```
LIBRARY IEEE;
    USE IEEE.STD LOGIC 1164.ALL;
3
   ENTITY TOP LEVEL IS
4
5
       PORT (
      --CLK : IN STD_LOGIC;
REGWR : IN STD_LOGIC;
                : IN STD LOGIC;
6
7
    ALUCTR: IN STD_LOGIC_VECTOR(2 DOWNTO 0);
RS: IN STD_LOGIC_VECTOR(4 DOWNTO 0);
RT: IN STD_LOGIC_VECTOR(4 DOWNTO 0);
RD: IN STD_LOGIC_VECTOR(4 DOWNTO 0);
8
9
10
11
      12
      ZERO : OUT STD LOGIC;
13
       CARRYOUT : OUT STD LOGIC;
14
15
       OVERFLOW : OUT STD LOGIC);
16
   END TOP LEVEL;
17
18
   ARCHITECTURE SIMPLE OF TOP LEVEL IS
19
20
      CONSTANT HOLD : TIME := 3 NS;
21
22
     SIGNAL DATAA : STD LOGIC VECTOR (31 DOWNTO 0);
23
     SIGNAL DATAB : STD LOGIC VECTOR (31 DOWNTO 0);
     24
25
     SIGNAL B ZERO : STD LOGIC;
     SIGNAL B OVER : STD LOGIC;
26
     SIGNAL B CARRY : STD LOGIC;
27
28
29
     BEGIN
30
31
    REG :
32
      ENTITY WORK.REGISTER FILE (BEHAVIOR)
         REGWRITE => REGWR,
34
35
         REGS => RS,
36
         REGT
                   => RT,
                => RD,
         REGD
37
38
         WRITEDATA => BUFF,
39
         READDATA1 => DATAA,
40
         READDATA2 => DATAB);
41
42
    ALU :
43
      ENTITY WORK.ALU (STRUCTURAL)
44
       PORT MAP (
45
            ALUOP => ALUCTR,
46
            DATA1 => DATAA,
            DATA2 => DATAB,
47
48
            RESULT => BUFF,
49
            ZERO => B_ZERO,
50
            CARRY => B_CARRY,
51
            OVER => B OVER);
52
53
     RESULT <= BUFF WHEN BUFF'STABLE (HOLD) ELSE
                 "000000000000000000000000000000" WHEN BUFF =
                 55
                <= B ZERO WHEN BUFF'STABLE (HOLD);
56
        CARRYOUT <= B CARRY WHEN BUFF'STABLE (HOLD);
        OVERFLOW <= B OVER WHEN BUFF'STABLE (HOLD);
57
58
59 END SIMPLE;
```