

ECE-223, Solutions for Assignment #5

1. Write a dataflow VHDL code for the full-adder.

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY fulladd IS
    PORT (      Cin, x, y      : IN  STD_LOGIC ;
          s, Cout             : OUT STD_LOGIC ) ;
END fulladd;

ARCHITECTURE dataflow of fulladd IS
BEGIN
    S <= Cin XOR x XOR y;
    Cout <= (Cin AND x) OR (Cin AND y) OR (x AND y);

END dataflow ;
```

2. Write a behavioural VHDL code for a 2-to-4 binary decoder.

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY dec2to4 IS
    PORT (      w      : IN  STD_LOGIC_VECTOR(1 DOWNTO 0) ;
          En           : IN  STD_LOGIC ;
          y           : OUT STD_LOGIC_VECTOR(0 TO 3) ) ;
END dec2to4 ;

ARCHITECTURE Behavior OF dec2to4 IS
    SIGNAL Enw : STD_LOGIC_VECTOR(2 DOWNTO 0) ;
BEGIN
    Enw <= En & w ;
    WITH Enw SELECT
        y <=  "1000" WHEN "100",
              "0100" WHEN "101",
              "0010" WHEN "110",
              "0001" WHEN "111",
              "0000" WHEN OTHERS ;

END Behavior ;
```

3. Write a behavioural VHDL code for a 2-to1 multiplexer using if-then-else statement.

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY mux2to1 IS
    PORT ( w0, w1, s : IN  STD_LOGIC ;
          f          : OUT STD_LOGIC ) ;
END mux2to1 ;

ARCHITECTURE Behavior OF mux2to1 IS
BEGIN
    PROCESS ( w0, w1, s )
    BEGIN
        IF s = '0' THEN
            f <= w0 ;
        ELSE
            f <= w1 ;
        END IF ;
    END PROCESS ;
END Behavior ;
```

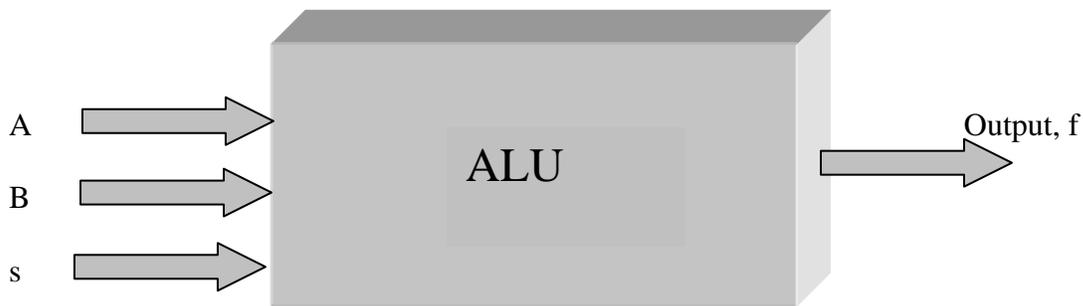
4. Write a behavioural VHDL code for a 2-to1 multiplexer case statement.

```
LIBRARY ieee ;
USE ieee.std_logic_1164.all ;

ENTITY mux2to1 IS
    PORT ( w0, w1, s : IN  STD_LOGIC ;
          f          : OUT STD_LOGIC ) ;
END mux2to1 ;
ARCHITECTURE Behavior OF mux2to1 IS
BEGIN
    PROCESS ( w0, w1, s )
    BEGIN
        CASE s IS
            WHEN '0' =>
                f <= w0 ;
            WHEN OTHERS =>
                f <= w1 ;
        END CASE ;
    END PROCESS ;
END Behavior ;
```

5. Write a behavioural VHDL code for a 3-bit ALU. Functionality of the ALU is shown in Table-1 also A and B are data inputs.

Operation	Control Input	Output
Clear	000	0000
B-A	001	B-A
A-B	010	A-B
ADD	011	A+B
XOR	100	A XOR B
OR	101	A OR B
AND	110	A AND B
Preset	111	1111



```

LIBRARY ieee ;
USE ieee.std_logic_1164.all ;
USE ieee.std_logic_unsigned.all ;

ENTITY alu IS
    PORT (
        s      : IN  STD_LOGIC_VECTOR(2 DOWNTO 0) ;
        A, B   : IN  STD_LOGIC_VECTOR(3 DOWNTO 0) ;
        F      : OUT STD_LOGIC_VECTOR(3 DOWNTO 0) ;
    );
END alu ;

ARCHITECTURE Behavior OF alu IS
BEGIN
    PROCESS ( s, A, B )
    BEGIN
        CASE s IS
            WHEN "000" =>
                F <= "0000" ;
        
```

```
    WHEN "001" =>
        F <= B - A ;
    WHEN "010" =>
        F <= A - B ;
    WHEN "011" =>
        F <= A + B ;
    WHEN "100" =>
        F <= A XOR B ;
    WHEN "101" =>
        F <= A OR B ;
    WHEN "110" =>
        F <= A AND B ;
    WHEN OTHERS =>
        F <= "1111" ;
    END CASE ;
END PROCESS ;
END Behavior ;
```