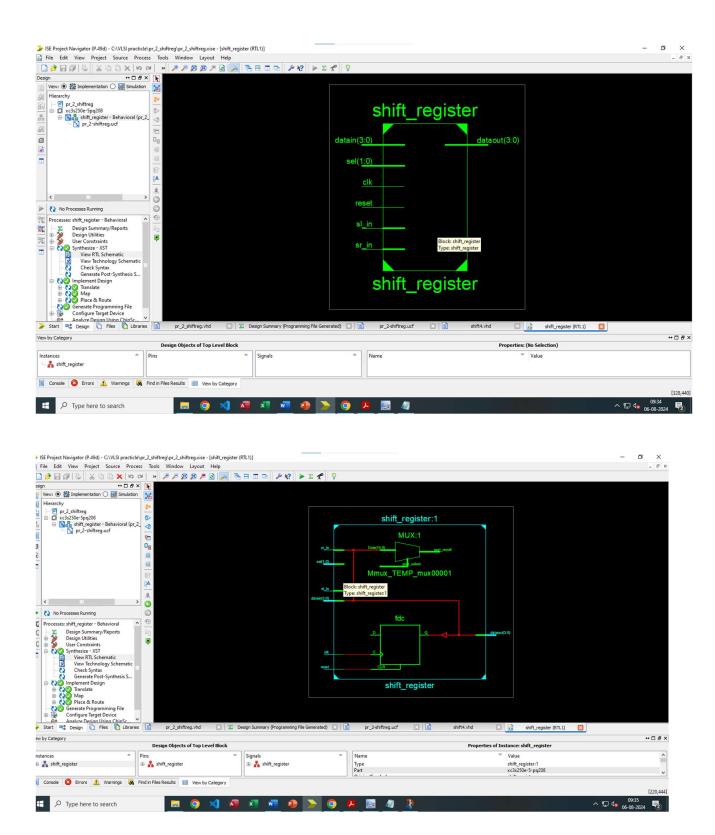
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```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use IEEE.STD_LOGIC_ARITH.ALL;
use IEEE.STD_LOGIC_UNSIGNED.ALL;
entity shift_register is
Port ( clk : in STD_LOGIC;
reset: in STD_LOGIC;
datain: in STD_LOGIC_VECTOR (3 downto 0);
sel: in STD_LOGIC_VECTOR (1 downto 0);
sl_in: in STD_LOGIC;
sr_in: in STD_LOGIC;
dataout: out STD_LOGIC_VECTOR (3 downto 0));
end shift_register;
architecture Behavioral of shift_register is
begin
Process (reset, clk, sel, sl_in, sr_in, datain)
variable TEMP: STD_LOGIC_VECTOR (3 downto 0);
begin if reset = '1' then TEMP := "0000";
elsif clk'event and clk = '1' then case Sel is when "11" => TEMP := datain;
when "01" => TEMP := TEMP(2 downto 0) & sl_in;
when "10" => TEMP := sr_in & TEMP(3 downto 1);
when others => NULL;
end case;
end if;
dataout <= TEMP;</pre>
end process;
end Behavioral;
```



```
NET "clk" LOC = P132;

NET "reset" LOC = P204;

NET "sl_in" LOC = P179;

NET "sr_in" LOC = P180;

NET "sel<0>" LOC = P165;

NET "sel<1>" LOC = P167;

NET "datain<0>" LOC = P192;

NET "datain<1>" LOC = P193;

NET "datain<2>" LOC = P199;

NET "datain<3>" LOC = P190;

NET "dataout<0>" LOC = P205;

NET "dataout<1>" LOC = P205;

NET "dataout<1>" LOC = P206;
```

