

BCD 碼(0~9)(又稱 8421 碼)，以 4 個 bit 表示一個 10 進位的值。

BCD 碼加法器 BCD_add_1d.vhd

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use ieee.std_logic_arith.all;
--*****  
entity BCD_add_1d is
port ( A,B : in std_logic_vector(3 downto 0);
       S    : out std_logic_vector(3 downto 0);
       Co   : out std_logic );
end BCD_add_1d;
--*****  
architecture A_arith of BCD_add_1d is
signal Temp : std_logic_vector(4 downto 0);
begin
process(A,B)
begin
  Temp <= ('0'&A)+B ;
  if (Temp(3 downto 0)>9) OR (Temp(4)='1') then
    -- if (Temp(4 downto 0)>9) then
      S <= Temp(3 downto 0)+6 ;
      Co <= '1';
    else
      S <= Temp(3 downto 0);
      Co <= '0';
    end if;
  end process ;
end A_arith ;
```

當出現合超過 20 的數時會發生錯誤
例：9+12=21
$$\begin{array}{r} 21 \rightarrow 10101 \\ + 0110 \\ \hline 11011 \rightarrow 1011=11 \end{array}$$

所以 Co=1
 $S=1011_2=11_{10}$

具有輸入偵誤功能之一位數 BCD 碼加法器

BCD_add_1d_1.vhd

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use ieee.std_logic_arith.all;
--*****  
entity BCD_add_1d_1 is
port ( A,B    : in  std_logic_vector(3 downto 0);
       S      : out std_logic_vector(3 downto 0);
       Co,E   : out std_logic );
end BCD_add_1d_1;
--*****  
architecture A_arith of BCD_add_1d_1 is
signal Temp : std_logic_vector(4 downto 0);
begin
process(A,B)
begin
  Temp <= ('0'&A)+B ;
  if (A(3 downto 0)>9) OR (B(3 downto 0)>9) then
    S <= "ZZZZ"; --大寫'Z'表示高阻抗
    Co <= 'Z';
    E <= '1'; --錯誤輸出端設定為 1
                --以下程式與上一程式相同
  elsif (Temp(3 downto 0)>9) OR (Temp(4)='1') then
    S <= Temp(3 downto 0)+6 ;
    Co <= '1';
    E <= '0' ;
  else
    S <= Temp(3 downto 0);
    Co <= '0';
    E <= '0' ;
  end if;
end process ;
end A_arith ;
```

```
if 判斷條件 1 then
  敘述區塊 1;
elsif 判斷條件 2 then
  敘述區塊 2;
elsif 判斷條件 3 then
  敘述區塊 3;
  :
else
  敘述區塊 N;
end if;
```

一位數 BCD 碼減法器

BCD_sub_1d.vhd

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use ieee.std_logic_arith.all;
--*****  
entity BCD_sub_1d is
port ( A,B : in std_logic_vector(3 downto 0);
       S   : out std_logic_vector(3 downto 0);
       Co  : out std_logic );
end BCD_sub_1d ;
--*****  
architecture A_arith of BCD_sub_1d is
signal Temp : std_logic_vector(4 downto 0);
begin
process(A,B)
begin
  Temp <= ('0'&A)+(10-B); --減數取其 10 的補數
  if (A(3 downto 0)>9) OR (B(3 downto 0)>9) then --偵錯 A 或 B 大於 9 時
    S <= "ZZZZ";      --高阻抗
    Co <= 'Z';
  elsif (Temp(3 downto 0)>9) OR (Temp(4)='1') then
    S <= Temp(3 downto 0)+6;
    Co <= '1';      --表示 A-B 的差為正數
  else
    S <= 10-Temp(3 downto 0); --負數再取其 10 的補數
    Co <= '0';      --表示 A-B 的差為負數
  end if;
end process ;
end A_arith ;
```

3*3 位元乘法器

mul_3x3.vhd

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use ieee.std_logic_arith.all;
--*****  
entity mul_3x3 is
port ( A,B : in std_logic_vector(2 downto 0);
       M : out std_logic_vector(5 downto 0) );
end mul_3x3 ;
--*****  
architecture A_operator of mul_3x3 is
begin
  M <= A*B ;
end A_operator ;
```

when...else 敘述可針對眾多訊號做判斷比對。

With...select....when 敘述只針對某一特定訊號做判斷比對。

兩者皆是並行敘述。

BCD 碼對共陰 7 段顯示器之解碼器(1)

利用 caseiswhen—順序性敘述(需 process)

```
library ieee ;  
use ieee.std_logic_1164.all ;  
use ieee.std_logic_unsigned.all ;  
use ieee.std_logic_arith.all ;  
--*****
```

```
entity BCD_to_7seg_c is  
    port ( B0,B1,B2,B3 : in std_logic ;  
          Y      : out std_logic_vector(0 to 6)) ;  
end BCD_to_7seg_c ;  
--*****
```

architecture A_case_when of BCD_to_7seg_c is
 signal Temp : std_logic_vector(3 downto 0) ;
begin

Temp <= B3 & B2 & B1 & B0 ;

process(Temp)

begin

```
    case Temp is  
        when "0000" => Y<= "1111110" ;  
        when "0001" => Y<= "0110000" ;  
        when "0010" => Y<= "1101101" ;  
        when "0011" => Y<= "1111001" ;  
        when "0100" => Y<= "0110011" ;  
        when "0101" => Y<= "1011011" ;  
        when "0110" => Y<= "0011111" ;  
        when "0111" => Y<= "1110000" ;  
        when "1000" => Y<= "1111111" ;  
        when "1001" => Y<= "1110011" ;  
        when others => Y<= "1001111" ;
```

end case;

end process;

end A_case_when ;

BCD 碼對共陰 7 段顯示器之解碼器(2)

利用 withselectwhen---並行敘述

```
library ieee ;  
use ieee.std_logic_1164.all ;  
use ieee.std_logic_unsigned.all ;  
use ieee.std_logic_arith.all ;  
--*****
```

```
entity BCD_to_7seg_c_2 is  
    port ( BCD : in integer range 0 to 15 ;  
          Y      : out std_logic_vector(0 to 6)) ;  
end BCD_to_7seg_c_2 ;  
--*****
```

architecture A_with_select_when of BCD_to_7seg_c_2 is
begin

with BCD select

```
        Y <= "1111110" when 0 ,  
        "0110000" when 1 ,  
        "1101101" when 2 ,  
        "1111001" when 3 ,  
        "0110011" when 4 ,  
        "1011011" when 5 ,  
        "0011111" when 6 ,  
        "1110000" when 7 ,  
        "1111111" when 8 ,  
        "1110011" when 9 ,  
        "1001111" when 10 to 15 ,  
        -- "1001111" when others;
```

end A_with_select_when ;

解碼器(Decoder)

解碼器：N個輸入端，M個輸出端，則 $M \leq 2^N$ 。如 2 對 4 線解碼器 或 3 對 8 線解碼器。

輸入		輸出			
B	A	Y ₀	Y ₁	Y ₂	Y ₃
0	0	1	0	0	0
0	1	0	1	0	0
1	0	0	0	1	0
1	1	0	0	0	1

$$\begin{aligned} Y_0 &= B'A' \\ Y_1 &= B'A \\ Y_2 &= BA' \\ Y_3 &= BA \end{aligned}$$

二對四線解碼器 VHDL(1)

利用布林代數

```
library ieee ;
use ieee.std_logic_1164.all ;
use ieee.std_logic_unsigned.all ;
use ieee.std_logic_arith.all ;
--*****entity Decoder_2x4 is
port ( A,B : in std_logic ;
       Y    : out std_logic_vector(3 downto 0)) ;
end Decoder_2x4;
--*****
architecture A_table of Decoder_2x4 is
begin
  Y(0) <= (not A) and (not B) ;
  Y(1) <= A and (not B) ;
  Y(2) <= (not A) and  B ;
  Y(3) <= A and B ;
end A_table ;
```

二對四線解碼器 VHDL(2)

利用典型之並行敘述 when.....else

```
library ieee ;
use ieee.std_logic_1164.all ;
use ieee.std_logic_unsigned.all ;
use ieee.std_logic_arith.all ;
--*****entity Decoder_2x4_1 is
port ( A,B : in std_logic ;
       Y    : out std_logic_vector(3 downto 0)) ;
end Decoder_2x4_1;
--*****
architecture A_when_else of Decoder_2x4_1 is
signal Temp : std_logic_vector(1 downto 0) ;
begin
  Temp <= B & A ;
  Y(0) <= '1' when Temp="00" else '0' ;
  Y(1) <= '1' when Temp="01" else '0' ;
  Y(2) <= '1' when Temp="10" else '0' ;
  Y(3) <= '1' when Temp="11" else '0' ;
end A_when_else ;
```

三對八線解碼器 真值表

輸入			輸出							
C	B	A	Y ₀	Y ₁	Y ₂	Y ₃	Y ₄	Y ₅	Y ₆	Y ₇
0	0	0	0	1	1	1	1	1	1	1
0	0	1	1	0	1	1	1	1	1	1
0	1	0	1	1	0	1	1	1	1	1
0	1	1	1	1	1	0	1	1	1	1
1	0	0	1	1	1	1	0	1	1	1
1	0	1	1	1	1	1	1	0	1	1
1	1	0	1	1	1	1	1	1	0	1
1	1	1	1	1	1	1	1	1	1	0

加入致能輸入端 EN 之 3 對 8 解碼器 VHDL(1)

利用 when Else---並行敘述

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use ieee.std_logic_arith.all;
--*****entity Decoder3x8 is
port ( A,B,C,EN : in std_logic;
       Y          : out std_logic_vector(7 downto 0));
end Decoder3x8;
--*****
architecture A_when_else of Decoder3x8 is
signal Temp : std_logic_vector(2 downto 0);
begin
  Temp <= C&B&A;
  Y<= "1111110" when (Temp="000" and EN='1') else
    "11111101" when (Temp="001" and EN='1') else
    "11111011" when (Temp="010" and EN='1') else
    "11110111" when (Temp="011" and EN='1') else
    "11101111" when (Temp="100" and EN='1') else
    "11011111" when (Temp="101" and EN='1') else
    "10111111" when (Temp="110" and EN='1') else
    "01111111" when (Temp="111" and EN='1') else
    "11111111";
end A_when_else ;
```

加入致能輸入端 EN 之 3 對 8 解碼器 VHDL(2)

利用 withselectwhen---並行敘述

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use ieee.std_logic_arith.all;
--*****
entity Decoder3x8_1 is
port ( A,B,C,EN : in std_logic;
       Y          : out std_logic_vector(7 downto 0));
end Decoder3x8_1;
--*****
architecture A_with_select_when of Decoder3x8_1 is
signal Temp : std_logic_vector(3 downto 0);
begin
  Temp <= EN & C & B & A;
  with Temp select
    Y<= "11111110" when "0000",
      "11111101" when "0001",
      "11111011" when "0010",
      "11110111" when "0011",
      "11101111" when "0100",
      "11011111" when "0101",
      "10111111" when "0110",
      "01111111" when "0111",
      "11111111" when others;
end A_with_select_when ;
```

3 對 8 解碼器 VHDL(3)

利用 caseiswhen—順序性敘述(需 process)

```
library ieee ;  
use ieee.std_logic_1164.all ;  
use ieee.std_logic_unsigned.all ;  
use ieee.std_logic_arith.all ;  
--*****  
entity Decoder3x8_2 is  
port ( A,B,C,EN : in  std_logic ;  
      Y          : out std_logic_vector(7 downto 0)) ;  
end Decoder3x8_2 ;  
--*****  
architecture A_case_when of Decoder3x8_2 is  
signal Temp : std_logic_vector(3 downto 0) ;  
begin  
  Temp <= EN & C & B & A ;  
  process(Temp)--順序性敘述  
  begin  
    case Temp is  
      when "0000" => Y<= "11111110" ;  
      when "0001" => Y<= "11111101" ;  
      when "0010" => Y<= "11111011" ;  
      when "0011" => Y<= "11110111" ;  
      when "0100" => Y<= "11101111" ;  
      when "0101" => Y<= "11011111" ;  
      when "0110" => Y<= "10111111" ;  
      when "0111" => Y<= "01111111" ;  
      when others   => Y<= "11111111" ;  
    end case;  
  end process;  
end A_case_when ;
```

3 對 8 解碼器 VHDL(4)

利用迴圈 for...in...to...generate---並行敘述

(另一種 for...in...to...loop---順序性敘述)

```
library ieee ;  
use ieee.std_logic_1164.all ;  
use ieee.std_logic_unsigned.all ;  
use ieee.std_logic_arith.all ;  
--*****  
entity Decoder3x8_3 is  
port ( A : in  integer range 0 to 7 ;  
      Y : out std_logic_vector(7 downto 0)) ;  
end Decoder3x8_3 ;  
--*****  
architecture A_for_generate of Decoder3x8_3 is  
begin
```

Lop : for N in 7 downto 0 generate --標名 Lop 不可省略
Y(N) <= '0' when A=N else '1';
end generate Lop; --可省略標名

end A_for_generate ;

標名

BCD 碼對共陰 7 段顯示器之解碼器(3)

利用 withselectwhen---並行敘述

```
library ieee ;
use ieee.std_logic_1164.all ;
use ieee.std_logic_unsigned.all ;
use ieee.std_logic_arith.all ;
--*****
entity BCD_to_7seg_c_2 is
port ( BCD  : in  integer range 0 to 15 ;
       Y   : out std_logic_vector(0 to 6)) ;
end BCD_to_7seg_c_2 ;
--*****
architecture A_with_select_when of BCD_to_7seg_c_2 is
begin
with BCD select
  Y <= "1111110"  when 0 ,
      "0110000"  when 1 ,
      "1101101"  when 2 ,
      "1111001"  when 3 ,
      "0110011"  when 4 ,
      "1011011"  when 5 ,
      "0011111"  when 6 ,
      "1110000"  when 7 ,
      "1111111"  when 8 ,
      "1110011"  when 9 ,
      "1001111"  when 10 to 15 ;
end A_with_select_when ;
```

編碼器(Encoder)

編碼器：與解碼器相反，一般為 2^N 輸入， N 個輸出

8 對 3 編碼器真值表

輸入								輸出		
I ₇	I ₆	I ₅	I ₄	I ₃	I ₂	I ₁	I ₀	Y ₂	Y ₁	Y ₀
0	0	0	0	0	0	0	1	0	0	0
0	0	0	0	0	0	1	0	0	0	1
0	0	0	0	0	1	0	0	0	1	0
0	0	0	0	1	0	0	0	0	1	1
0	0	0	1	0	0	0	0	1	0	0
0	0	1	0	0	0	0	0	1	0	1
0	1	0	0	0	0	0	0	1	1	0
1	0	0	0	0	0	0	0	1	1	1

$$Y_0 = I_1 + I_3 + I_5 + I_7$$

$$Y_1 = I_2 + I_3 + I_6 + I_7$$

$$Y_2 = I_4 + I_5 + I_6 + I_7$$

8 對 3 編碼器加致能輸入控制 VHDL(1)---布林式

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
use ieee.std_logic_arith.all;
--*****
```

```
entity Encoder_8x3 is
port ( EN : in std_logic ;
       I : in std_logic_vector(7 downto 0) ;
       Y : out std_logic_vector(2 downto 0)) ;
end Encoder_8x3;
--*****
```

```
architecture A_Boolean of Encoder_8x3 is
begin
```

```
  Y(2) <= (I(7) or I(6) or I(5) or I(4)) and EN ;
  Y(1) <= (I(7) or I(6) or I(3) or I(2)) and EN ;
  Y(0) <= (I(7) or I(5) or I(3) or I(1)) and EN ;
end A_Boolean ;
```

8 對 3 編碼器具偵錯功能 VHDL(2)

利用 whenelse

```
--*****
```

```
entity Encoder_8x3_1 is
port ( I : in std_logic_vector(7 downto 0) ;
       Y : out std_logic_vector(2 downto 0)) ;
end Encoder_8x3_1;
--*****
```

```
architecture A_when_else of Encoder_8x3_1 is
begin
  Y<= "000" when I="00000001" else
    "001" when I="00000010" else
    "010" when I="00000100" else
    "011" when I="00001000" else
    "100" when I="00010000" else
    "101" when I="00100000" else
    "110" when I="01000000" else
    "111" when I="10000000" else
    "ZZZ" ;
end A_when_else ;
```

優先編碼器：之前電路如同時有 2 個以上的輸入端被激發時會造成輸出的錯誤動作，可用具有優先次序的優先編碼器，當訊號同時被觸發時，它將會以優先權較高的輸入端為編碼的對象。

輸入								輸出		
I ₇	I ₆	I ₅	I ₄	I ₃	I ₂	I ₁	I ₀	Y ₂	Y ₁	Y ₀
1	X	X	X	X	X	X	X	1	1	1
0	1	X	X	X	X	X	X	1	1	0
0	0	1	X	X	X	X	X	1	0	1
0	0	0	1	X	X	X	X	1	0	0
0	0	0	0	1	X	X	X	0	1	1
0	0	0	0	0	1	X	X	0	1	0
0	0	0	0	0	0	1	X	0	0	1
0	0	0	0	0	0	0	1	0	0	0

8 對 3 優先編碼器 VHDL(3)

利用 whenelse

```
--*****  
entity Encoder_8x3_p1 is  
    port ( I  : in  std_logic_vector(7 downto 0);  
          Y  : out std_logic_vector(2 downto 0));  
end Encoder_8x3_p1 ;  
--*****  
architecture A_when_else of Encoder_8x3_p1 is  
begin  
    Y<= "111"  when  I(7)='1' else  
        "110"  when  I(6)='1' else  
        "101"  when  I(5)='1' else  
        "100"  when  I(4)='1' else  
        "011"  when  I(3)='1' else  
        "010"  when  I(2)='1' else  
        "001"  when  I(1)='1' else  
        "000" ;  
end A_when_else ;
```

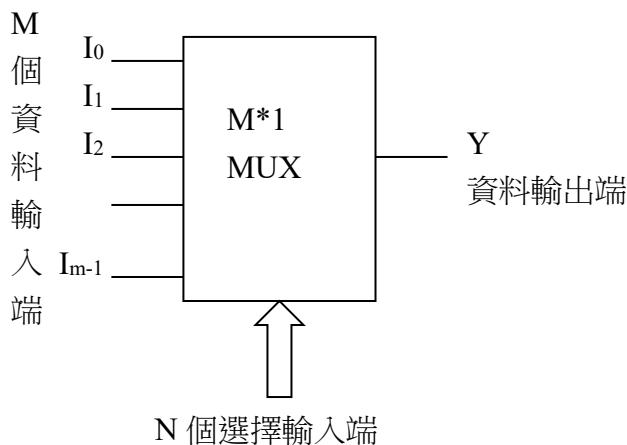
8 對 3 優先編碼器 VHDL(4)

利用 ifthen....elsif....then....else

```
--*****  
entity Encoder_8x3_p2 is  
    port ( I  : in  std_logic_vector(7 downto 0);  
          Y  : out std_logic_vector(2 downto 0));  
end Encoder_8x3_p2 ;  
--*****  
architecture A_if_then_else of Encoder_8x3_p2 is  
begin  
    process (I)  
    begin  
        if I(7)='1' then  Y<= "111" ;  
        elsif I(6)='1' then  Y<= "110" ;  
        elsif I(5)='1' then  Y<= "101" ;  
        elsif I(4)='1' then  Y<= "100" ;  
        elsif I(3)='1' then  Y<= "011" ;  
        elsif I(2)='1' then  Y<= "010" ;  
        elsif I(1)='1' then  Y<= "001" ;  
        else  Y<= "000" ;  
        end if ;  
    end process;  
end A_if_then_else ;
```

多工器(Multiplexer)

簡稱 MUX，又稱資料選擇器。



四線對 1 線多工器

真值表

選擇輸入		輸出
S ₁	S ₀	Y
0	0	I ₀
0	1	I ₁
1	0	I ₂
1	1	I ₃

四線對 1 線多工器 VHDL(1)

```
--*****
entity Mux_4x1 is
port ( I : in std_logic_vector(3 downto 0);
       S : in std_logic_vector(1 downto 0);
       Y : out std_logic );
end Mux_4x1;
--*****
```

```
architecture A_when_else of Mux_4x1 is
begin
  Y <= I(0) when S="00" else
    I(1) when S="01" else
    I(2) when S="10" else
    I(3);
end A_when_else;
```

四線對 1 線多工器 VHDL(2)

```
--*****
```

```
entity Mux_4x1_1 is
port ( I : in std_logic_vector(3 downto 0);
       S : in std_logic_vector(1 downto 0);
       Y : out std_logic );
end Mux_4x1_1;
--*****
```

```
architecture A_with_select of Mux_4x1_1 is
begin
  with S select
    Y <= I(0) when "00" ,
      I(1) when "01" ,
      I(2) when "10" ,
      I(3) when others ;
end A_with_select ;
```

四線對 1 線多工器 VHDL(3)

```
--*****
```

```
entity Mux_4x1_2 is
port ( I : in std_logic_vector(3 downto 0);
       S : in std_logic_vector(1 downto 0);
       Y : out std_logic );
end Mux_4x1_2;
--*****
```

```
architecture A_case_is of Mux_4x1_2 is
begin
  process (S,I)
  begin
    case S is
      when "00" => Y <= I(0);
      when "01" => Y <= I(1);
      when "10" => Y <= I(2);
      when others => Y <= I(3);
    end case;
  end process;
end A_case_is;
```

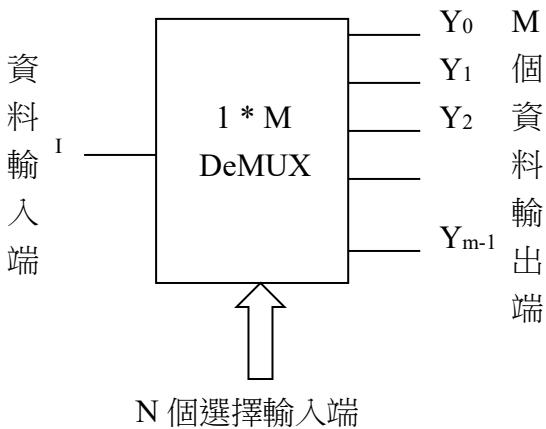
四線對 1 線多工器 VHDL(4)

```
--*****  
entity Mux_4x1_3 is  
port ( I : in  std_logic_vector(3 downto 0) ;  
      S : in  std_logic_vector(1 downto 0) ;  
      Y : out std_logic ) ;  
end Mux_4x1_3 ;  
--*****  
architecture A_if_then_else of Mux_4x1_3 is  
begin  
  process (S,I)  
  begin  
    if      S="00"  then  Y <= I(0) ;  
    elsif S="01"  then  Y <= I(1) ;  
    elsif S="10"  then  Y <= I(2) ;  
    else   Y <= I(3)  ;  
    end if;  
  end process;  
end A_if_then_else ;
```

四線對 1 線多工器加入閃控(致能)輸入 VHDL(5)

```
--*****  
entity Mux_4x1_4 is  
port ( I : in  std_logic_vector(3 downto 0) ;  
      S : in  std_logic_vector(1 downto 0) ;  
      G : in  std_logic ;  
      Y : out std_logic ) ;  
end Mux_4x1_4 ;  
--*****  
architecture A_if_then_else of Mux_4x1_4 is  
begin  
  process (G,S,I)  
  begin  
    if      G='1'  then  Y <= 'Z' ;  
    elsif S="00"  then  Y <= I(0) ;  
    elsif S="01"  then  Y <= I(1) ;  
    elsif S="10"  then  Y <= I(2) ;  
    elsif S="11"  then  Y <= I(3) ;  
    end if ;  
  end process ;  
end A_if_then_else ;
```

解多工器 Demux



選擇輸入		輸出			
S1	S0	Y0	Y1	Y2	Y3
0	0	I	0	0	0
0	1	0	I	0	0
1	0	0	0	I	0
1	1	0	0	0	I

1 對 4 線解多工器 VHDL(1)

```
--*****
entity Demux_1x4 is
port ( I : in std_logic ;
       S1,S0 : in std_logic ;
       Y3,Y2,Y1,Y0 : out std_logic );
end Demux_1x4;
--*****
architecture A_Boolean of Demux_1x4 is
begin
  Y0 <= I and (not S1) and (not S0) ;
  Y1 <= I and (not S1) and S0 ;
  Y2 <= I and S1 and (not S0) ;
  Y3 <= I and S1 and S0 ;
end A_Boolean ;
```

1 對 4 線解多工器 VHDL(2)

```
--*****
entity Demux_1x4_1 is
port ( I : in std_logic ;
       S : in std_logic_vector(1 downto 0) ;
       Y : out std_logic_vector(3 downto 0)) ;
```

```
end Demux_1x4_1 ;
--*****
architecture A_case_when of Demux_1x4_1 is
begin
  process(S,I)
  begin
    case S is
      when "00" => Y(0)<=I ;
      when "01" => Y(1)<=I ;
      when "10" => Y(2)<=I ;
      when others => Y(3)<=I ;
    end case ;
  end process ;
end A_case_when ;
```

1 對 4 線解多工器(起始值預設) VHDL(3)

```
--*****
entity Demux_1x4_2 is
port ( I : in std_logic ;
       S : in std_logic_vector(1 downto 0) ;
       Y : out std_logic_vector(3 downto 0));
end Demux_1x4_2 ;
--*****
architecture A_case_when of Demux_1x4_2 is
begin
  process(S,I)
  variable Y_temp : std_logic_vector(3 downto 0);
  begin
    for i in 0 to 3 loop --Y <= "0000" ;
      Y_temp(i) := '0' ;--起始值設定為 0
    end loop ;
    Y <= Y_temp ;
    case S IS
      when "00" => Y(0)<=I ;
      when "01" => Y(1)<=I ;
      when "10" => Y(2)<=I ;
      when others => Y(3)<=I ;
    end case ;
  end process ;
end A_case_when ;
```

比較器

輸入		輸出		
A	B	L(A<B)	E(A=B)	G(A>B)
0	0	0	1	0
0	1	1	0	0
1	0	0	0	1
1	1	0	1	0

$$L = A' B$$

$$E = A' B' + AB = A \odot B$$

$$G = A B'$$

8位元比較器 VHDL(1)

```
--*****
entity Compare_8bit is
port ( A,B : in std_logic_vector(7 downto 0) ;
       G,E,L : out std_logic ) ;
end Compare_8bit;
```

```
--*****
architecture ARCH of Compare_8bit is
begin
```

```
process(A,B)
begin
  if A>B then    G <= '1';
  else    G <= '0';
  end if;
  if A=B then    E <= '1';
  else    E <= '0';
  end if;
  if A<B then    L <= '1';
  else    L <= '0';
  end if;
end process;
```

```
end ARCH ;
```

3 個 if 敘述並行

3 個 process
敘述並行

8位元比較器 VHDL(2)

```
--*****
entity Compare_8bit_1 is
port ( A,B : in std_logic_vector(7 downto 0) ;
       G,E,L : out std_logic ) ;
end Compare_8bit_1;
```

```
--*****
architecture A_process of Compare_8bit_1 is
begin
```

```
process(A,B)
begin
  if A>B then    G <= '1';
  else    G <= '0';
  end if;
end process;
```

```
process(A,B)
begin
  if A=B then    E <= '1';
  else    E <= '0';
  end if;
end process;
```

```
process(A,B)
begin
  if A<B then    L <= '1';
  else    L <= '0';
  end if;
end process;
```

```
end A_process ;
```

8位元比較器 VHDL(3)

```
--*****
entity Compare_8bit_2 is
port ( A,B : in std_logic_vector(7 downto 0) ;
       GEL : out std_logic_vector(2 downto 0)) ;
end Compare_8bit_2;
```

```
--*****
architecture ARCH of Compare_8bit_2 is
begin
```

```
GEL <= "100" when A>B else
      "010" when A=B else
      "001" when A<B ;
```

```
end ARCH ;
```

8 位元 2 進碼轉 BCD 碼 VHDL(1)

```
--*****  
entity Bin_to_BCD_8bit is  
    port ( B           : in  unsigned(7 downto 0) ;  
           BCD2,BCD1,BCD0 : out std_logic_vector(3  
downto 0)) ;  
end Bin_to_BCD_8bit ;  
--*****  
architecture A_arith of Bin_to_BCD_8bit is  
signal Temp : unsigned(6 downto 0) ;  
begin  
    process(B)  
    begin  
        if      B >199   then  
            BCD2 <= "0010" ;  
            Temp <= B-200 ;  
        elsif B >99    then  
            BCD2 <= "0001" ;  
            Temp <= B-100 ;  
        else  
            BCD2 <= "0000" ;  
            Temp <= B-0 ;  
        end if;  
        if      Temp >89   then  
            BCD1 <= "1001" ;  
            BCD0 <= Temp-90 ;  
        elsif Temp >79 then  
            BCD1 <= "1000" ;  
            BCD0 <= Temp-80 ;  
        elsif Temp >69 then  
            BCD1 <= "0111" ;  
            BCD0 <= Temp-70 ;  
        elsif Temp >59 then  
            BCD1 <= "0110" ;  
            BCD0 <= Temp-60 ;  
        elsif Temp >49 then  
            BCD1 <= "0101" ;  
            BCD0 <= Temp-50 ;  
        elsif Temp >39 then  
            BCD1 <= "0100" ;  
            BCD0 <= Temp-40 ;  
        elsif Temp >29 then  
            BCD1 <= "0011" ;
```

```
        BCD0 <= Temp-30 ;  
        elsif Temp >19 then  
            BCD1 <= "0010" ;  
            BCD0 <= Temp-20 ;  
        elsif Temp >9 then  
            BCD1 <= "0001" ;  
            BCD0 <= Temp-10 ;  
        else  
            BCD1 <= "0000" ;  
            BCD0 <= Temp-0 ;  
        end if ;  
    end process;  
end A_arith ;
```