TOP SYSTEM 1

```
library ieee;
use ieee.std logic 1164.all;
entity top system1 is
 port(
  CLK
          : in std logic;
          : in std logic;
  RST
  ASTRB : in std logic;
  DSTRB : in std logic;
          : inout std logic vector(7 downto 0);
  DATA
  PWRITE: in std logic;
          : out std logic;
  PWAIT
  SWITCHES I: in std logic vector(7 downto 0);
  PSH BUTTON: in std logic;
  LEDS O : out std logic vector (7 downto 0));
end top system1;
architecture rtl of top system1 is
 signal DIR, DIR REG, DATO, DATO REG, DATO RD: std logic vector (7 downto 0);
 signal DIR VLD, DATO VLD, CE RD: std logic;
begin -- rtl
 DUT: entity work.cnt_epp
  port map (
   CLK
          \Rightarrow CLK,
   RST => RST,
   ASTRB => ASTRB,
   DSTRB => DSTRB,
   DATA => DATA
   PWRITE => PWRITE,
   PWAIT => PWAIT,
   DATO RD => DATO RD,
   CE RD \Rightarrow CE RD,
   DIR => DIR,
   DIR VLD => DIR VLD,
   DATO \Rightarrow DATO,
   DATO VLD => DATO VLD);
 process (CLK, RST)
 begin
 if RST='0' then
   DIR REG \leq (others \Rightarrow '0');
 elsif (CLK'event and CLK='1') then
   if DIR VLD = '1' then
     DIR REG <= DIR;
   end if;
 end if;
 end process;
 process (CLK, RST)
 begin
```

```
if RST='0' then
   DATO_REG <= (others => '0');
 elsif (CLK'event and CLK='1') then
   if DATO VLD = '1' then
     DATO_REG <= DATO;
   end if;
 end if;
 end process;
LEDS_O <= DATO_REG WHEN PSH_BUTTON ='1' ELSE DIR_REG;
 process (DIR, CE_RD, SWITCHES_I) is
 begin
  if DIR=x"32" and CE_RD='1' then
   DATO RD <= SWITCHES I;
   DATO_RD <= (others => '0');
  end if;
 end process;
end rtl;
```