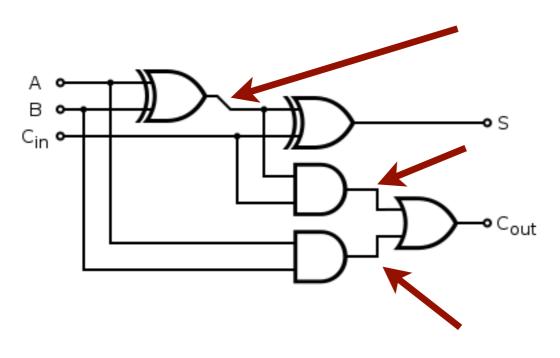
Practice Exercises

Topic #03 - d) Introduction to test-benches



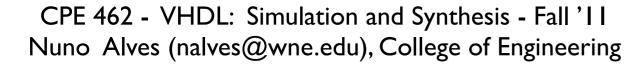
Exercise #1- Implement a full-adder and test it using a complete test-bench



Inputs			Outputs	
A	В	C _{in}	c_{out}	s
0	0	0	0	0
1	0	0	0	1
0	1	0	0	1
1	1	0	1	0
0	0	1	0	1
1	0	1	1	0
0	1	1	1	0
1	1	1	1	1

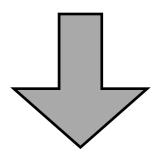
- As a reminder, this is how a full adder looks like
- Use an internal signal at the end of each gate
- Make sure you declare these internal signals

```
ARCHITEC URE architecture_name OF entity_name IS
    [declarations]
BEGIN
    (code)
END architecture_name;
```





Main program Test-bench

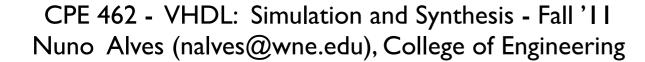


```
entity adder is
   port (
       a,b,cin: in bit;
      s,cout: out bit
    );
end entity adder;

architecture arch of adder is
   signal c,d,e: bit;
begin

   c <= a XOR b;
   s <= c XOR b;
   d <= b AND cin;
   e <= a AND b;
   cout <= d OR e;
end architecture arch;</pre>
```

```
entity test fa is
end;
architecture bench of test_fa is
  component adder
    port (a, b, cin: in bit;
    s,cout :out bit);
  end component;
  signal a, b, cin, s, cout: bit;
begin
 a <= '0',
 '1' after 5ns,
 '0' after 10ns,
 '0' after 15 ns;
b <= '0',
 '1' after 5ns,
 '1' after 10ns,
 '0' after 15 ns;
 cin <= '0',
 '1' after 5ns,
 '1' after 10ns,
 '1' after 15 ns;
m: adder port map (a, b, cin, s, cout);
end bench;
```





Exercise #2- Create a test-bench

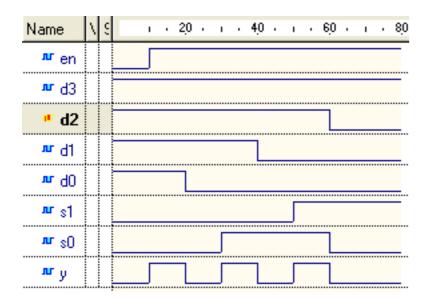
- •What does the code do?
- Create an a test bench that will replicate the following waveforms

ame	Value	Sti	1 - 20 - 1 - 40 - 1 - 60 - 1 - 80 - 1 -
nr y	0		
v r 90	0		
₩ d1	0		
л r d2	0		
vr. 93	0		
лr en	1		
лг ₈ 1	1		
ъг. ⁸ 0	1		

```
library IEEE;
use IEEE.std_logic_1164.all;
entity ex3 is
    port (
        en,d3,d2,d1,d0,s1,s0: in STD_LOGIC;
         y: out STD LOGIC
end entity ex3;
architecture arch of ex3 is
begin
y \le 0' when (en='0') else
    d0 when (s1='0') and s0='0') else
    d1 when (s1='0') and s0='1') else
    d2 when (s1='1' \text{ and } s0='0') else
    d3;
end architecture arch;
```



The code is for a slightly modified 4-to-1 MUX



```
library IEEE;
use IEEE.std logic 1164.all;
entity test ex03 is
end;
architecture testbench of test ex03 is
component ex03
    port (en, d3, d2, d1, d0, s1, s0: in STD LOGIC;
    y : out STD LOGIC);
  end component;
signal en, d3, d2, d1, d0, s1, s0, y : STD LOGIC;
begin
 d0 <= '1', '0' after 20ns;
 d1 <= '1', '0' after 40ns;</pre>
 d2 <= '1', '0' after 60ns;
 d3 <= '1', '0' after 80ns;
 en <= '0', '1' after 10ns;
 s1 <= '0', '1' after 50ns;
 s0 <= '0', '1' after 30ns,
 '0' after 60ns,
 '1' after 80ns;
 m: ex03 port map (en, d3, d2, d1, d0, s1, s0, y);
end testbench;
```

Exercise #3 - Write the main VHDL code from the test-bench + waveform

```
entity testmaincode is
end;
                                                            Stimulator
                                                  ar a
architecture bench of testmaincode is
                                                  шЬ
  component maincircuit
                                                  лг<sub>Z</sub>
    port(a,b: in bit;
  z : out bit);
  end component;
  signal a,b,z: bit;
begin
a <= '0', '1' after 10ns, '0' after 20ns, '1' after 30ns, '0' after 40ns;
b <= '0', '1' after 20ns;
    m: maincircuit port map (a,b,z);
end bench;
```



Solution #3 - Write the main VHDL code from the test-bench + waveform

This is just an XOR gate

```
entity maincircuit is
  port(a,b: in bit;
  z : out bit);
end entity;

architecture myarch of maincircuit is
begin
  z <= a XOR b;
end architecture;</pre>
```

