

- Write the entity and architecture for a priority encoder with the following requirements:
 - Eight 1-bit inputs : I0 – I7
 - One 3-bit output: num_out
 - Use the following table

Active Input	Num_out	Priority
I7	111	1 st highest priority
I6	110	
I5	101	
I4	100	
I3	011	
I2	010	
I1	001	
I0	000	8 th lowest priority

```

ENTITY encode8to3 IS
    PORT ( I7,I6,I5,I4,I3,I2,I1,I0 : in STD_LOGIC;
          num_out : out STD_LOGIC_VECTOR(2 downto 0));
END encode8to3;

ARCHITECTURE priority OF encode8to3 IS
    BEGIN
        PROCESS (I7,I6,I5,I4,I3,I2,I1,I0)
            BEGIN
                IF I7 = '1' then
                    num_out <= "111";
                ELSIF I6 = '1' then
                    num_out <= "110";
                ELSIF I5 = '1' then
                    num_out <= "101";
                ELSIF I4 = '1' then
                    num_out <= "100";
                ELSIF I3 = '1' then
                    num_out <= "011";
                ELSIF I2 = '1' then
                    num_out <= "010";
                ELSIF I1 = '1' then
                    num_out <= "001";
                ELSE
                    num_out <= "000";
                END IF;
            END PROCESS;
        END priority;

```

Complete the output waves for the decode2to4 architecture below.

```

ARCHITECTURE behave OF decode2to4 IS

    signal sel_bus    : std_logic_vector(1 downto 0);
    signal Y_bus      : std_logic_vector(3 downto 0);

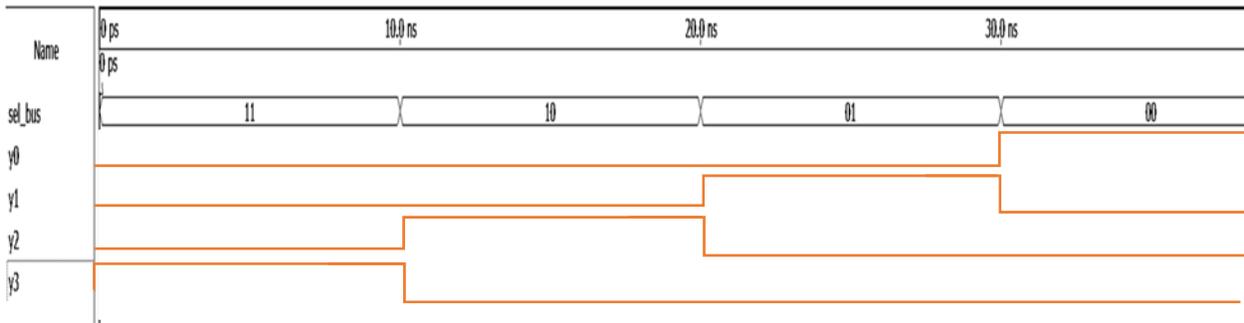
    BEGIN

        sel_bus <= s1 & s0;
        y0 <= Y_bus(0);
        y1 <= Y_bus(1);
        y2 <= Y_bus(2);
        y3 <= Y_bus(3);

        WITH sel_bus SELECT
            Y_bus <= "0001" WHEN "00",
                   "0010" WHEN "01",
                   "0100" WHEN "10",
                   "1000" WHEN OTHERS;

    END behave;

```



Rewrite the following mux architecture as a case statement

```

ARCHITECTURE behavioral OF mux IS
    SIGNAL selects: STD_LOGIC_VECTOR(1 DOWNT0 0);
    BEGIN
        selects <= s1 & s0;
        output <= A when (selects = "00") ELSE
                B when (selects = "01") ELSE
                C when (selects = "10") ELSE
                D;
    END behavioral;

```

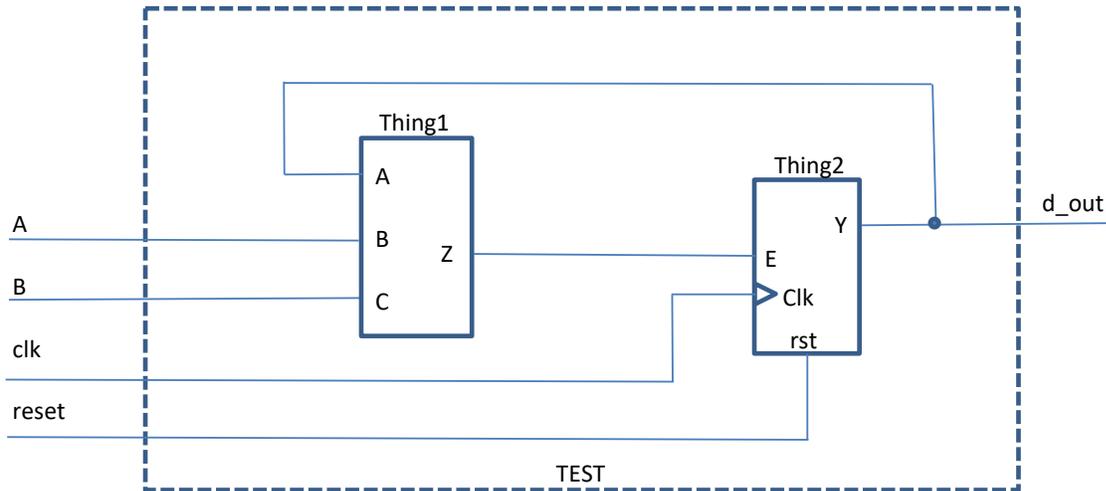
```

--This is the case. Case requires a process
PROCESS (selects, A, B, C, D) IS
    BEGIN
        CASE selects IS
            WHEN "00" => Y_case <= A;
            WHEN "01" => Y_case <= B;
            WHEN "10" => Y_case <= C;
            WHEN OTHERS => Y_case <= D;
        END CASE;
    END PROCESS;

```

Complete the *STRUCTURAL* (hierarchical) VHDL model below. The component declarations for the two components are already given

1.



```
ENTITY test IS
  PORT (A, B, reset, clk : IN STD_LOGIC;
        d_out           : OUT STD_LOGIC);
end test;
```

```
ARCHITECTURE structural OF test IS
```

```
  COMPONENT Thing2 IS
    PORT(E, rst, clk : IN STD_LOGIC;
          Y         : OUT STD_LOGIC);
  END COMPONENT;
```

```
  COMPONENT Thing1 IS
    PORT(A, B, C : IN STD_LOGIC;
          Z      : OUT STD_LOGIC);
  END COMPONENT;
```

```
ENTITY test IS
  PORT (A, B, reset, clk : IN STD_LOGIC;
        d_out           : OUT STD_LOGIC);
end test;
```

```
ARCHITECTURE structural OF test IS
```

```
  COMPONENT Thing2 IS
    PORT(E, rst, clk : IN STD_LOGIC;
          Y         : OUT STD_LOGIC);
  END COMPONENT;
```

```
  COMPONENT Thing1 IS
    PORT(A, B, C : IN STD_LOGIC;
          Z      : OUT STD_LOGIC);
  END COMPONENT;
```

```
  signal int_d, ztoE : std_logic;
```

```
BEGIN
```

```
  U1: Thing1
    PORT MAP(A => int_d,
             B => A,
             C => B,
             Z => ztoE);
  U2: Thing2
    PORT MAP(E => ztoE,
             rst => reset,
             clk => clk,
             Y => int_d);
  d_out <= int_d;
```

```
END structural;
```