

```

LIBRARY ieee;
USE ieee.std_logic_1164.ALL;

ENTITY decoder_3_8_tb IS
END decoder_3_8_tb;

ARCHITECTURE behavior OF decoder_3_8_tb IS

    -- Component Declaration for the Unit Under Test (UUT)

    COMPONENT decoder_3_8
    PORT(
        A0 : IN  std_logic;
        A1 : IN  std_logic;
        A2 : IN  std_logic;
        Q0 : OUT std_logic;
        Q1 : OUT std_logic;
        Q2 : OUT std_logic;
        Q3 : OUT std_logic;
        Q4 : OUT std_logic;
        Q5 : OUT std_logic;
        Q6 : OUT std_logic;
        Q7 : OUT std_logic
    );
    END COMPONENT;

    --Inputs
    signal A0 : std_logic := '0';
    signal A1 : std_logic := '0';
    signal A2 : std_logic := '0';

    --Outputs
    signal Q0 : std_logic;
    signal Q1 : std_logic;
    signal Q2 : std_logic;
    signal Q3 : std_logic;
    signal Q4 : std_logic;
    signal Q5 : std_logic;
    signal Q6 : std_logic;
    signal Q7 : std_logic;
    -- No clocks detected in port list. Replace <clock> below with
    -- appropriate port name

BEGIN

    -- Instantiate the Unit Under Test (UUT)
    uut: decoder_3_8 PORT MAP (
        A0 => A0,
        A1 => A1,
        A2 => A2,
        Q0 => Q0,
        Q1 => Q1,
        Q2 => Q2,
        Q3 => Q3,
        Q4 => Q4,
        Q5 => Q5,
        Q6 => Q6,
        Q7 => Q7
    );

    -- Stimulus process
    stim_proc: process
    begin
        -- hold reset state for 20 ns.
        wait for 20 ns;

        wait for 10 ns;
        A0 <= '0';
        A1 <= '0';
        A2 <= '0';
        wait for 10 ns;
        A0 <= '0';
        A1 <= '0';
    end process;

```

```
        A2 <= '1';
wait for 10 ns;
A0 <= '0';
        A1 <= '1';
        A2 <= '0';
wait for 10 ns;
A0 <= '0';
        A1 <= '1';
        A2 <= '1';
        wait for 10 ns;
A0 <= '1';
        A1 <= '0';
        A2 <= '0';
        wait for 10 ns;
A0 <= '1';
        A1 <= '0';
        A2 <= '1';
        wait for 10 ns;
A0 <= '1';
        A1 <= '1';
        A2 <= '0';
        wait for 10 ns;
A0 <= '1';
        A1 <= '1';
        A2 <= '1';

wait;
end process;

END;
```