```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
entity mux_8_1_16bit is
         port ( In0 : in std_logic_vector(15 downto 0);
                  In1 : in std_logic_vector(15 downto 0);
                  In2 : in std_logic_vector(15 downto 0);
                  In3 : in std_logic_vector(15 downto 0);
                  In4 : in std_logic_vector(15 downto 0);
                  In5 : in std_logic_vector(15 downto 0);
                  In6 : in std_logic_vector(15 downto 0);
                  In7 : in std_logic_vector(15 downto 0);
                  S0 : in std_logic;
                  S1 : in std_logic;
                  S2 : in std_logic;
                  Z : out std_logic_vector(15 downto 0));
end mux_8_1_16bit;
architecture Behavioral of mux_8_1_16bit is
begin
         Z \le In0 after 1 ns when (S0='0' and S1='0' and S1='0') else
                  In1 after 1 ns when (S0='0') and S1='0' and S2='1') else
                  In2 after 1 ns when (S0=0 and S1=0 and S2=1) etse In3 after 1 ns when (S0=0 and S1=1 and S2=0) else In3 after 1 ns when (S0=0 and S1=1 and S2=1) else
                  In4 after 1 ns when (S0='1') and S1='0' and S2='0') else
                  In5 after 1 ns when (S0='1' and S1='0' and S2='1') else In6 after 1 ns when (S0='1' and S1='1' and S2='0') else
                  In7 after 1 ns when (S0='1' and S1='1' and S2='1') else
                  "0000000000000000" after 1 ns;
```

end Behavioral;