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library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity datapath is
    Port ( control : in STD_LOGIC_VECTOR(16 downto 0);
          TD : in STD_LOGIC;
          TA : in STD_LOGIC;
          TB : in STD_LOGIC;
          clk : in STD_LOGIC;
          const_in : in STD_LOGIC_VECTOR (2 downto 0);
          data_in : in STD_LOGIC_VECTOR (15 downto 0);
          PC_in : in STD_LOGIC_VECTOR (15 downto 0);
          MM : in STD_LOGIC;
          V : out STD_LOGIC;
          C : out STD_LOGIC;
          N : out STD_LOGIC;
          Z : out STD_LOGIC;
          address_out : out STD_LOGIC_VECTOR (15 downto 0);
          data_out : out STD_LOGIC_VECTOR (15 downto 0));
end datapath;

architecture Behavioral of datapath is
--components
--function unit
COMPONENT function_unit
PORT(
    A : in STD_LOGIC_VECTOR (15 downto 0);
    B : in STD_LOGIC_VECTOR (15 downto 0);
    S : in STD_LOGIC_VECTOR (4 downto 0);
    F : out STD_LOGIC_VECTOR (15 downto 0);
    V : out STD_LOGIC;
    C : out STD_LOGIC;
    N : out STD_LOGIC;
    Z : out STD_LOGIC
);
END COMPONENT;

--register file
COMPONENT register_file
PORT(
    load : in STD_LOGIC;
    Clk : in STD_LOGIC;
    dest_sel : in STD_LOGIC_VECTOR (3 downto 0);
    a_sel : in STD_LOGIC_VECTOR (3 downto 0);
    b_sel : in STD_LOGIC_VECTOR (3 downto 0);
    data : in STD_LOGIC_VECTOR (15 downto 0);
    a_out : out STD_LOGIC_VECTOR (15 downto 0);
    b_out : out STD_LOGIC_VECTOR (15 downto 0)
);
END COMPONENT;

--2 to 1 multiplexer (16bit)
COMPONENT mux_2_1_16bit
PORT(
    In0 : in std_logic_vector(15 downto 0);
    In1 : in std_logic_vector(15 downto 0);
    S : in std_logic;
    Z : out std_logic_vector(15 downto 0)
);
END COMPONENT;

--zero fill
COMPONENT zero_fill
PORT(
    input : IN std_logic_vector(2 downto 0);
    output : OUT std_logic_vector(15 downto 0)
);
END COMPONENT;

--signals
signal zero_fill_out, data_mux_out, a_data_out, b_data_out, b_mux_out, function_unit_out : STD_LOGIC_VECTOR (15
downto 0);
signal load, MD_sel, MB_sel : STD_LOGIC;
signal FS_in : STD_LOGIC_VECTOR(4 downto 0);
signal A_sel, B_sel, dest_sel : STD_LOGIC_VECTOR(3 downto 0);
signal control_signal : STD_LOGIC_VECTOR(19 downto 0);

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begin
--port maps
--register file
register_file0: register_file PORT MAP(
    load => load,
    Clk => clk,
    dest_sel => dest_sel,
    a_sel => A_sel,
    b_sel => B_sel,
    data => data_mux_out,
    a_out => a_data_out,
    b_out => b_data_out
);

--function unit
function_unit0: function_unit PORT MAP(
    A => a_data_out,
    B => b_mux_out,
    S => FS_in,
    F => function_unit_out,
    V => V,
    C => C,
    N => N,
    Z => Z
);

--2 to 1 multiplexer for B/constant select (MB)
mux0: mux_2_1_16bit PORT MAP(
    In0 => b_data_out,
    In1 => zero_fill_out,
    S => MB_sel,
    Z => b_mux_out
);

--2 to 1 multiplexer for data source select (MD)
mux1: mux_2_1_16bit PORT MAP(
    In0 => function_unit_out,
    In1 => data_in,
    S => MD_sel,
    Z => data_mux_out
);

--2 to 1 multiplexer for address select (MM)
mux2: mux_2_1_16bit PORT MAP(
    In0 => PC_in,
    In1 => a_data_out,
    S => MM,
    Z => address_out
);

--zero fill
Inst_zero_fill: zero_fill PORT MAP(
    input => const_in,
    output => zero_fill_out
);

--control word mappings
load <= control_signal(0);
MD_sel <= control_signal(1);
FS_in <= control_signal(6 downto 2);
MB_sel <= control_signal(7);
B_sel <= control_signal(11 downto 8);
A_sel <= control_signal(15 downto 12);
dest_sel <= control_signal(19 downto 16);

--address_out <= a_data_out;
data_out <= b_data_out;
control_signal(10 downto 0) <= control(10 downto 0);
control_signal(11) <= TB;
control_signal(14 downto 12) <= control(13 downto 11);
control_signal(15) <= TA;
control_signal(18 downto 16) <= control(16 downto 14);
control_signal(19) <= TD;

end Behavioral;

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