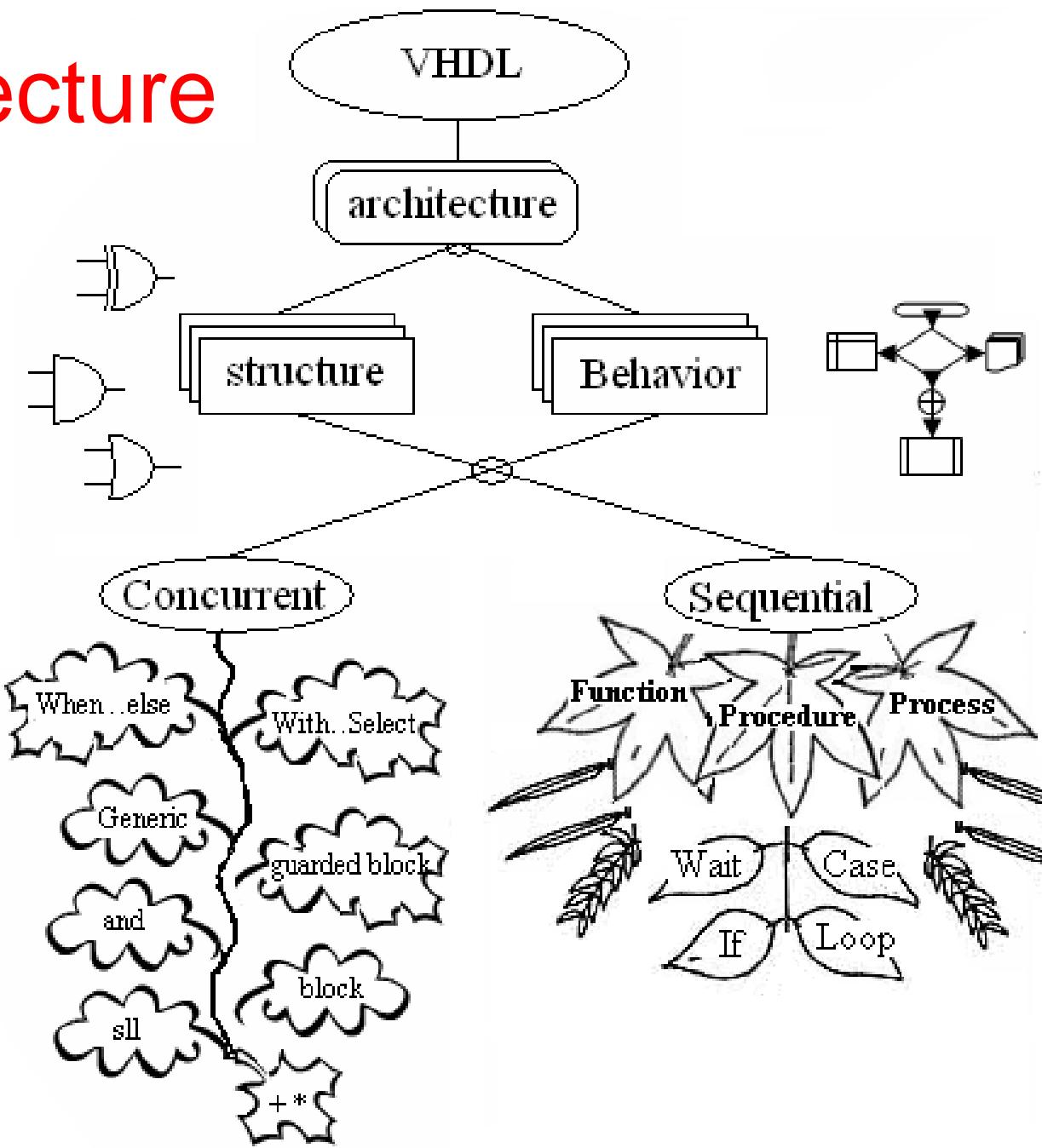


A person's hands are shown typing on a laptop keyboard. The background is a blurred blue and white, suggesting motion or digital data. Floating around the laptop are several streams of binary code (0s and 1s).

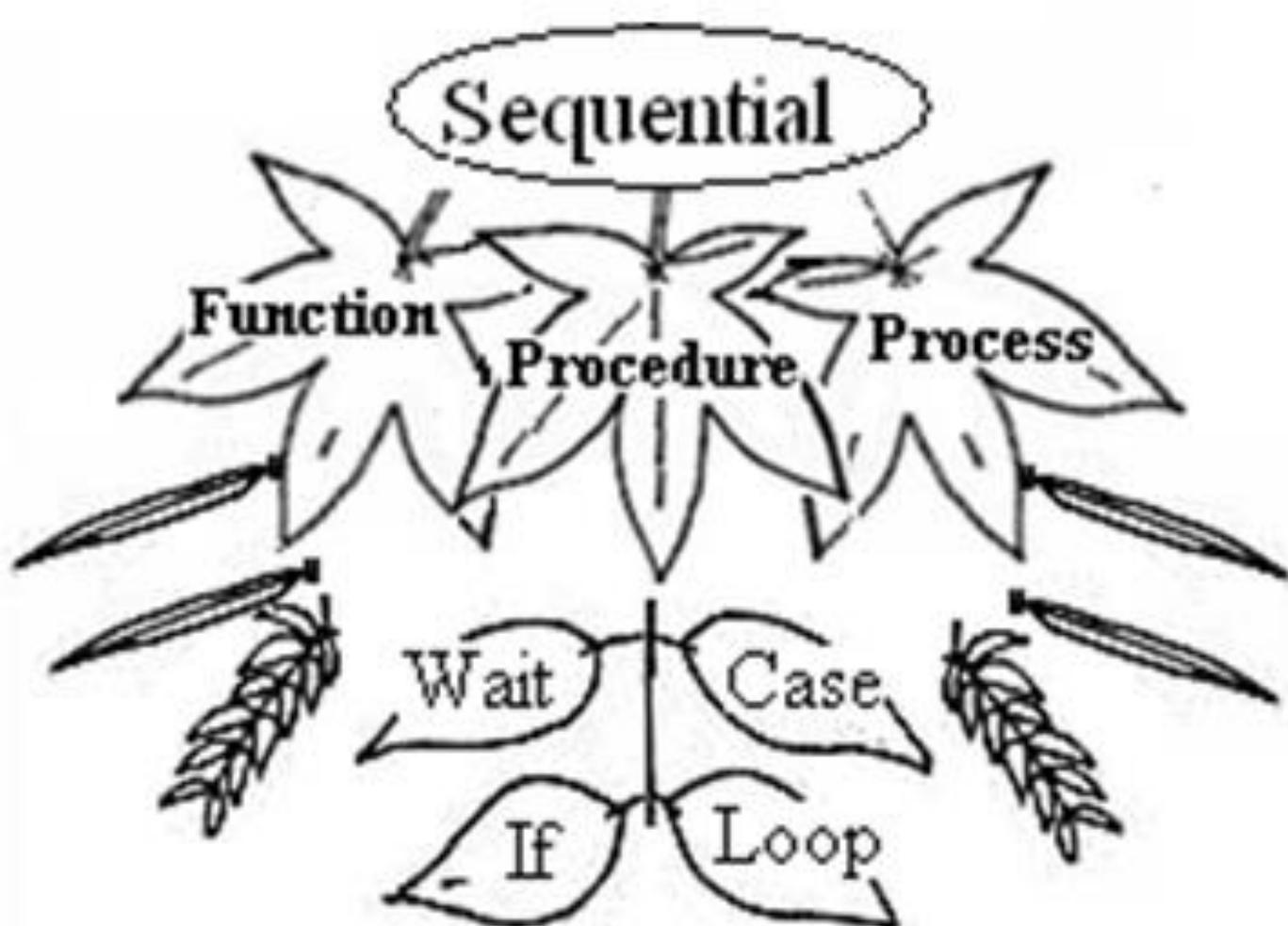
Sequential statements

By: M. SHIPLE

Architecture



sequential statements



“Process”



Syntax:

```
[label:] PROCESS (sensitivity list)
[VARIABLE_name: Variable_type [:= initial_value]];
BEGIN
(sequential code)
END PROCESS [label];
```

Example



Syntax:

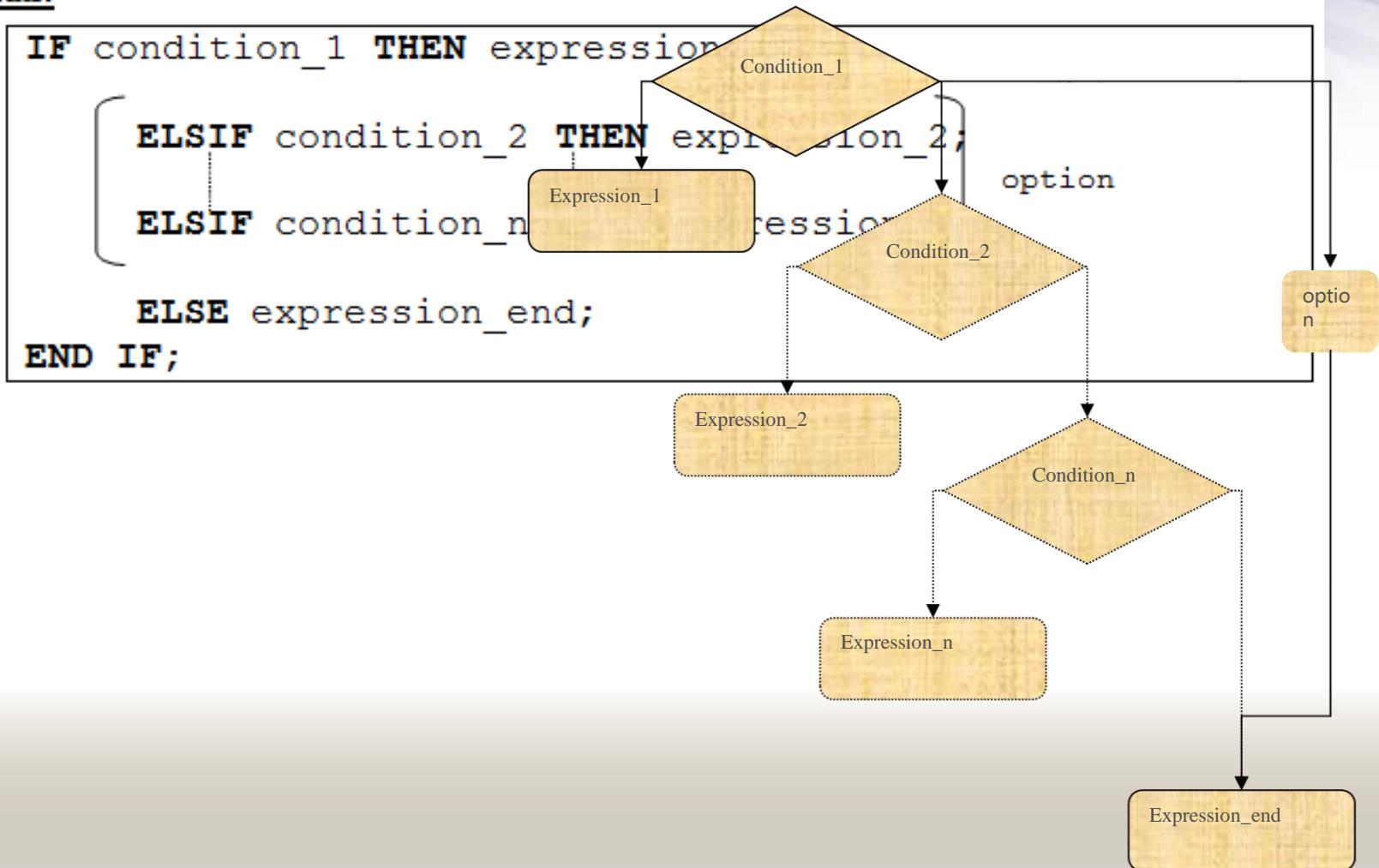
```
IF condition_1 THEN expression_1;  
    [ELSIF condition_2 THEN expression_2;  
     ELSIF condition_n THEN expression_n;]  
    ELSE expression_end;  
END IF;
```

option

“With...select”

Syntax:

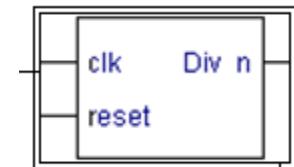
```
IF condition_1 THEN expression  
  {  
    ELSIF condition_2 THEN expression_2;  
    ELSIF condition_n  
    ELSE expression_end;  
  END IF;
```



Blinking led

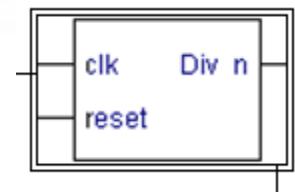
Example

```
begin
    process (clk,reset)
        variable count:integer range 0 to 7 ;
    Begin
        if reset ='1' then
            Div_n <= '0';
            elsif rising_edge(clk) then
                if count=0 then
                    Div_n <= not (Div_n);
                end if;
                count := count+1;
                if count=n1 then
                    Div_n <= not (Div_n);
                    count := 0;
                end if;
            end if;
        end process;
end Behavioral;library IEEE;
```



Exercise

Write a VHDL code for FORWARD-BACKWARD counter.



Write a VHDL code for FORWARD-BACKWARD counter.

```
entity counter is
  GENERIC (N : INTEGER := 5);
  PORT ( reset,clock,count_direction : in std_logic;
         count : buffer INTEGER RANGE 0 to N);
end counter;

architecture Behavioral of counter is

begin
process (clock, reset)
begin
  if reset='1' then
    count <= 0;
  elsif clock='1' and clock'event then
    if count_direction='1' then
      if count = N then
        count <= 0;
      else
        count <= count + 1;
      end if;
    else
      if count=0 then
        count <= N;
      else
        count <= count - 1;
      end if;
    end if;
  end if;
end process;
end Behavioral;
```

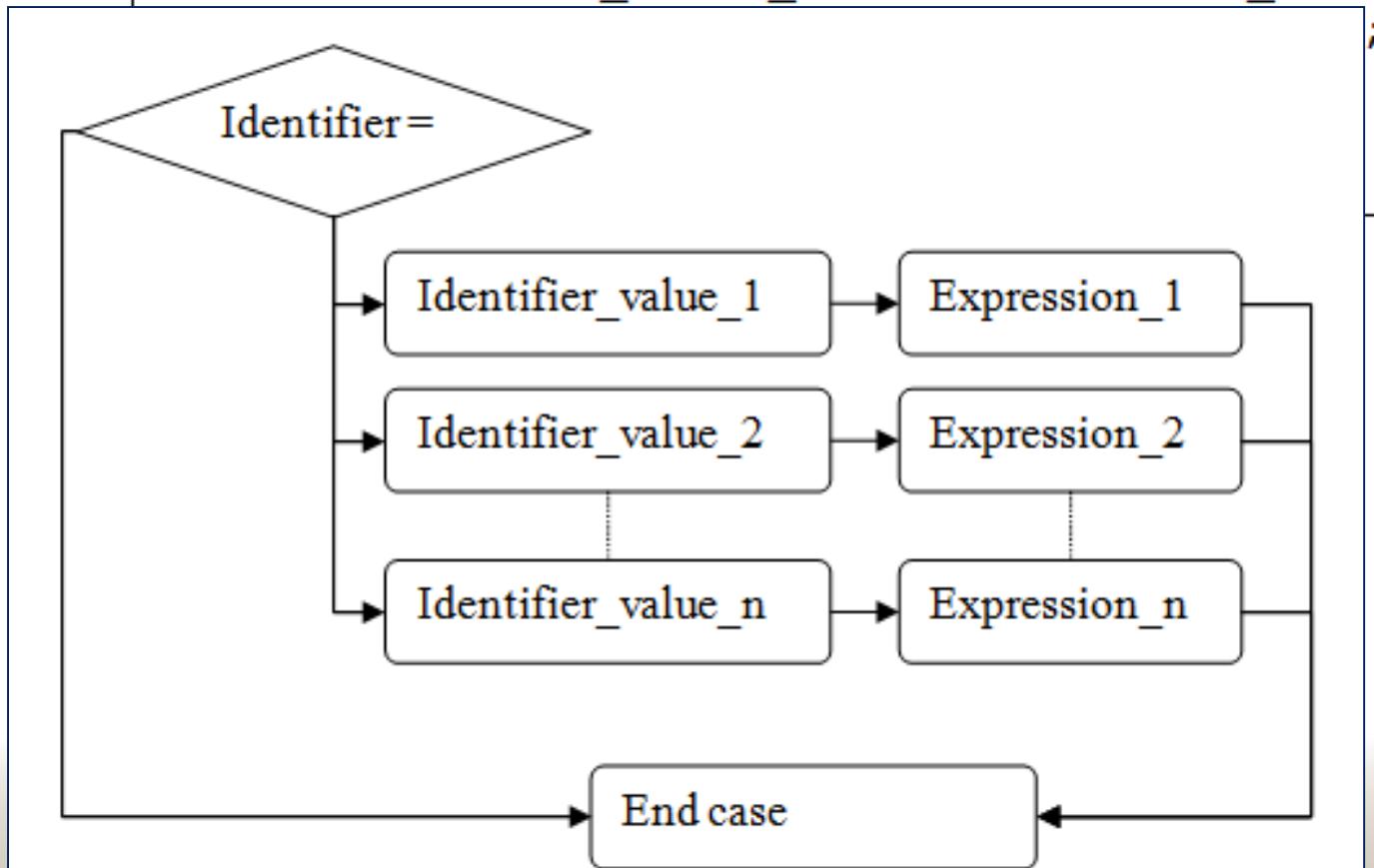
Exercise

“Case”



Syntax:

```
CASE identifier IS  
WHEN identifier_value_1 => expressions_1;
```



Example

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity module6_case is
    Port ( clk : in std_logic;
           std_out : out std_logic_vector (3 downto 0));
end module6_case;

architecture Behavioral of module6_case is
    signal counter : integer range 0 to 9;
begin
    process (clk)
        begin
            if rising_edge(clk) then
                counter <= counter +1;
                CASE counter IS
                    WHEN 0 => std_out <= "0000";
                    WHEN 1 => std_out <= "0001";
                    WHEN 2 => std_out <= "0010";
                    WHEN 3 => std_out <= "0011";
                    WHEN 4 => std_out <= "0100";
                    WHEN 5 => std_out <= "0101";
                    WHEN 6 => std_out <= "0110";
                    WHEN 7 => std_out <= "0111";
                    WHEN others => std_out <= "1111";
                END CASE;
            end if;
        end process;
end Behavioral;
```

A photograph of a person's hands typing on a silver laptop keyboard. The background is blurred, showing a grid pattern of binary code (0s and 1s) and abstract blue and white shapes, suggesting a digital or technological environment.

END