

```

LIBRARY ieee;
USE ieee.std_logic_1164.ALL;

ENTITY decoder_5_32_tb IS
END decoder_5_32_tb;

ARCHITECTURE behavior OF decoder_5_32_tb IS

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

    COMPONENT decoder_5_32
    PORT(
        S : IN  std_logic_vector(4 downto 0);
        A : OUT std_logic_vector(31 downto 0)
    );
    END COMPONENT;

    --Inputs
    signal S : std_logic_vector(4 downto 0) := (others => '0');

    --Outputs
    signal A : std_logic_vector(31 downto 0);

BEGIN

    -- Instantiate the Unit Under Test (UUT)
    uut: decoder_5_32 PORT MAP (
        S => S,
        A => A
    );

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

        S <= "00000";
        wait for 20 ns;

        S <= "00001";
        wait for 20 ns;

        S <= "00010";
        wait for 20 ns;

        S <= "00011";
        wait for 20 ns;

        S <= "00100";
        wait for 20 ns;

        S <= "00101";
        wait for 20 ns;

        S <= "00110";
        wait for 20 ns;

        S <= "00111";
        wait for 20 ns;

        S <= "01000";
        wait for 20 ns;

        S <= "01001";
        wait for 20 ns;

        S <= "01010";
        wait for 20 ns;

        S <= "01011";
        wait for 20 ns;

        S <= "01100";
        wait for 20 ns;
    end process;

```

```
S <= "01101";
wait for 20 ns;

S <= "01110";
wait for 20 ns;

S <= "01111";
wait for 20 ns;

S <= "10000";
wait for 20 ns;

S <= "10001";
wait for 20 ns;

S <= "10010";
wait for 20 ns;

S <= "10011";
wait for 20 ns;

S <= "10100";
wait for 20 ns;

S <= "10101";
wait for 20 ns;

S <= "10110";
wait for 20 ns;

S <= "10111";
wait for 20 ns;

S <= "11000";
wait for 20 ns;

S <= "11001";
wait for 20 ns;

S <= "11010";
wait for 20 ns;

S <= "11011";
wait for 20 ns;

S <= "11100";
wait for 20 ns;

S <= "11101";
wait for 20 ns;

S <= "11110";
wait for 20 ns;

S <= "11111";

wait;
end process;

END;
```