



architecture Behavioral of ALU is

```
SIGNAL Q: STD_LOGIC_VECTOR (4 DOWNTO 0);
```

```
BEGIN
```

```
PROCESS (N,R,Sel) IS
```

```
BEGIN
```

```
CASE Sel IS
```

```
WHEN "00000" =>      --for addition
```

```
S<=N+R;
```

```
WHEN "00001" =>      --for subtraction
```

```
S<=N-R;
```

```
WHEN "00010" =>      --for multiplication
```

```
S<=std_logic_vector(to_unsigned(to_integer(unsigned(N)) *  
to_integer(unsigned(R)),4));
```

```
WHEN "00100" =>      --for greater than
```

```
IF (N>R) THEN
```

```
S<="1111"; ELSE
```

```
S<="0000";
```

```
END IF;
```

```
WHEN "00011" =>      --for equal to
```

```
IF (N=R) THEN
```

```
S<="1111"; ELSE
```

```
S<="0000";
```

```
END IF;
```

```
WHEN "00101" =>      --for less than
```

```
IF (N<R) THEN
```

```
S<="1111"; ELSE
```

```
S<="0000";
```

```
END IF;
```

```
WHEN "00110" =>      --for OR  
S<= N OR R;
```

```
WHEN "00111" =>      --for NOR  
S<= N NOR R;
```

```
WHEN "01000" =>      --for NAND  
S<= N NAND R;
```

```
WHEN "01001" =>      --for AND  
S<= N AND R;
```

```
WHEN "01010" =>      --for XOR  
S<= N XOR R;
```

```
WHEN "01011" =>      --for XNOR  
S<= N XNOR R;
```

```
WHEN "01100" =>      --ROTATE RIGHT  
S<=to_stdlogicvector(to_bitvector(N) ROR to_integer(unsigned(R)));
```

```
WHEN "01101" =>      --ROTATE LEFT  
S<=to_stdlogicvector(to_bitvector(N) ROL to_integer(unsigned(R)));
```

```
WHEN "01110" =>      --ARITHMETIC SHIFT LEFT  
S<=to_stdlogicvector(to_bitvector(N) SLA to_integer(unsigned(R)));
```

```
WHEN "01111" =>      --LOGICAL SHIFT RIGHT  
S<=to_stdlogicvector(to_bitvector(N) SRL to_integer(unsigned(R)));
```

```
WHEN "10000" =>      --LOGICAL SHIFT LEFT  
S<=to_stdlogicvector(to_bitvector(N) SLL to_integer(unsigned(R)));
```

```
WHEN "10001" =>
```

```

S<= N;                -- PASS GATE 1

WHEN "10010" =>
S<= R;                -- PASS GATE 2

WHEN "10011" =>      -- NOOP
S<= "0000";

WHEN OTHERS =>        --if any other bits are given to the selector's
other than mentioned above the output is "0000"
S<="0000";

END CASE;
END PROCESS;

Q<=STD_LOGIC_VECTOR ('0'&N)+ STD_LOGIC_VECTOR ('0'&R);
COUT<=Q(4);

end Behavioral;

```