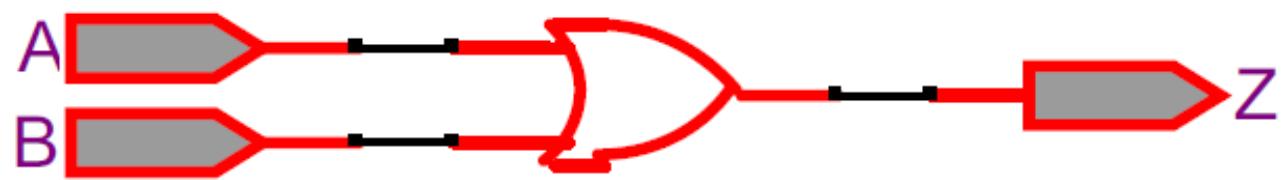
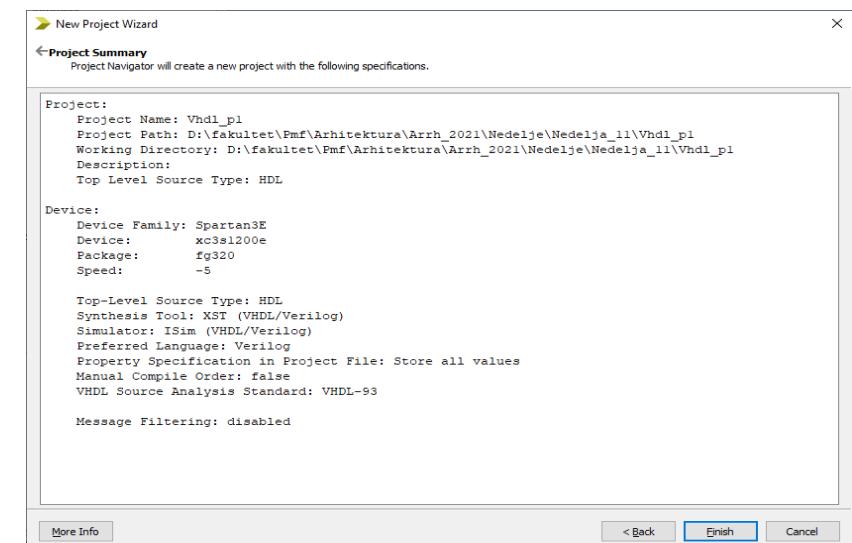
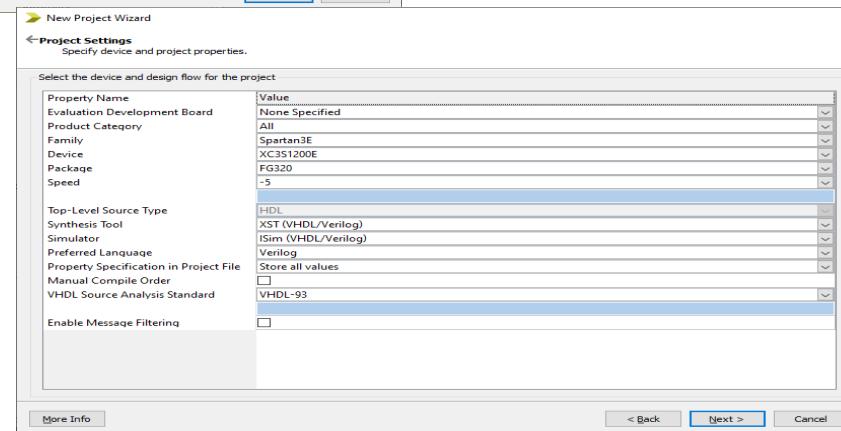
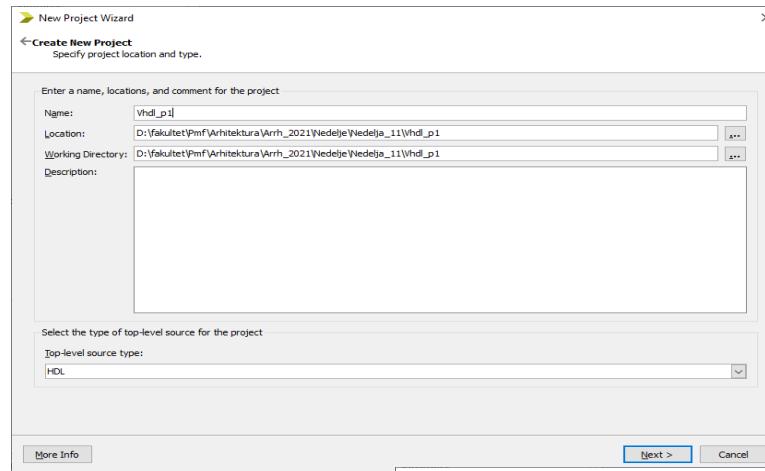
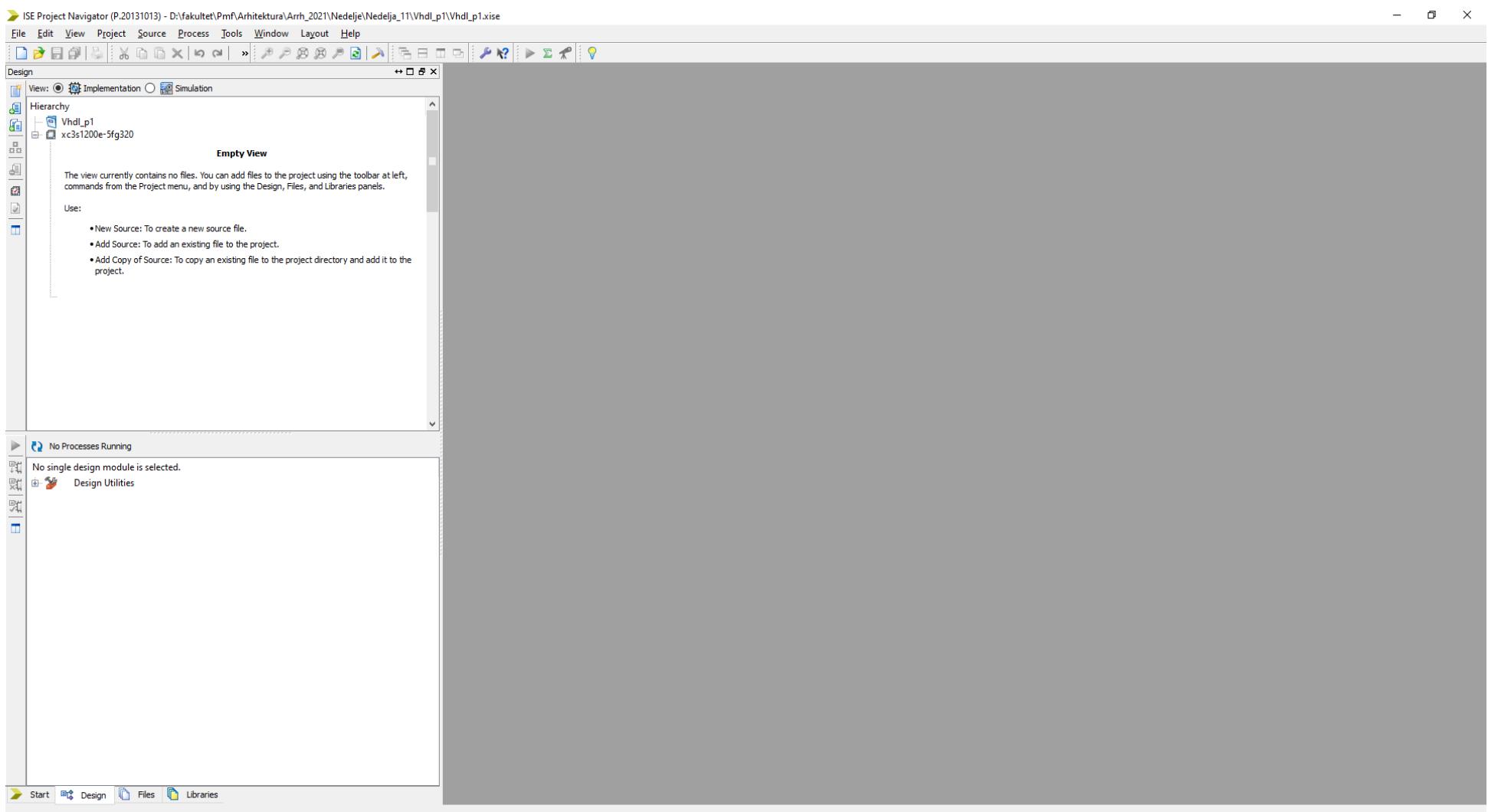


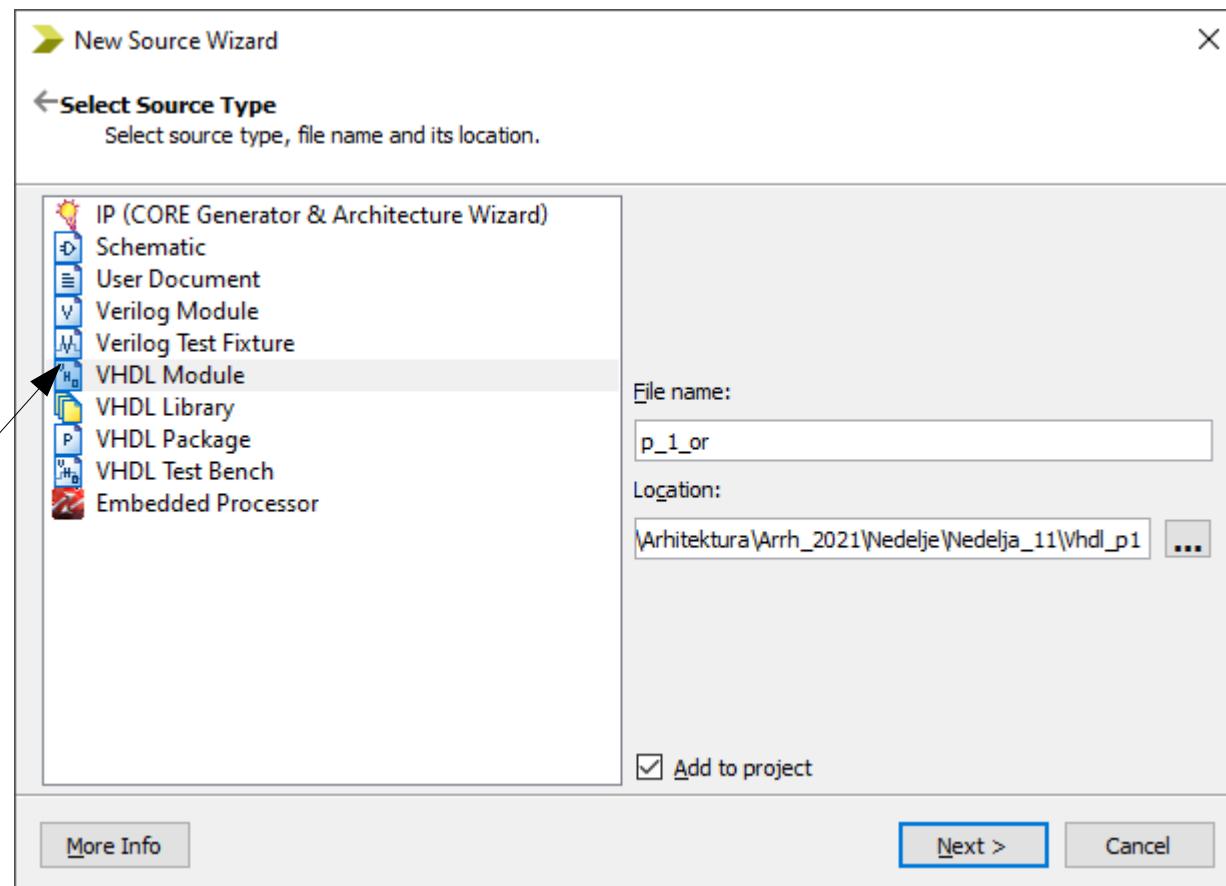
# VHDL primeri Xilinx



```
entity ili2 is
    port ( A, B : in      BIT;
           Z       : out    BIT );
end ili2;
```







1\_2021\Nedelje\Nedelja\_11\Vhdl\_p1\Vhdl\_p1.xise - [p\_1\_or.vhd]

Layout Help

The screenshot shows a VHDL editor interface. The main window displays a VHDL code file named p\_1\_or.vhd. The code includes comments about company, engineer, create date, design name, module name, project name, target devices, tool versions, description, dependencies, revision, and additional comments. It also includes library declarations for IEEE.STD\_LOGIC\_1164.ALL and UNISIM.VComponents.all, and an entity definition for p\_1\_or with an architecture Behavioral. The code is color-coded for syntax highlighting.

```
1  -----
2  -- Company:
3  -- Engineer:
4  --
5  -- Create Date: 11:55:08 05/14/2021
6  -- Design Name:
7  -- Module Name: p_1_or - Behavioral
8  -- Project Name:
9  -- Target Devices:
10 -- Tool versions:
11 -- Description:
12 --
13 -- Dependencies:
14 --
15 -- Revision:
16 -- Revision 0.01 - File Created
17 -- Additional Comments:
18 --
19 -----
20 library IEEE;
21 use IEEE.STD_LOGIC_1164.ALL;
22
23 -- Uncomment the following library declaration if using
24 -- arithmetic functions with Signed or Unsigned values
25 --use IEEE.NUMERIC_STD.ALL;
26
27 -- Uncomment the following library declaration if instantiating
28 -- any Xilinx primitives in this code.
29 --library UNISIM;
30 --use UNISIM.VComponents.all;
31
32 entity p_1_or is
33 end p_1_or;
34
35 architecture Behavioral of p_1_or is
36
37 begin
38
39
40 end Behavioral;
41
42
```

The screenshot shows a VHDL editor interface with the following components:

- Toolbar:** Located at the top, featuring icons for file operations (New, Open, Save, Print, Find, Copy, Paste, Cut, Undo, Redo), a search bar, and other tools.
- Code Editor:** The main window displays the VHDL source code for a module named "p\_1\_or".
- Sidebar:** On the left side, there is a vertical toolbar with various icons, likely for navigating through the project or performing specific editing tasks.

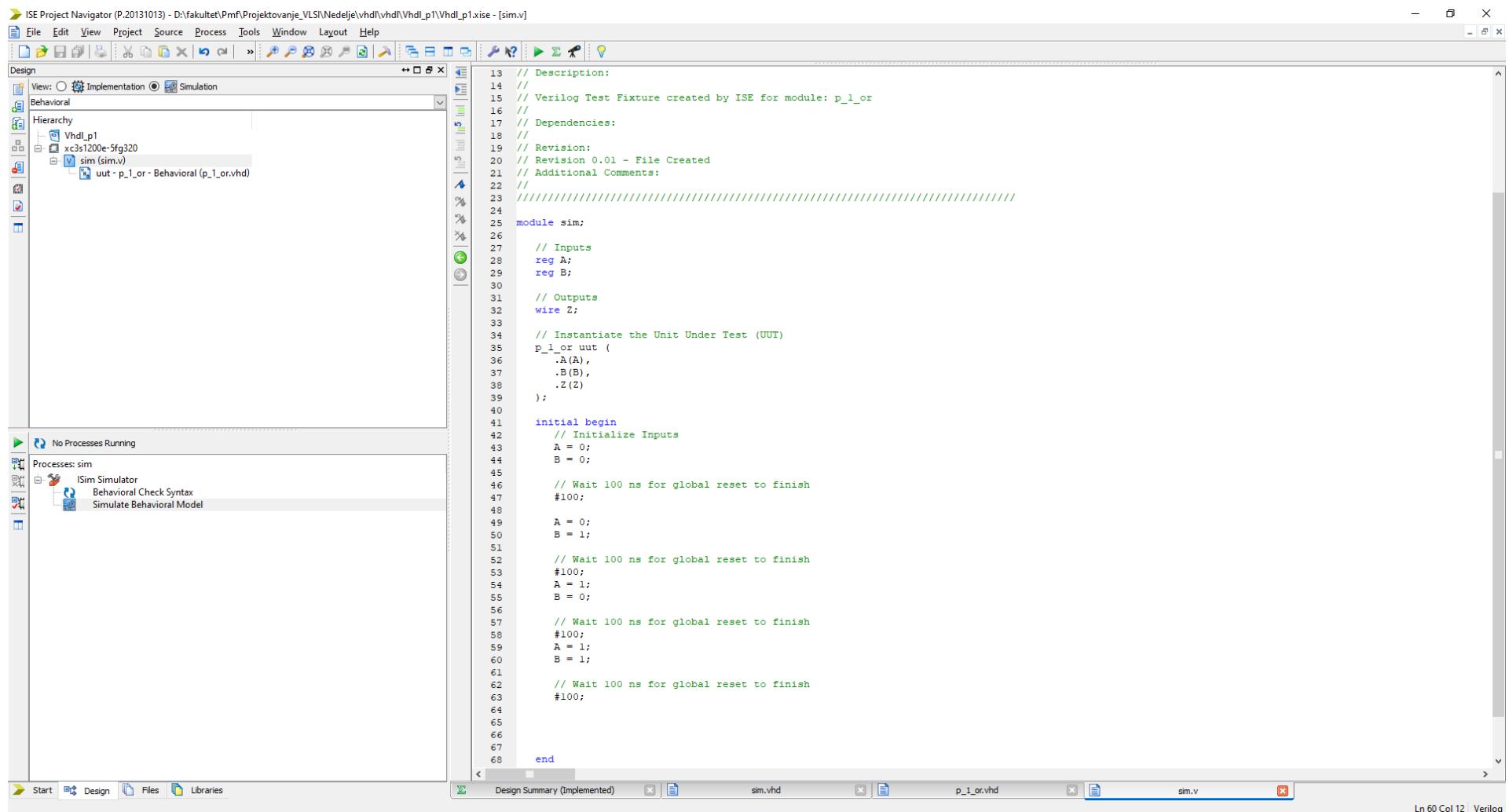
```
1 -- Company:
2 -- Engineer:
3 --
4 --
5 -- Create Date: 11:55:08 05/14/2021
6 -- Design Name:
7 -- Module Name: p_1_or - Behavioral
8 -- Project Name:
9 -- Target Devices:
10 -- Tool versions:
11 -- Description:
12 --
13 -- Dependencies:
14 --
15 -- Revision:
16 -- Revision 0.01 - File Created
17 -- Additional Comments:
18 --
19 --
20 library IEEE;
21 use IEEE.STD_LOGIC_1164.ALL;
22 
23 -- Uncomment the following library declaration if using
24 -- arithmetic functions with Signed or Unsigned values
25 --use IEEE.NUMERIC_STD.ALL;
26 
27 -- Uncomment the following library declaration if instantiating
28 -- any Xilinx primitives in this code.
29 --library UNISIM;
30 --use UNISIM.VComponents.all;
31 
32 entity p_1_or is
33 
34     port ( A, B : in BIT;
35             Z : out BIT );
36 end p_1_or;
37 
38 architecture Behavioral of p_1_or is
39 
40 begin
41 
42 end Behavioral;
43 
44 
45 
```

Za logičko ILI definisati arhitekturu koja će obavljati logičku ili funkciju  $Z = A + B$

The screenshot shows a VHDL editor interface with a menu bar (Tools, Window, Layout, Help) and a toolbar. The main window displays a VHDL code template for a module named 'p\_1\_or'. The code includes comments for company, engineer, create date, design name, module name, project name, target devices, tool versions, and additional comments. It also includes sections for library declarations (IEEE.STD\_LOGIC\_1164.ALL), arithmetic function declarations (IEEE.NUMERIC\_STD.ALL), and Xilinx primitive declarations (UNISIM.VComponents.all). The entity declaration defines two inputs (A, B) and one output (Z). The architecture Behavioral contains a begin block with the logic expression Z<=A or B;. The code is numbered from 1 to 44.

```
1 -----  
2 -- Company:  
3 -- Engineer:  
4 ---  
5 -- Create Date: 11:55:08 05/14/2021  
6 -- Design Name:  
7 -- Module Name: p_1_or - Behavioral  
8 -- Project Name:  
9 -- Target Devices:  
10 -- Tool versions:  
11 -- Description:  
12 ---  
13 -- Dependencies:  
14 ---  
15 -- Revision:  
16 -- Revision 0.01 - File Created  
17 -- Additional Comments:  
18 ---  
19 -----  
20 library IEEE;  
21 use IEEE.STD_LOGIC_1164.ALL;  
22  
23 -- Uncomment the following library declaration if using  
24 -- arithmetic functions with Signed or Unsigned values  
25 --use IEEE.NUMERIC_STD.ALL;  
26  
27 -- Uncomment the following library declaration if instantiating  
28 -- any Xilinx primitives in this code.  
29 --library UNISIM;  
30 --use UNISIM.VComponents.all;  
31  
32 entity p_1_or is  
33  
34     port ( A, B : in BIT;  
35             Z : out BIT );  
36 end p_1_or;  
37  
38 architecture Behavioral of p_1_or is  
39  
40 begin  
41     Z<=A or B;  
42 end Behavioral;  
43  
44
```

# Moze da se koristi isti Verilog Test Sim



The screenshot shows the ISE Project Navigator interface with a project named "Vhdl\_p1". The "Design" view is selected, showing a hierarchy tree with "Vhdl\_p1" and "xc3s1200e-5fg320" under it, and a "sim (sim.v)" node under "xc3s1200e-5fg320". The main pane displays a Verilog testbench code for a module named "p\_1\_or". The code includes comments describing the revision (0.01), dependencies, and additional comments. It defines a module "sim" with inputs A and B, and output Z. It instantiates the UUT (p\_1\_or) and provides initial values for A and B, followed by several global reset cycles. The bottom pane shows the "Processes" tab with "No Processes Running" and a list of available simulators: "iSim Simulator", "Behavioral Check Syntax", and "Simulate Behavioral Model". The status bar at the bottom right indicates "Ln 60 Col 12 Verilog".

```
13 // Description:  
14 //  
15 // Verilog Test Fixture created by ISE for module: p_1_or  
16 // Dependencies:  
17 //  
18 // Revision:  
19 // Revision 0.01 - File Created  
20 // Additional Comments:  
21 //  
22 //  
23 ////////////////////////////////////////////////  
24 //  
25 module sim;  
26     // Inputs  
27     reg A;  
28     reg B;  
29  
30     // Outputs  
31     wire Z;  
32  
33     // Instantiate the Unit Under Test (UUT)  
34     p_1_or uut (  
35         .A(A),  
36         .B(B),  
37         .Z(Z)  
38     );  
39  
40  
41     initial begin  
42         // Initialize Inputs  
43         A = 0;  
44         B = 0;  
45  
46         // Wait 100 ns for global reset to finish  
47         #100;  
48  
49         A = 0;  
50         B = 1;  
51  
52         // Wait 100 ns for global reset to finish  
53         #100;  
54         A = 1;  
55         B = 0;  
56  
57         // Wait 100 ns for global reset to finish  
58         #100;  
59         A = 1;  
60         B = 1;  
61  
62         // Wait 100 ns for global reset to finish  
63         #100;  
64  
65  
66  
67  
68     end
```

