```
use ieee.std logic 1164.all;
use ieee.std logic unsigned.all;
use ieee.NUMERIC STD.all;
entity FINAL is
port(
N1,N2,N3,N4,N5,R1,R2,R3,R4,R5:in std logic vector(3 downto 0);
--input's for fabric
Sel1, Sel2, Sel3, Sel4, Sel5, Sel6, Sel7, Sel8, Sel9, Sel10, Sel11, Sel12, Sel1
3, Sel14, Sel15, Sel16, Sel17, Sel18, Sel19, Sel20, Sel21, Sel22, Sel23, Sel24
,Sel25: in std logic vector(4 DOWNTO 0); --Selector's of CU 1 to
CU 25
MSL8 1, MSL8 2, MSL8 3, MSL8 4: in std logic vector(2 DOWNTO 0); --
Selector's for 8:1 muxes
MSL4 1,MSL4 2,MSL4 3,MSL4 4,MSL4 5,MSL4 6,MSL4 7,MSL4 8,MSL4 9,MSL4
10, MSL4 11, MSL4 12: in std logic vector(1 DOWNTO 0); -- Selector's
for 4:1 muxes
MSL2 3, MSL2 4, MSL2 5, MSL2_6, MSL2_7, MSL2_8, MSL2_9, MSL2_10, MSL2_11, MS
L2 12, MSL2 13, MSL2 14, MSL2 15, MSL2 16, MSL2 17, MSL2 18, MSL2 19, MSL2
20, MSL2_21, MSL2_22, MSL2_23, MSL2_24, MSL2_25, MSL2_26: in std logic;
-- Selector's for 2:1 muxes
S21, S22, S23, S24, S25: out std logic vector (3 downto 0) --output's of
fabric
);
end FINAL;
architecture behavioral of FINAL is
SIGNAL
S1, S2, S3, S4, S5, S6, S7, S8, S9, S10, S11, S12, S13, S14, S15, S16, S17, S18, S19,
S20: std logic vector(3 DOWNTO 0); --output's of CU-1 to CU-20
respectively
SIGNAL
N6, R6, N7, R7, N8, R8, N9, R9, N10, R10, N11, R11, N12, R12, N13, R13, N14, R14, N15
,R15,N16,R16,N17,R17,N18,R18,N19,R19,N20,R20,N21,R21,N22,R22,N23,R2
3,N24,R24,N25,R25: std_logic vector(3 DOWNTO 0); --inputs for CU's
```

library ieee;

```
6 to 25
begin
ALU1:entity work.ALU
    port map (N=>N1, R=>R1, Sel=>Sel1, S=>S1);
ALU2:entity work.ALU
    port map (N=>N2,R=>R2,Se1=>Se12,S=>S2);
ALU3:entity work.ALU
    port map (N=>N3, R=>R3, Sel=>Sel3, S=>S3);
ALU4:entity work.ALU
    port map (N=>N4,R=>R4,Se1=>Se14,S=>S4);
ALU5:entity work.ALU
    port map (N=>N5, R=>R5, Sel=>Sel5, S=>S5);
Mux1: entity work.Mux4to1
   port
map(J0=>"0000", J1=>"0000", J2=>S1, J3=>S2, MSL4=>MSL4 1, J=>N6);
Mux2: entity work.Mux4to1
    port map(J0=>"0000", J1=>S1, J2=>S2, J3=>S3, MSL4=>MSL4 2, J=>R6);
Mux3: entity work.Mux8to1
    port
map(I0=>"0000",I1=>"0000",I2=>"0000",I3=>S1,I4=>S2,I5=>S3,I6=>S4,I7
=>S5, MSL8=>MSL8 1, I=>N7);
Mux4: entity work.mux8to1
    port
map(I0=>"0000",I1=>"0000",I2=>S1,I3=>S2,I4=>S3,I5=>S4,I6=>S5,I7=>"0
000", MSL8 = > MSL8 2, I = > R7);
Mux5: entity work.Mux4to1
   port map (J0=>S1, J1=>S2, J2=>S3, J3=>S4, MSL4=>MSL4 3, J=>N8);
```

```
Mux6: entity work.Mux4to1
    port map (J0=>S2, J1=>S3, J2=>S4, J3=>S5, MSL4=>MSL4 4, J=>R8);
Mux7: entity work.Mux4to1
    port map (J0=>S2, J1=>S3, J2=>S4, J3=>S5, MSL4=>MSL4 5, J=>N9);
Mux8: entity work.Mux4to1
    port map (J0=>S3, J1=>S4, J2=>S5, J3=>"0000", MSL4=>MSL4 6, J=>R9);
Mux9: entity work.mux2to1
    port map (K0 => S4, K1 => S5, MSL2 => MSL2 3, K => N10);
Mux10: entity work.mux2to1
    port map (K0=>S5, K1=>"0000", MSL2=>MSL2 4, K=>R10);
ALU6:entity work.ALU
    port map (N=>N6, R=>R6, S=>Sel6, S=>S6);
ALU7:entity work.ALU
    port map (N=>N7, R=>R7, Sel=>Sel7, S=>S7);
ALU8:entity work.ALU
    port map (N=>N8, R=>R8, Se1=>Se18, S=>S8);
ALU9:entity work.ALU
    port map (N=>N9,R=>R9,Sel=>Sel9,S=>S9);
ALU10:entity work.ALU
    port map (N=>N10, R=>R10, Sel=>Sel10, S=>S10);
Mux11: entity work.Mux8to1
    port
map(I0=>"0000",I1=>"0000",I2=>"0000",I3=>"0000",I4=>S6,I5=>S7,I6=>S
8, I7=>S9, MSL8=>MSL8 3, I=>N11);
```

```
Mux12: entity work.mux8to1
    port
map(I0=>"0000",I1=>"0000",I2=>"0000",I3=>S6,I4=>S7,I5=>S8,I6=>S9,I7
=>S10,MSL8=>MSL8 4,I=>R11);
Mux13: entity work.Mux4to1
    port map (J0=>"0000", J1=>S6, J2=>S7, J3=>S8, MSL4=>MSL4 7, J=>N12);
Mux14: entity work.Mux4to1
    port map (J0=>S6, J1=>S7, J2=>S8, J3=>S9, MSL4=>MSL4 8, J=>R12);
Mux15: entity work.Mux4to1
    port map (J0=>S6, J1=>S7, J2=>S8, J3=>S9, MSL4=>MSL4 9, J=>N13);
Mux16: entity work.Mux4to1
    port map (J0=>S7, J1=>S8, J2=>S9, J3=>S10, MSL4=>MSL4 10, J=>R13);
Mux17: entity work.mux2to1
    port map (K0 = > S8, K1 = > S9, MSL2 = > MSL2  5, K = > N14);
Mux18: entity work.mux2to1
    port map (K0 => S9, K1 => S10, MSL2 => MSL2 6, K => R14);
Mux19: entity work.mux2to1
    port map (K0 = > S9, K1 = > S10, MSL2 = > MSL2 = 7, K = > N15);
Mux20: entity work.mux2to1
    port map (K0=>S10, K1=>"0000", MSL2=>MSL2 8, K=>R15);
ALU11:entity work.ALU
    port map (N=>N11, R=>R11, Sel=>Sel11, S=>S11);
ALU12:entity work.ALU
    port map (N=>N12, R=>R12, Sel=>Sel12, S=>S12);
```

```
ALU13:entity work.ALU
    port map (N=>N13, R=>R13, Sel=>Sel13, S=>S13);
ALU14:entity work.ALU
    port map (N=>N14, R=>R14, Sel=>Sel14, S=>S14);
ALU15:entity work.ALU
    port map (N=>N15, R=>R15, S=>Sel15, S=>S15);
Mux21: entity work.Mux4to1
    port
map(J0=>"0000", J1=>"0000", J2=>S11, J3=>S12, MSL4=>MSL4 11, J=>N16);
Mux22: entity work.Mux4to1
    port
map(J0=>"0000", J1=>S11, J2=>S12, J3=>S13, MSL4=>MSL4 12, J=>R16);
Mux23: entity work.mux2to1
    port map (K0 => S11, K1 => S12, MSL2 => MSL2 9, K => N17);
Mux24: entity work.mux2to1
    port map (K0 => S12, K1 => S13, MSL2 => MSL2  10, K => R17);
Mux25: entity work.mux2to1
    port map (K0 => S12, K1 => S13, MSL2 => MSL2 11, K => N18);
Mux26: entity work.mux2to1
    port map (K0 => S13, K1 => S14, MSL2 => MSL2  12, K => R18);
Mux27: entity work.mux2to1
    port map (K0 => S13, K1 => S14, MSL2 => MSL2  13, K => N19);
Mux28: entity work.mux2to1
    port map (K0 => S14, K1 => S15, MSL2 => MSL2 14, K => R19);
```

```
Mux29: entity work.mux2to1
    port map (K0 => S14, K1 => S15, MSL2 => MSL2  15, K => N20);
Mux30: entity work.mux2to1
    port map(K0=>S15,K1=>"0000",MSL2=>MSL2_16,K=>R20);
ALU16:entity work.ALU
    port map (N=>N16, R=>R16, S=>Sel16, S=>S16);
ALU17:entity work.ALU
    port map (N=>N17, R=>R17, Sel=>Sel17, S=>S17);
ALU18:entity work.ALU
    port map (N=>N18, R=>R18, Sel=>Sel18, S=>S18);
ALU19:entity work.ALU
    port map (N=>N19, R=>R19, Sel=>Sel19, S=>S19);
ALU20:entity work.ALU
    port map (N=>N20, R=>R20, Sel=>Sel20, S=>S20);
Mux31: entity work.mux2to1
    port map (K0 => "0000", K1 => S16, MSL2 => MSL2 17, K => N21);
Mux32: entity work.mux2to1
    port map (K0 => S16, K1 => S17, MSL2 => MSL2  18, K => R21);
Mux33: entity work.mux2to1
    port map (K0 => S16, K1 => S17, MSL2 => MSL2  19, K => N22);
Mux34: entity work.mux2to1
    port map (K0 => S17, K1 => S18, MSL2 => MSL2 20, K => R22);
Mux35: entity work.mux2to1
    port map (K0 => S17, K1 => S18, MSL2 => MSL2 21, K => N23);
```

```
Mux36: entity work.mux2to1
    port map (K0 => S18, K1 => S19, MSL2 => MSL2 22, K => R23);
Mux37: entity work.mux2to1
    port map (K0 => S18, K1 => S19, MSL2 => MSL2 23, K => N24);
Mux38: entity work.mux2to1
    port map (K0 => S19, K1 => S20, MSL2 => MSL2 24, K => R24);
Mux39: entity work.mux2to1
    port map (K0 => S19, K1 => S20, MSL2 => MSL2 25, K => N25);
Mux40: entity work.mux2to1
    port map (K0=>S20, K1=>"0000", MSL2=>MSL2 26, K=>R25);
ALU21:entity work.ALU
    port map (N=>N21, R=>R21, Sel=>Sel21, S=>S21);
ALU22:entity work.ALU
    port map (N=>N22, R=>R22, Se1=>Se122, S=>S22);
ALU23:entity work.ALU
    port map (N=>N23, R=>R23, Sel=>Sel23, S=>S23);
ALU24:entity work.ALU
    port map (N=>N24, R=>R24, Se1=>Se124, S=>S24);
ALU25:entity work.ALU
    port map (N=>N25, R=>R25, Sel=>Sel25, S=>S25);
end behavioral;
```