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LIBRARY ieee;
USE ieee.std_logic_1164.ALL;

ENTITY mux_16_1_lbit_tb IS
END mux_16_1_lbit_tb;

ARCHITECTURE behavior OF mux_16_1_lbit_tb IS

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

    COMPONENT mux_16_1_lbit
    PORT(
        In0 : IN  std_logic;
        In1 : IN  std_logic;
        In2 : IN  std_logic;
        In3 : IN  std_logic;
        In4 : IN  std_logic;
        In5 : IN  std_logic;
        In6 : IN  std_logic;
        In7 : IN  std_logic;
        In8 : IN  std_logic;
        In9 : IN  std_logic;
        In10 : IN std_logic;
        In11 : IN std_logic;
        In12 : IN std_logic;
        In13 : IN std_logic;
        In14 : IN std_logic;
        In15 : IN std_logic;
        S0 : IN  std_logic;
        S1 : IN  std_logic;
        S2 : IN  std_logic;
        S3 : IN  std_logic;
        Z : OUT std_logic
    );
    END COMPONENT;

    --Inputs
    signal In0 : std_logic := '0';
    signal In1 : std_logic := '0';
    signal In2 : std_logic := '0';
    signal In3 : std_logic := '0';
    signal In4 : std_logic := '0';
    signal In5 : std_logic := '0';
    signal In6 : std_logic := '0';
    signal In7 : std_logic := '0';
    signal In8 : std_logic := '0';
    signal In9 : std_logic := '0';
    signal In10 : std_logic := '0';
    signal In11 : std_logic := '0';
    signal In12 : std_logic := '0';
    signal In13 : std_logic := '0';
    signal In14 : std_logic := '0';
    signal In15 : std_logic := '0';
    signal S0 : std_logic := '0';
    signal S1 : std_logic := '0';
    signal S2 : std_logic := '0';
    signal S3 : std_logic := '0';

    --Outputs
    signal Z : std_logic;

BEGIN

    -- Instantiate the Unit Under Test (UUT)
    uut: mux_16_1_lbit PORT MAP (
        In0 => In0,
        In1 => In1,
        In2 => In2,
        In3 => In3,
        In4 => In4,
        In5 => In5,
        In6 => In6,
        In7 => In7,
        In8 => In8,
        In9 => In9,
        In10 => In10,
        In11 => In11,

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In12 => In12,
In13 => In13,
In14 => In14,
In15 => In15,
S0 => S0,
S1 => S1,
S2 => S2,
S3 => S3,
Z => Z
);

-- Stimulus process
stim_proc: process
begin
    -- hold reset state for 100 ns.
    wait for 100 ns;
    In0 <= '1';

    wait for 10 ns;
    S0 <= '0';
    S1 <= '0';
    S2 <= '0';
    S3 <= '0';

    wait for 10 ns;
    In0 <= '0';
    In1 <= '1';

    wait for 10 ns;
    S0 <= '0';
    S1 <= '0';
    S2 <= '0';
    S3 <= '1';

    wait for 10 ns;
    In1 <= '0';
    In2 <= '1';

    wait for 10 ns;
    S0 <= '0';
    S1 <= '0';
    S2 <= '1';
    S3 <= '0';

    wait for 10 ns;
    In2 <= '0';
    In3 <= '1';

    wait for 10 ns;
    S0 <= '0';
    S1 <= '0';
    S2 <= '1';
    S3 <= '1';

    wait for 10 ns;
    In3 <= '0';
    In4 <= '1';

    wait for 10 ns;
    S0 <= '0';
    S1 <= '1';
    S2 <= '0';
    S3 <= '0';

    wait for 10 ns;
    In4 <= '0';
    In5 <= '1';

    wait for 10 ns;
    S0 <= '0';
    S1 <= '1';
    S2 <= '0';
    S3 <= '1';

    wait for 10 ns;
    In5 <= '0';
    In6 <= '1';

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wait for 10 ns;
S0 <= '0';
S1 <= '1';
S2 <= '1';
S3 <= '0';

wait for 10 ns;
In6 <= '0';
In7 <= '1';

wait for 10 ns;
S0 <= '0';
S1 <= '1';
S2 <= '1';
S3 <= '1';

wait for 10 ns;
In7 <= '0';
In8 <= '1';

wait for 10 ns;
S0 <= '1';
S1 <= '0';
S2 <= '0';
S3 <= '0';

wait for 10 ns;
In8 <= '0';
In9 <= '1';

wait for 10 ns;
S0 <= '1';
S1 <= '0';
S2 <= '0';
S3 <= '1';

wait for 10 ns;
In9 <= '0';
In10 <= '1';

wait for 10 ns;
S0 <= '1';
S1 <= '0';
S2 <= '1';
S3 <= '0';

wait for 10 ns;
In10 <= '0';
In11 <= '1';

wait for 10 ns;
S0 <= '1';
S1 <= '0';
S2 <= '1';
S3 <= '1';

wait for 10 ns;
In11 <= '0';
In12 <= '1';

wait for 10 ns;
S0 <= '1';
S1 <= '1';
S2 <= '0';
S3 <= '0';

wait for 10 ns;
In12 <= '0';
In13 <= '1';

wait for 10 ns;
S0 <= '1';
S1 <= '1';
S2 <= '0';
S3 <= '1';
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        wait for 10 ns;
        In13 <= '0';
        In14 <= '1';

        wait for 10 ns;
        S0 <= '1';
        S1 <= '1';
        S2 <= '1';
        S3 <= '0';

        wait for 10 ns;
        In14 <= '0';
        In15 <= '1';

        wait for 10 ns;
        S0 <= '1';
        S1 <= '1';
        S2 <= '1';
        S3 <= '1';

    wait;
end process;

END;
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