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LIBRARY ieee;
USE ieee.std_logic_1164.ALL;

ENTITY mux_4_1_lbit_tb IS
END mux_4_1_lbit_tb;

ARCHITECTURE behavior OF mux_4_1_lbit_tb IS

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

    COMPONENT mux_4_1_lbit
    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;

    --Inputs
    signal S0 : std_logic := '0';
    signal S1 : std_logic := '0';
    signal In0 : std_logic := '0';
    signal In1 : std_logic := '0';
    signal In2 : std_logic := '0';
    signal In3 : std_logic := '0';

    --Outputs
    signal Z : std_logic;

BEGIN

    -- Instantiate the Unit Under Test (UUT)
    uut: mux_4_1_lbit PORT MAP (
        S0 => S0,
        S1 => S1,
        In0 => In0,
        In1 => In1,
        In2 => In2,
        In3 => In3,
        Z => Z
    );

    -- Stimulus process
    stim_proc: process
    begin

        In0 <= '0';
        In1 <= '1';
        In2 <= '0';
        In3 <= '1';

        -- hold reset state for 100 ns.
        wait for 100 ns;
        S1 <= '1';

        wait for 20 ns;
        S0 <= '1';
        S1 <= '0';

        wait for 20 ns;
        S1 <= '1';

        wait;
    end process;

END;

```