      SIGNAL RegS : std logic vector (2
                                              downto 0) := "000";
4.5
      SIGNAL RegT
                      : std logic vector (2
46
                      : std logic vector (2
                                              downto 0) := "000";
      SIGNAL RegD
47
      SIGNAL WriteData : std logic vector (31 downto 0) :=
      "000000000000000000000000000000000";
48
      SIGNAL ReadData1 : std logic vector (31 downto 0) :=
```

```
49
        SIGNAL ReadData2 : std logic vector (31 downto 0) :=
        "000000000000000000000000000000000000";
 50
        COMPONENT Register File
 51
 52
         PORT (
 53
            RegRead : in STD_LOGIC ;
 54
            RegWrite : in STD LOGIC ;
 55
            RegS : in std logic vector (2 downto 0);
 56
                      : in std logic vector (2 downto 0);
            RegT
                  : in std logic vector (2 downto 0);
 57
            ReaD
 58
            WriteData: in std logic vector (31 downto 0);
            ReadData1 : out std logic vector (31 downto 0);
 59
            ReadData2 : out std logic vector (31 downto 0));
 60
 61
        END COMPONENT;
 62
 63
     BEGIN
 64
 65
        TEST : PROCESS
 66
          variable i : integer := 1;
 67
          BEGIN
 68
            FOR i IN 1 TO 10 LOOP
             RegRead <= RR IN(i);</pre>
 69
             RegWrite <= Rw_IN(i);</pre>
 70
 71
             RegS
                     <= RS IN(i);
             RegT
                        <= RT IN(i);
 72
            RegD <= RD_IN(i);
WriteData <= WR_IN(i);
wait for DELAY:
 73
 74
 75
             wait for DELAY;
 76
           end loop;
 77
            wait;
 78
          end process TEST;
 79
 80 -- CHECK: PROCESS
 81 --
          variable i : integer := 1;
 82 --
           BEGIN
           FOR i IN 1 TO 10 LOOP
 83
    ___
             RegRead <= RR_IN(i);
RegWrite <= Rw_IN(i);
RegS <= RS_IN(i);
RegT <= RT_IN(i);
RegD <= RD_IN(i);
WriteData <= WR_IN(i);
wait for DELAY/2;
 84
     --
 85
     --
 86
     --
 87
     ___
 88 --
 89 --
 90 --
 91 --
             end loop;
 92 --
             wait;
 93 --
            end process CHECK;
 94
 95
      DUT : Register File
 96
        PORT MAP (
 97
            RegRead => RegRead,
 98
            RegWrite => RegWrite,
 99
            RegS => RegS,
100
            RegT
                     => RegT,
                  => RegD,
101
            ReqD
102
            WriteData => WriteData,
103
            ReadData1 => ReadData1,
104
            ReadData2 => ReadData2) ;
105
106
     END register_file_tb_arch;
107
```

108