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LIBRARY ieee;
USE ieee.std_logic_1164.ALL;

ENTITY datapath_tb IS
END datapath_tb;

ARCHITECTURE behavior OF datapath_tb IS

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

    COMPONENT datapath
    PORT(
        control : in STD_LOGIC_VECTOR(16 downto 0);
        TD : in STD_LOGIC;
        TA : in STD_LOGIC;
        TB : in STD_LOGIC;

        clk : IN std_logic;
        const_in : IN std_logic_vector(2 downto 0);
        data_in : IN std_logic_vector(15 downto 0);
        PC_in : in STD_LOGIC_VECTOR (15 downto 0);
        MM : in STD_LOGIC;

        V : OUT std_logic;
        C : OUT std_logic;
        N : OUT std_logic;
        Z : OUT std_logic;
        address_out : OUT std_logic_vector(15 downto 0);
        data_out : OUT std_logic_vector(15 downto 0)
    );
    END COMPONENT;

    --Inputs
    signal control : std_logic_vector(16 downto 0) := (others => '0');
    signal TD : STD_LOGIC := '0';
    signal TA : STD_LOGIC := '0';
    signal TB : STD_LOGIC := '0';
    signal MM : STD_LOGIC := '0';
    signal clk : std_logic := '0';
    signal const_in : std_logic_vector(2 downto 0) := (others => '0');
    signal data_in : std_logic_vector(15 downto 0) := (others => '0');
    signal PC_in : std_logic_vector(15 downto 0) := (others => '0');

    --Outputs
    signal V : std_logic;
    signal C : std_logic;
    signal N : std_logic;
    signal Z : std_logic;
    signal address_out : std_logic_vector(15 downto 0);
    signal data_out : std_logic_vector(15 downto 0);

    -- Clock period definitions
    constant clk_period : time := 10 ns;

BEGIN

    -- Instantiate the Unit Under Test (UUT)
    uut: datapath PORT MAP (
        control => control,
        TD => TD,
        TA => TA,
        TB => TB,
        MM => MM,

        clk => clk,
        const_in => const_in,
        data_in => data_in,
        PC_in => PC_in,
        V => V,
        C => C,
        N => N,
        Z => Z,
        address_out => address_out,
        data_out => data_out
    );

    -- Clock process definitions
    clk_process :process
begin

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        clk <= '0';
        wait for clk_period/2;
        clk <= '1';
        wait for clk_period/2;
    end process;

-- Stimulus process
stim_proc: process
begin
    -- hold reset state for 100 ns.
    control <= "0000000010000001";

    const_in <= "000";
    wait for 100 ns;

    control <= "0000000010000011";

    data_in <= "0000111100000000";

    wait for 20 ns;
    control <= "0010000010000011";

    data_in <= "1111000011111111";

    wait for 20 ns;
    control <= "0010000010000010";

    wait for 20 ns;
    control <= "0100000010000000";

    wait for 20 ns;
    control <= "0100000010000001";

    wait for 20 ns;
    control <= "0100000010000101";

    wait for 20 ns;
    control <= "0100000010001001";

    wait for 20 ns;
    control <= "0100000010001101";

    wait for 20 ns;
    control <= "0100000010001101";

    wait for 20 ns;
    control <= "0100000010010001";

    wait for 20 ns;
    control <= "0100000010010101";

    wait for 20 ns;
    control <= "0100000010011001";

    wait for 20 ns;
    control <= "0100000010011001";

    wait for 20 ns;
    control <= "0100000010100001";

    wait for 20 ns;
    control <= "0100000010101001";

    wait for 20 ns;
    control <= "0100000010110001";

    wait for 50 ns;

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        control <= "00000000100000011";
        TD <= '1';
        data_in <= "01010101010101";

        wait;
    end process;

END;
```