Medical Electronics IV – Part II Sheet #2 April 2008

1. Given signal sources **a**, **b**, and **c**; selection lines **s0**, **s1**, and **s2**; and a desired output **out** write a VHDL code to implement the following truth table:

s0	s1	s2	out
0	0	0	a
1	0	0	b
0	1	0	С
1	1	0	a AND b
0	0	1	b AND c
1	0	1	a AND c
0	1	1	a OR b OR c
1	1	1	(a AND b) OR C

2. Given signal sources **a**, **b**, and **c**; selection lines **s0**, **s1**, and **s2**; and a desired output **out** write a VHDL code to implement the following logic expression:

Out = (a AND s0) OR (b AND s1) OR (c AND s2)

3. Repeat Problems 1 and 2 using sequential model.

4. What does the following VHDL code do? Comment on the output and suggest a correction if anything is wrong.

```
USE WORK.std_logic_1164.ALL;
ENTITY mux IS
PORT (i0, i1, i2, i3, a, b: IN std_logic;
    q : OUT std_logic);
END mux;
ARCHITECTURE test OF mux IS
BEGIN
    q <= i0 WHEN a = `0' AND b = `0' ELSE `0';
    q <= i1 WHEN a = `1' AND b = `0' ELSE `0';
    q <= i2 WHEN a = `0' AND b = `1' ELSE `0';
    q <= i3 WHEN a = `1' AND b = `1' ELSE `0';
END TEST;
```

5. What does the following VHDL code do? Comment on the output and suggest a correction if anything is wrong.

LIBRARY IEEE;

```
USE IEEE.std_logic_1164.ALL;
ENTITY mux4 IS
PORT ( i0, i1, i2, i3, a, b : IN std_logic;
       q : OUT std_logic);
END mux4;
ARCHITECTURE mux4 OF mux4 IS
SIGNAL sel: INTEGER;
BEGIN
WITH sel SELECT
     q <= i0 AFTER 10 ns WHEN 0,
     q <= i1 AFTER 10 ns WHEN 1,
     q <= i2 AFTER 10 ns WHEN 2,
     q \le i3 AFTER 10 ns WHEN 3,
     q <= `X' AFTER 10 ns WHEN OTHERS;
sel <= 0 WHEN a = 0' AND b = 0' ELSE
       1 WHEN a = 1' AND b = 0' ELSE
       2 WHEN a = 0' AND b = 1' ELSE
       3 WHEN a = 1' AND b = 1' ELSE
       4;
END mux4;
```

6. Write a VHDL code to model an up counter with the following features:

- a. One input: clock CLK1
- b. Two outputs: 2 bit count C1 and C2
- c. Counts on the leading edge of the clock only
- d. Zero initial values for C1 and C2
- e. Runs until C1='1' and C2='1' then stops