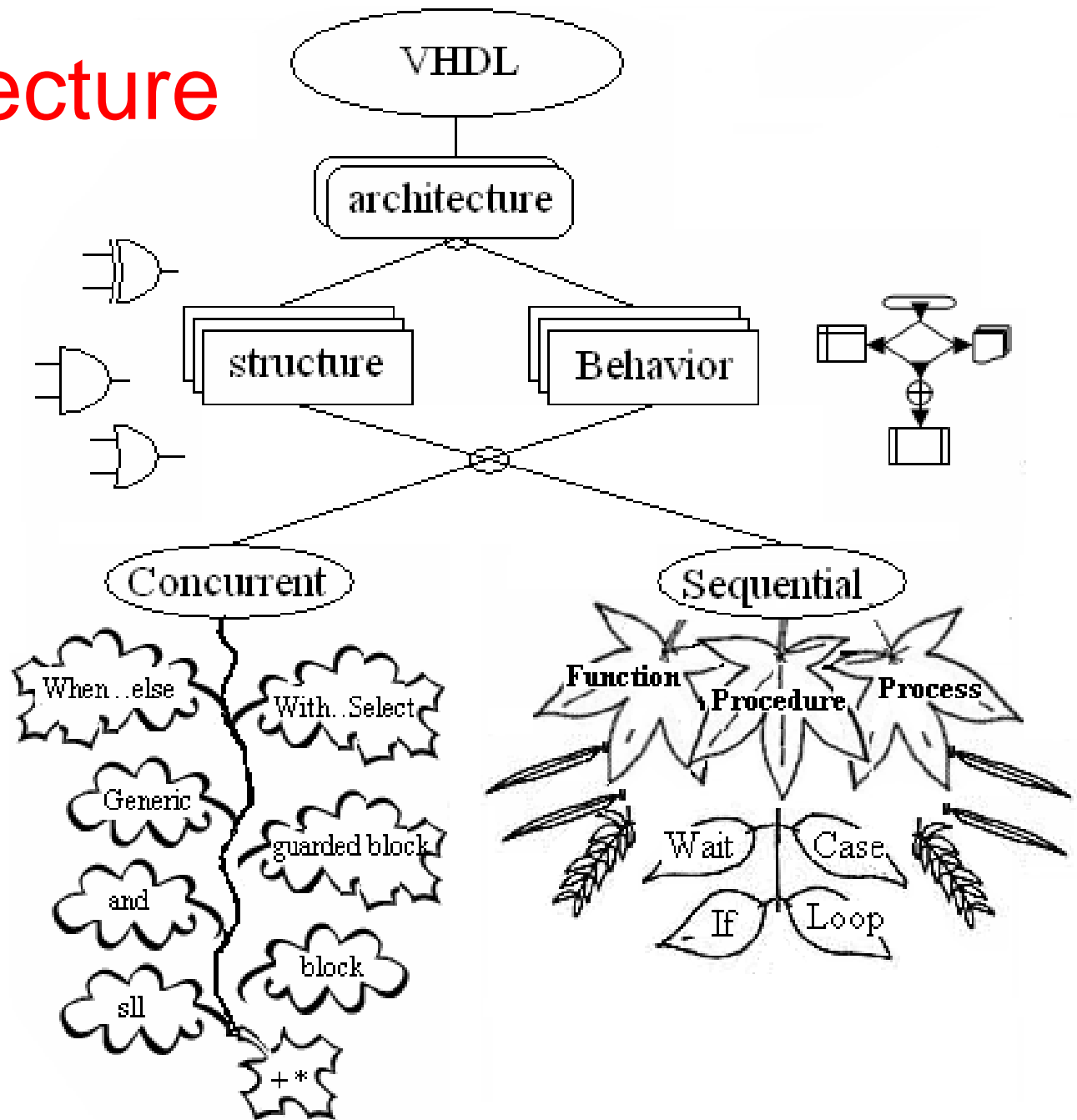




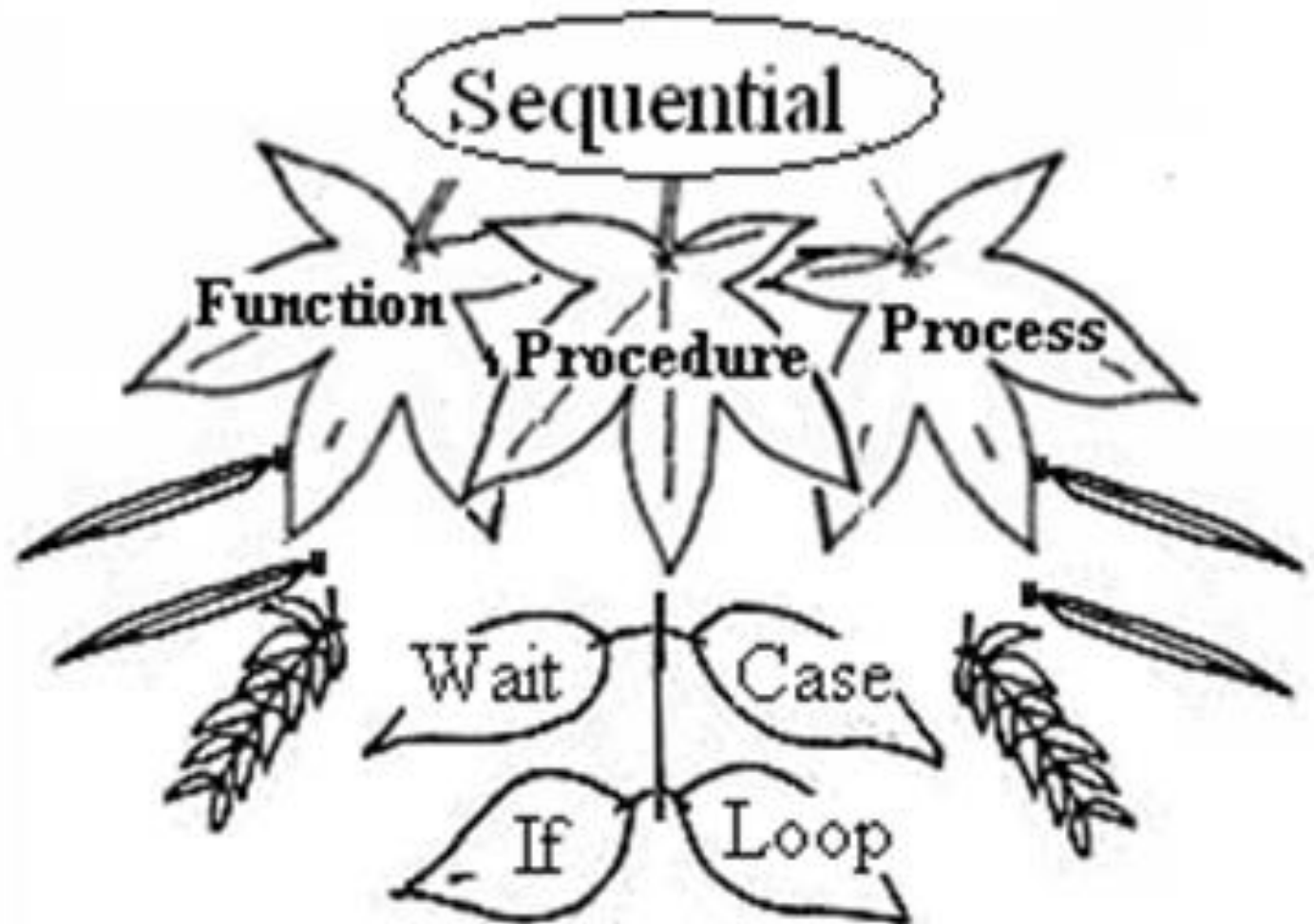
Sequential statements

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



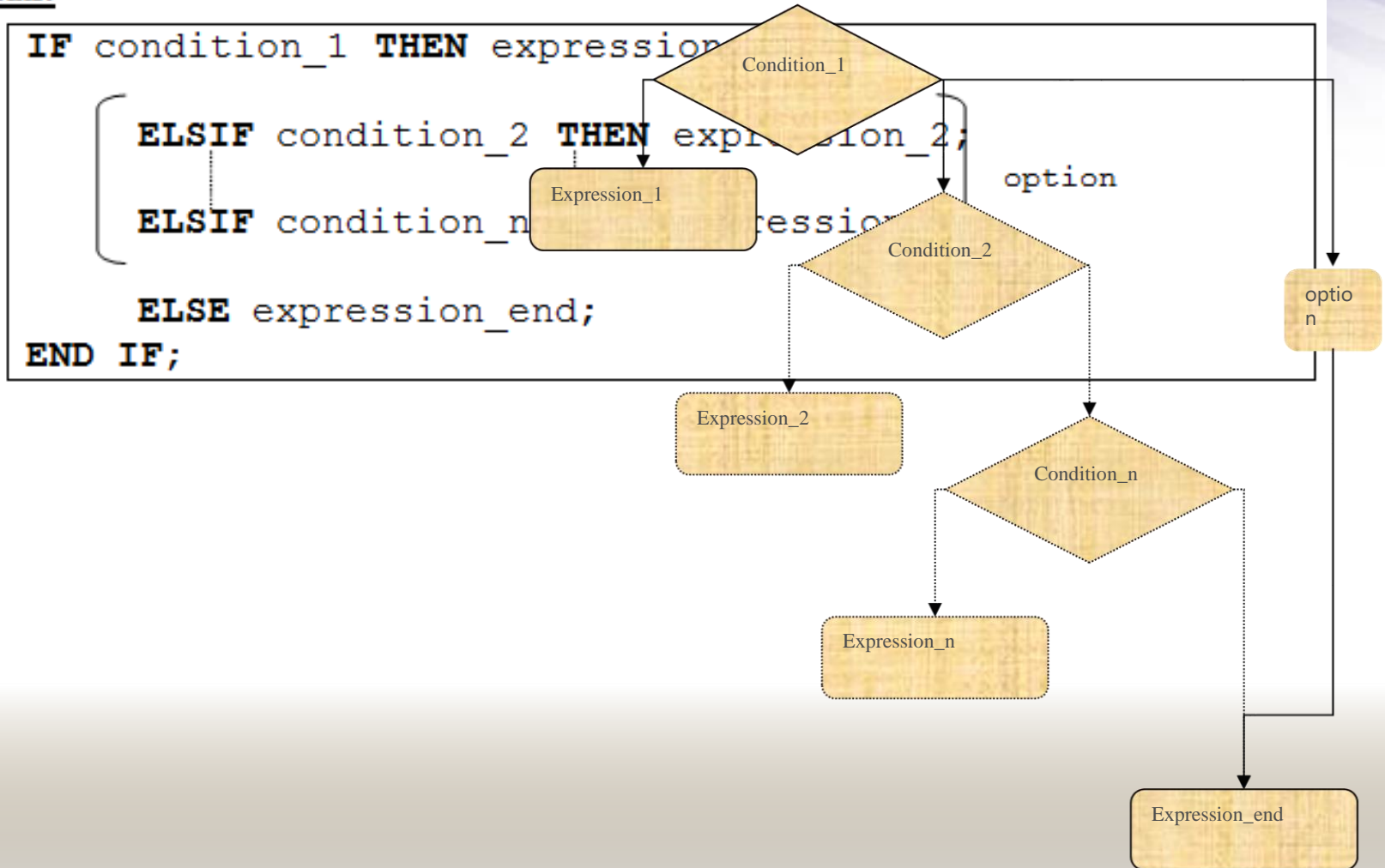
Syntax:

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

"With...select"

Syntax:

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



Blinking led

Example

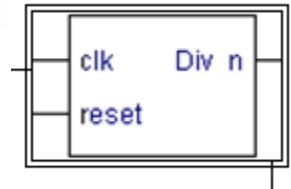
```
begin
  process (clk,reset)
    variable count:integer range 0 to 7 ;
  Begin
    if reset ='1' then
      Div_n <= '0';
    elsif rising_edge(clk) then

      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;
```

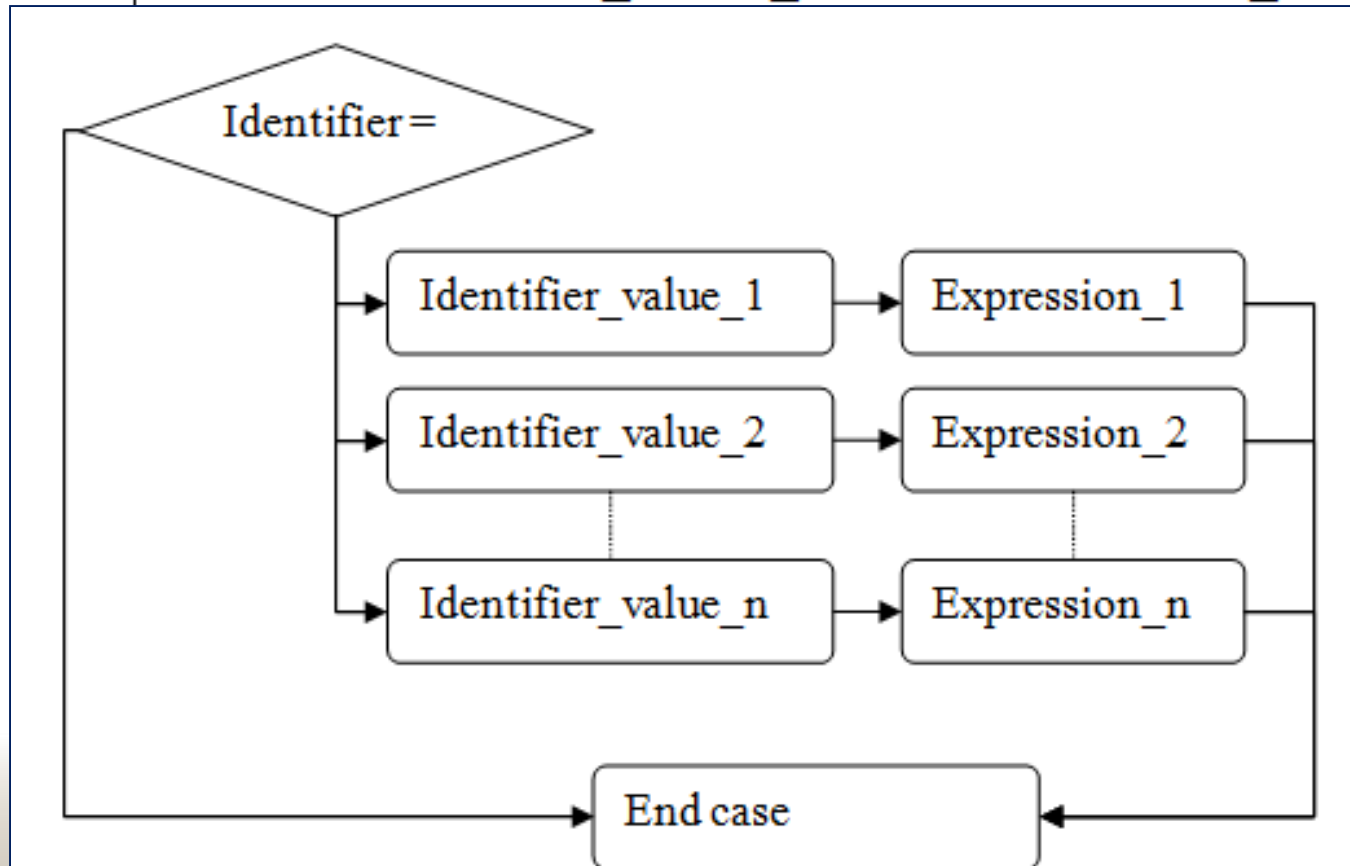
Exercise

“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;
```



END