

Exercício 10:

```
library ieee;
use ieee.std_logic_1164.all;
use IEEE.std_logic_unsigned.all;

entity contador is
port(
    clk, up, down, cp, reset: in std_logic;
    input: in std_logic_vector(15 downto 0);
    output: out std_logic_vector(15 downto 0)
);
end contador;

architecture behavior of contador is

signal buf00: std_logic_vector(15 downto 0);

begin

process (clk, reset)
    begin
        if(reset = '1') then
            buf00 <= "0000000000000000";
        elsif (clk'event and clk = '1') then

            if (up='1') then
                buf00 <= buf00 + 1;
            end if;

            if (down='1') then
                buf00 <= buf00 - 1;
            end if;

            if (cp = '1') then
                buf00 <= input;
            end if;

        end if;
    end process;

output <= buf00;

end behavior;
```

Exercício 11:

```
library ieee;
use ieee.std_logic_1164.all;

entity Reg8 is
port(
    clk, de, dd, cp, H: in std_logic;
    in0, in1, in2, in3, in4, in5, in6, in7: in std_logic;
    out0, out1, out2, out3, out4, out5, out6, out7: out std_logic
);
end Reg8;
```

architecture behavior of Reg8 is

```
signal buf0, buf1, buf2, buf3, buf4, buf5, buf6, buf7: std_logic;
```

```
begin
```

```
process (clk)
begin
    if (clk'event and clk = '1') then
        if (cp='1') then
            buf0 <= in0;
            buf1 <= in1;
            buf2 <= in2;
            buf3 <= in3;
            buf4 <= in4;
            buf5 <= in5;
            buf6 <= in6;
            buf7 <= in7;
        end if;

        if (de='1') then
            buf0 <= buf1;
            buf1 <= buf2;
            buf2 <= buf3;
            buf3 <= buf4;
            buf4 <= buf5;
            buf5 <= buf6;
            buf6 <= buf7;
            buf7 <= '0';
        end if;

        if (dd='1') then
```

```
        buf0 <= '0';
        buf1 <= buf0;
        buf2 <= buf1;
        buf3 <= buf2;
        buf4 <= buf3;
        buf5 <= buf4;
        buf6 <= buf5;
        buf7 <= buf6;
    end if;

    if (H = '1') then
        buf0 <= buf0;
        buf1 <= buf1;
        buf2 <= buf2;
        buf3 <= buf3;
        buf4 <= buf4;
        buf5 <= buf5;
        buf6 <= buf6;
        buf7 <= buf7;
    end if;

end if;

end process;

out0 <= buf0;
out1 <= buf1;
out2 <= buf2;
out3 <= buf3;
out4 <= buf4;
out5 <= buf5;
out6 <= buf6;
out7 <= buf7;

end behavior;
```
