```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
entity shifter is
    Port ( B : in STD_LOGIC_VECTOR (15 downto 0);
             H : out STD_LOGIC_VECTOR (15 downto 0);
             S : in STD_LOGIC_VECTOR (1 downto 0);
             In_r : in STD_LOGIC;
             In_l : in STD_LOGIC);
Out_r : out STD_LOGIC;
Out_l : out STD_LOGIC);
end shifter;
architecture Behavioral of shifter is
--components
          --4 to 1 multiplexer
         COMPONENT mux_4_1_1bit
         PORT(
                              S0 : in STD_LOGIC;
                              S1 : in STD_LOGIC;
                              In0 : in STD_LOGIC;
                              In1 : in STD_LOGIC;
                              In2 : in STD LOGIC;
                             In3 : in STD_LOGIC;
Z : out STD_LOGIC
                              );
         END COMPONENT;
begin
--port maps
          --multiplexer 0
         mux00: mux_4_1_1bit PORT MAP(
                                        S0 \Rightarrow S(0),
                                        S1 \Rightarrow S(1),
                                        In0 \Rightarrow B(\frac{0}{0}),
                                        In1 \Rightarrow B(1),
                                        In2 => In_l,
                                        In3 => '0',
                                        Z \Rightarrow H(0)
         );
          --multiplexer 1
         mux01: mux_4_1_1bit PORT MAP(
                                        S0 \Rightarrow S(0),
                                        S1 \Rightarrow S(1),
                                        In0 \Rightarrow B(1),
                                        In1 \Rightarrow B(2),
                                        In2 => B(0),
                                        In3 => '0',
                                        Z \Rightarrow H(1)
         );
          --multiplexer 2
         mux02: mux_4_1_1bit PORT MAP(
                                        S0 \Rightarrow S(0),
                                        S1 \Rightarrow S(1),
                                        In0 \Rightarrow B(2),
                                        In1 \Rightarrow B(3),
                                        In2 \Rightarrow B(1),
                                        In3 => '0',
                                        Z \Rightarrow H(2)
         );
          --multiplexer 3
         mux03: mux_4_1_1bit PORT MAP(
                                        S0 \Rightarrow S(0),
                                        S1 \Rightarrow S(1),
                                        In0 \Rightarrow B(3),
                                        In1 \Rightarrow B(4),
                                        In2 \Rightarrow B(2),
                                        In3 => '0',
                                        Z \Rightarrow H(3)
         );
          --multiplexer 4
         mux04: mux_4_1_1bit PORT MAP(
                                        S0 \Rightarrow S(0),
                                        S1 => S(1),
```

```
In0 \Rightarrow B(4),
                                In1 \Rightarrow B(5),
                                In2 => B(3),
In3 => '0',
                                Z \Rightarrow H(4)
);
--multiplexer 5
mux05: mux_4_1_1bit PORT MAP(
                                S0 \Rightarrow S(0),
                                S1 \Rightarrow S(1),
                                In0 \Rightarrow B(5),
                                In1 => B(6),
In2 => B(4),
                                In3 => '0',
                                Z \Rightarrow H(5)
);
--multiplexer 6
mux06: mux_4_1_1bit PORT MAP(
                                S0 \Rightarrow S(0),
                                S1 \Rightarrow S(1),
                                In0 \Rightarrow B(6),
                                In1 \Rightarrow B(7),
                                In2 \Rightarrow B(5),
                                In3 => '0',
                                Z \Rightarrow H(6)
);
--multiplexer 7
mux07: mux_4_1_1bit PORT MAP(
                                S0 \Rightarrow S(0),
                                S1 \Rightarrow S(1),
                                In0 \Rightarrow B(7),
                                In1 => B(8),
                                In2 \Rightarrow B(6),
                                In3 => '0',
                                Z \Rightarrow H(7)
);
--multiplexer 8
mux08: mux_4_1_1bit PORT MAP(
                                S0 \Rightarrow S(0),
                                S1 => S(1),
                                In0 \Rightarrow B(8),
                                In1 \Rightarrow B(9),
                                In2 \Rightarrow B(7),
                                In3 => '0',
                                Z => H(8)
);
--multiplexer 9
mux09: mux_4_1_1bit PORT MAP(
                                S0 \Rightarrow S(0),
                                S1 \Rightarrow S(1),
                                In0 \Rightarrow B(9),
                                In1 => B(10),
                                In2 \Rightarrow B(8),
                                In3 => '0',
                                Z \Rightarrow H(9)
);
--multiplexer 10
mux10: mux_4_1_1bit PORT MAP(
                                S0 \Rightarrow S(0),
                                S1 \Rightarrow S(1),
                                In0 => B(10),
                                In1 \Rightarrow B(11),
                                In2 \Rightarrow B(9),
                                In3 => '0',
                                Z \Rightarrow H(10)
);
--multiplexer 11
mux11: mux_4_1_1bit PORT MAP(
                                S0 \Rightarrow S(0),
                                S1 => S(1),
```

```
In0 => B(11),
                                       In1 => B(12),
                                       In2 => B(10),
In3 => '0',
                                       Z \Rightarrow H(11)
         );
          --multiplexer 12
         mux12: mux_4_1_1bit PORT MAP(
                                       S0 => S(0),
S1 => S(1),
                                       In0 \Rightarrow B(12),
                                       In1 => B(13),
In2 => B(11),
                                       In3 => '0',
                                       Z \Rightarrow H(12)
         );
          --multiplexer 13
         mux13: mux_4_1_1bit PORT MAP(
                                       S0 \Rightarrow S(0),
                                       S1 \Rightarrow S(1),
                                       In0 => B(13),
                                       In1 => B(14),
                                       In2 => B(12),
                                       In3 => '0',
                                       Z => H(13)
         );
          --multiplexer 14
         mux14: mux_4_1_1bit PORT MAP(
                                       S0 \Rightarrow S(0),
                                       S1 \Rightarrow S(1),
                                       In0 => B(14),
                                       In1 => B(15),
                                       In2 => B(13),
                                       In3 => '0',
                                       Z => H(14)
         );
          --multiplexer 15
         mux15: mux_4_1_1bit PORT MAP(
                                       S0 \Rightarrow S(0),
                                       S1 \Rightarrow S(1),
                                       In0 => B(15),
                                       In1 => In_r,
                                       In2 => B(14),
                                       In3 => '0',
                                       Z => H(15)
         );
         Out_l <= B(15);
Out_r <= B(0);</pre>
end Behavioral;
```