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LIBRARY ieee;
USE ieee.std_logic_1164.ALL;

ENTITY RAM_chip_32_word_tb IS
END RAM_chip_32_word_tb;

ARCHITECTURE behavior OF RAM_chip_32_word_tb IS

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

    COMPONENT RAM_chip_32_word
    PORT(
        Row : IN  std_logic_vector(3 downto 0);
        Col : IN  std_logic;
        D_in : IN  std_logic_vector(15 downto 0);
        D_out : OUT std_logic_vector(15 downto 0);
        Chip_sel : IN  std_logic;
        RW : IN  std_logic
    );
    END COMPONENT;

    --Inputs
    signal Row : std_logic_vector(3 downto 0) := (others => '0');
    signal Col : std_logic := '0';
    signal D_in : std_logic_vector(15 downto 0) := (others => '0');
    signal Chip_sel : std_logic := '0';
    signal RW : std_logic := '0';

    --Outputs
    signal D_out : std_logic_vector(15 downto 0);

BEGIN

    -- Instantiate the Unit Under Test (UUT)
    uut: RAM_chip_32_word PORT MAP (
        Row => Row,
        Col => Col,
        D_in => D_in,
        D_out => D_out,
        Chip_sel => Chip_sel,
        RW => RW
    );

    -- Stimulus process
    stim_proc: process
    begin
        -- hold reset state for 100 ns.
        wait for 100 ns;

        Row <= "0000";
        Col <= '0';
        D_in <= "0000111100001111";
        Chip_sel <= '0';
        RW <= '0';

        wait for 20 ns;
        Chip_sel <= '1';

        wait for 20 ns;
        RW <= '1';

        wait for 20 ns;
        D_in <= "1111000011110000";

        wait for 20 ns;
        Row <= "0001";

        wait for 20 ns;
        RW <= '0';

        wait;
    end process;

END;

```