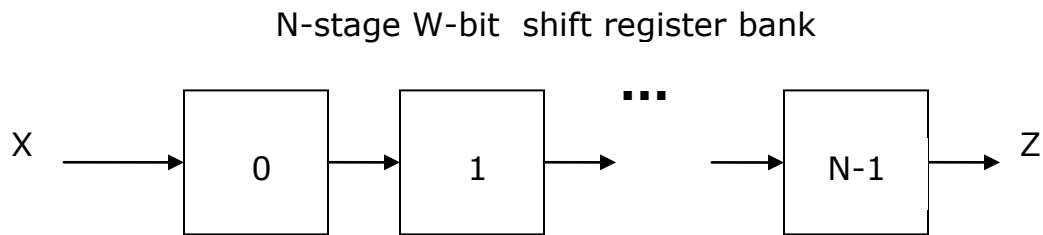




Electrical and Computer Engineering
ECE-C302

Quiz 3: An N-stage shift register bank is an interconnected array of N registers as shown below.



The entity is given as

Entity sh_reg_bank is

```
Generic (N: natural := 8;  
        W: natural := 2);  
Port ( x : in  std_logic_vector(W-1 downto 0);  
      Z: out  std_logic_vector(W-1 downto 0);  
      Ck, en: in  std_logic);  
End sh_reg_bank;
```

where the input en is shift (load) enable for the registers.

Part A : Design and simulate a W-bit register with load enable

Entity regW is

```
Generic(W: natural := 4);  
Port ( x : in  std_logic_vector(W-1 downto 0);  
      Z: out  std_logic_vector(W-1 downto 0);  
      Ck, en: in  std_logic);  
End regW;
```

Architecture beh of regw is

```
Signal temp: std_logic_vector(w-1 downto 0);  
Begin  
Z <= temp; -- wiring  
Process(ck)
```

```

Being
If ck='1' and ck'event then
If en = '1' then
    Temp <= x;
Else null;
End if;
End if;
End process;

```

Part B: Design and simulate an N-stage shift register bank by using for generate construct to wire W-bit registers in an array.

Entity sh_reg_bank is

```

Generic (N: natural := 8;
        W: natural := 2);
Port ( x : in  std_logic_vector(W-1 downto 0);
      Z: out std_logic_vector(W-1 downto 0);
      Ck, en: in  std_logic);
End sh_reg_bank;

```

Architecture struc of sh_reg_bank is

component regW

```

Generic(W: natural := 4);
Port ( x : in  std_logic_vector(W-1 downto 0);
      Z: out std_logic_vector(W-1 downto 0);
      Ck, en: in  std_logic);
End component;

```

```

Type w_wire is array (natural range <>) of std_logic_vector(W-1
downto 0);

```

```

Signal wire : w_wire(0 to N-1);

```

```

Begin

```

```

-- structural description

```

```

Wire(0) <= x;

```

```

G1: for I in 0 to N-1 generate

```

```

G2: if i<N-1 generate

```

```

Cell: regW generic map(W) port map(wire(i),wire(i+1),ck,en);

```

```

End generate G2;

```

```

G3: if i=N-1 generate

```

```

Cell: regW generic map(W) port map(wire(i),z,ck,en);

```

```

End generate G3;

```

```

End generate G1;

```

```

End struc;

```