```
1
     library ieee;
     use ieee.std logic 1164.all;
 3
 4
    entity encoder32to5 is
 5
   port( R0out: in std logic;
           R1out: in std logic;
7
           R2out: in std logic;
8
           R3out: in std logic;
9
          R4out: in std logic;
10
          R5out: in std logic;
11
          R6out: in std logic;
12
         R7out: in std logic;
13
         R8out: in std logic;
14
         R9out: in std logic;
15
         R10out: in std logic;
16
         R11out: in std logic;
17
         R12out: in std logic;
18
         R13out: in std logic;
19
         R14out: in std logic;
20
         R15out: in std logic;
21
         HIout: in std logic;
22
          LOout: in std logic;
23
          Zhighout: in std logic;
24
          Zlowout: in std logic;
25
          PCout: in std logic;
          MDRout: in std logic;
26
27
          InPortout: in std logic;
28
           Cout: in std logic;
29
           Sin: out std logic vector (4 downto 0)
30
        );
31
     end entity encoder32to5;
32
33
     architecture behavior of encoder32to5 is
34
     begin
35
36
37
                 Sin <= "00001" when R0out = '1' else
38
                       "00010" when R1out = '1' else
39
                       "00011" when R2out = '1' else
40
                       "00100" when R3out = '1' else
41
                       "00101" when R4out = '1' else
42
                       "00110" when R5out = '1' else
43
                       "00111" when R6out = '1' else
44
                       "01000" when R7out = '1' else
45
                       "01001" when R8out = '1' else
46
                       "01010" when R9out = '1' else
47
                       "01011" when R10out = '1' else
                       "01100" when R11out = '1' else
48
49
                       "01101" when R12out = '1' else
50
                       "01110" when R13out = '1' else
                       "01111" when R14out = '1' else
51
52
                       "10000" when R15out = '1' else
                       "10001" when HIout = '1' else
53
54
                       "10010" when LOout = '1' else
55
                       "10011" when Zhighout = '1' else
                       "10100" when Zlowout = '1' else
56
57
                       "10101" when PCout = '1' else
58
                       "10110" when MDRout = '1' else
59
                       "10111" when InPortout = '1' else
60
                       "11000" when Cout = '1' else
61
                       "11111";
62
```

end behavior;

63

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