

**--vhdl code for B2G code converter using data-flow model.**

```
library IEEE;
use IEEE.STD_LOGIC_1164.all;
entity b2g is
    port(
        a : in STD_LOGIC;
        b : in STD_LOGIC;
        c : in STD_LOGIC;
        d : in STD_LOGIC;
        w : out STD_LOGIC;
        x : out STD_LOGIC;
        y : out STD_LOGIC;
        z : out STD_LOGIC
    );
end b2g;
architecture b2g_data of b2g is
begin
    w<= a;
    x<= a xor b;
    y<= b xor c;
    z<= c xor d;
end b2g_data;
```

**--vhdl code for B2G code converter using behavioral model.**

```
entity b2g is
    port(
        b : in STD_LOGIC_VECTOR(3 downto
0);
        g : out STD_LOGIC_VECTOR(3 downto
0) );
end b2g;
architecture b2g_beh of b2g is
begin
    process (b)
    begin
        case b is
            when "0000"=> g<="0000";
            when "0001"=> g<="0001";
            when "0010"=> g<="0011";
            when "0011"=> g<="0010";
            when "0100"=> g<="0110";
            when "0101"=> g<="0111";
            when "0110"=> g<="0101";
            when "0111"=> g<="0100";
            when "1000"=> g<="1100";
            when "1001"=> g<="1101";
            when "1010"=> g<="1111";
            when "1011"=> g<="1110";
            when "1100"=> g<="1010";
```

```
            when "1101"=> g<="1011";
            when "1110"=> g<="1001";
            when "1111"=> g<="1000";
            when others=> null;
        end case;
    end process;
end b2g_beh;
```

**--vhdl code for B2G code converter using structural style model.**

```
library IEEE;
use IEEE.STD_LOGIC_1164.all;
entity b2g is
    port(
        a : in STD_LOGIC;
        b : in STD_LOGIC;
        c : in STD_LOGIC;
        d : in STD_LOGIC;
        w : out STD_LOGIC;
        x : out STD_LOGIC;
        y : out STD_LOGIC;
        z : out STD_LOGIC
    );
end b2g;
architecture b2g_stru of b2g is
    component xor2
        port (l,m: in Std_logic; n: out std_logic);
    end component;
    component buff
        port (u: in std_logic; v:out std_logic);
    end component;
    for x1: buff use entity work.buff(buff);
    for x2: xor2 use entity work.xor2(xor2);
begin
    x1: buff port map (a,w);
    x2: xor2 port map (a,b,x);
    x3: xor2 port map (b,c,y);
    x4: xor2 port map (c,d,z);
end b2g_stru;
```

**--vhdl code for G2B code converter using data-flow model.**

```
library IEEE;
use IEEE.STD_LOGIC_1164.all;
entity g2b is
    port(
        a : in STD_LOGIC;
        b : in STD_LOGIC;
        c : in STD_LOGIC;
        d : in STD_LOGIC;
        w : out STD_LOGIC;
        x : out STD_LOGIC;
```

```

        y : out STD_LOGIC;
        z : out STD_LOGIC );
end g2b;
architecture g2b_data of g2b is
begin
    w <= a;
    x <= a xor b;
    y <= a xor b xor c;
    z <= a xor b xor c xor d;
end g2b_data;

```

### **--vhdl code for G2B code converter using behavioral model.**

```

entity g2b is
    port(    g : in STD_LOGIC_VECTOR(3 downto
0);
            b : out STD_LOGIC_VECTOR(3 downto
0) );
end g2b;
architecture g2b_beh of g2b is
begin
    process (g)
    begin
        case b is
            when "0000"=> b<="0000";
            when "0001"=> b<="0001";
            when "0011"=> b<="0010";
            when "0010"=> b<="0011";
            when "0110"=> b<="0100";
            when "0111"=> b<="0101";
            when "0101"=> b<="0110";
            when "0100"=> b<="0111";
            when "1100"=> b<="1000";
            when "1101"=> b<="1001";
            when "1111"=> b<="1010";
            when "1110"=> b<="1011";
            when "1010"=> b<="1100";
            when "1011"=> b<="1101";
            when "1001"=> b<="1110";
            when "1000"=> b<="1111";
            when others=> null;
        end case;
    end process;
end g2b_beh;

```

### **--vhdl code for G2B code converter using structural style model.**

```

library IEEE;
use IEEE.STD_LOGIC_1164.all;
entity g2b is
    port(    w : in STD_LOGIC;
            x : in STD_LOGIC;
            y : in STD_LOGIC;
            z : in STD_LOGIC;
            a : out STD_LOGIC;
            b : out STD_LOGIC;
            c : out STD_LOGIC;
            d : out STD_LOGIC );
end g2b;
architecture g2b_stru of g2b is
    component xor2
        port (l,m: in Std_logic; n: out std_logic);
    end component;
    component buff
        port (u: in std_logic; v:out std_logic);
    end component;
    for x1: buff use entity work.buff(buff);
    for x2: xor2 use entity work.xor2(xor2);
begin
    x1: buff port map (w,a);
    x2: xor2 port map (w,x,b);
    x3: xor2 port map (x,y,c);
    x4: xor2 port map (y,z,d);
end g2b_stru;

```

### **--vhdl code for Bcd-2-excess3 code converter using data-flow model.**

```

library IEEE;
use IEEE.STD_LOGIC_1164.all;

entity bcd_3 is
    port(    a : in STD_LOGIC;
            b : in STD_LOGIC;
            c : in STD_LOGIC;
            d : in STD_LOGIC;
            w : out STD_LOGIC;
            x : out STD_LOGIC;
            y : out STD_LOGIC;
            z : out STD_LOGIC );
end bcd_3;
architecture bcd_xce3_data of bcd_3 is
begin
    w<= a or ( b and c) or (b and d);

```

```

        x<= (not b and c)or (not b and d)or (b and not c
and not d);
        y<=(c and d)or (not c and not d);
        z<= not d;
end bcd_xce3_data;

```

#### **--vhdl code for Bcd-2-excess3 code converter using behavioral model.**

```

library IEEE;
use IEEE.STD_LOGIC_1164.all;
entity bcd_excess is
    port( b : in STD_LOGIC_VECTOR(3 downto 0);
    excess3 : out STD_LOGIC_VECTOR(3 downto 0) );
end bcd_excess;

```

```

architecture bcd_excess_beh of bcd_excess is
begin

```

```

    process (b)
    begin
        case b is
            when "0000"=>excess3<="0011";
            when "0001"=>excess3<="0100";
            when "0010"=>excess3<="0101";
            when "0011"=>excess3<="0101";
            when "0100"=>excess3<="0111";
            when "0101"=>excess3<="1000";
            when "0110"=>excess3<="1001";
            when "0111"=>excess3<="1010";
            when "1000"=>excess3<="1011";
            when "1001"=>excess3<="1100";
            when "1010"=>excess3<="1110";
            when others => null;
        end case;
    end process;
end bcd_excess_beh;

```

#### **--vhdl code for Bcd-2-excess3 code converter using structural style model.**

```

library IEEE;
use IEEE.STD_LOGIC_1164.all;
entity bcd_excess is
    port( a : in STD_LOGIC;
    b : in STD_LOGIC;
    c : in STD_LOGIC;
    d : in STD_LOGIC;
    w : out STD_LOGIC;
    x : out STD_LOGIC;
    y : out STD_LOGIC;
    z : out STD_LOGIC );

```

```

end bcd_excess;

```

```

architecture bcd_exces_stru of bcd_excess is

```

```

    component or2
    port(m1,m2: in std_logic; m3: out std_logic);
    end component;
    component and2
    port(x,y: in std_logic; z: out std_logic);
    end component;
    component inv_1
    port(e: in std_logic; f: out std_logic);
    end component;
    for x1: or2 use entity work.or2(or2);
    for x5: inv_1 use entity work.inv_1(inv_1);
    for x8: and2 use entity and2(and2);
    signal a1,a2,a3,a4:std_logic;
    signal n1,n2,n3: std_logic ;
    begin
        x1: or2 port map (a,a1,w);
        x2:or2 port map (a2,a3,x);
        x3:or2 port map (n2,a4,y);
        x4: or2 port map (c,d,n3);
        x5:inv_1 port map (d,z);
        x6:inv_1 port map (b,n1);
        x7:inv_1 port map (n3,n2);
        x8: and2 port map (b,n3,a1);
        x9: and2 port map (n1,n3,a2);
        x10: and2 port map (b,n2,a3);
        x11: and2 port map (c,d,a4);
    end bcd_exces_stru;

```

#### **--VHDL Code for parity generator using behavioral model.**

```

library IEEE;
use IEEE.STD_LOGIC_1164.all;
entity parity is
    port(d : in STD_LOGIC_VECTOR(3 downto 0);
    par_even : out STD_LOGIC;
    par_odd : out STD_LOGIC);
end parity;
architecture parity of parity is
begin
    p1:process(d)
    begin
        case d is
            when "0000"=> par_even<='0';par_odd<='1';
            when "0001"=> par_even<='1'; par_odd<='0';

```

```

when "0010"=> par_even<='1'; par_odd<='0';
when "0011"=> par_even<='0'; par_odd<='1';
when "0100"=> par_even<='1'; par_odd<='0';
when "0101"=> par_even<='0'; par_odd<='1';
when "0110"=> par_even<='0'; par_odd<='1';
when "0111"=> par_even<='1'; par_odd<='0';
when "1000"=> par_even<='1'; par_odd<='0';
when "1001"=> par_even<='0'; par_odd<='1';
when "1010"=> par_even<='0'; par_odd<='1';
when "1011"=> par_even<='1'; par_odd<='0';
when "1100"=> par_even<='0'; par_odd<='1';
when "1101"=> par_even<='1'; par_odd<='0';
when "1110"=> par_even<='1'; par_odd<='0';
when "1111"=> par_even<='0'; par_odd<='1';
when others=> null;
end case;
end process;
end parity;

```

#### **--VHDL Code for parity generator using data flow model.**

```

library IEEE;
use IEEE.STD_LOGIC_1164.all;

entity parity_gen_data is
port( d0 : in STD_LOGIC;
d1 : in STD_LOGIC;
d2 : in STD_LOGIC;
d3 : in STD_LOGIC;
parity_even : inout STD_LOGIC;
parity_odd : out STD_LOGIC );
end parity_gen_data;

architecture parity_gen_data of parity_gen_data is
signal d4,d5: std_logic;
begin
d4 <= d0 xor d1;
d5 <= d4 xor d2;
parity_even <= d5 xor d3;
parity_odd <= not parity_even;
end parity_gen_data;

```

#### **--VHDL Code for parity generator using structural style model.**

```

library IEEE;
use IEEE.STD_LOGIC_1164.all;

entity parity_gen_stru is
port( d0 : in STD_LOGIC;
d1 : in STD_LOGIC;
d2 : in STD_LOGIC;

```

```

d3 : in STD_LOGIC;
parity_even : inout STD_LOGIC;
parity_odd : out STD_LOGIC );
end parity_gen_stru;

```

```

architecture parity_gen_stru of parity_gen_stru is
component xor2
port(a,b: in std_logic; c: out std_logic);
end component;
component inv
port (i: in std_logic; j: out std_logic);
end component;
for x1: xor2 use entity work.xor2(xor2);
for i1: inv use entity work.inv(inv);
signal d4,d5: std_logic;
begin
x1: xor2 port map (d0,d1,d4);
x2: xor2 port map (d4,d2,d5);
x3: xor2 port map (d5,d3,parity_even);
i1: inv port map (parity_even ,parity_odd);
end parity_gen_stru;

```

#### **--VHDL Code for parity checker(even-parity) using data flow model.**

```

library IEEE;
use IEEE.STD_LOGIC_1164.all;

entity perity_checker is
port( d3 : in STD_LOGIC;
d2 : in STD_LOGIC;
d1 : in STD_LOGIC;
d0 : in STD_LOGIC;
parity_even : in STD_LOGIC;
parity_even_checker : out STD_LOGIC );
end perity_checker;

architecture perity_checker of perity_checker is
signal d4,d5,d6: std_logic;
begin
d4 <= d3 xor d2;
d5<= d4 xor d1;
d6<= d5 xor d0;
parity_even_checker <= d6 xor parity_even;
end perity_checker;

```