

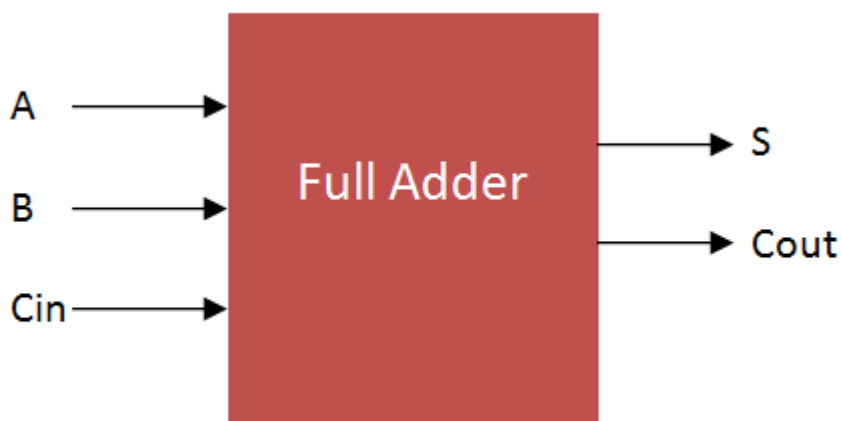
Last updated on October 14th, 2017 at 05:44 pm

Contents

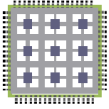
- [1 Full Adder](#)
- [2 Full Adder Truth Table](#)
- [3 Full Adder Logic Circuit](#)
- [4 VHDL Code for Full Adder](#)
- [5 Testbench VHDL Code for Full Adder](#)
- [6 Output Waveform for full adder VHDL Code](#)

Full Adder

The VHDL Code for full-adder circuit adds three one-bit binary numbers (A B Cin) and outputs two one-bit binary numbers, a sum (S) and a carry (Cout). Truth Table describes the functionality of full adder. sum(S) output is High when odd number of inputs are High. Cout is High, when two or more inputs are High. VHDL Code for full adder can also be constructed with 2 half adder Port mapping in to full adder.

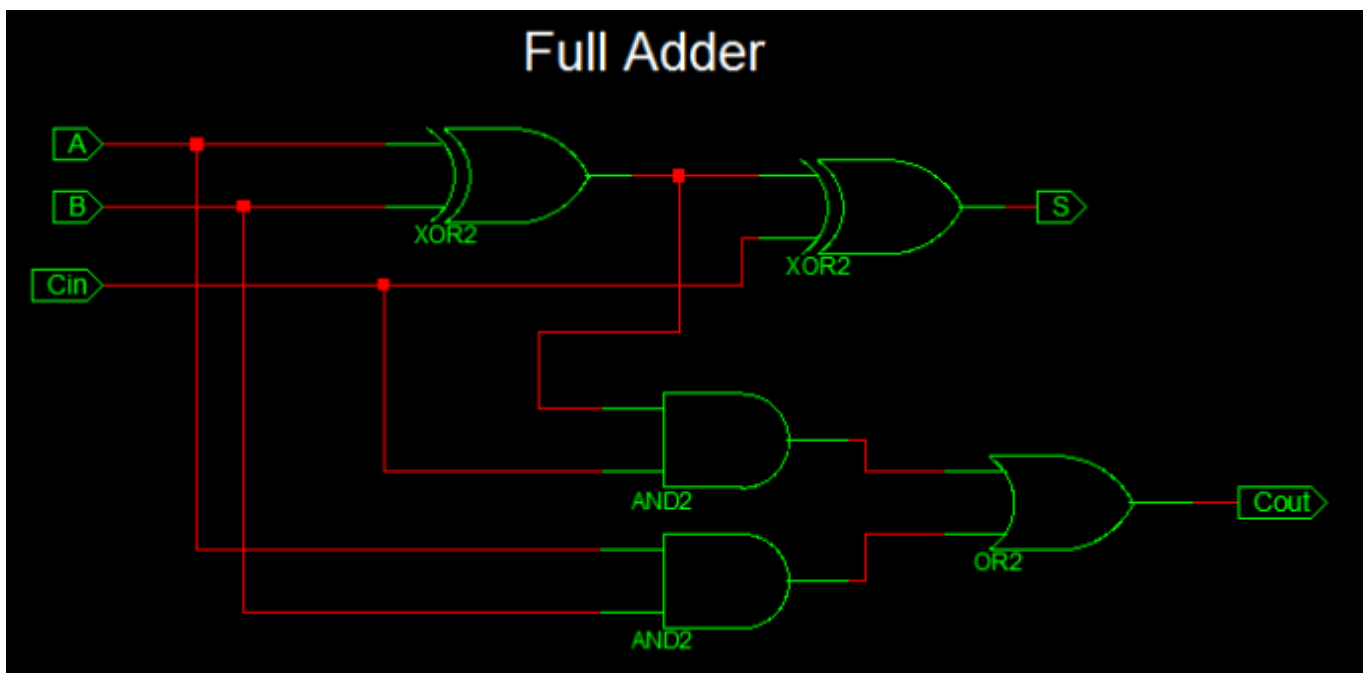


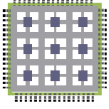
Full Adder Truth Table



Cin	B	A	S	Cout
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

Full Adder Logic Circuit





VHDL Code for Full Adder

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

entity full_adder_vhdl_code is
  Port ( A : in STD_LOGIC;
        B : in STD_LOGIC;
        Cin : in STD_LOGIC;
        S : out STD_LOGIC;
        Cout : out STD_LOGIC);
end full_adder_vhdl_code;

architecture gate_level of full_adder_vhdl_code is

begin

  S <= A XOR B XOR Cin ;
  Cout <= (A AND B) OR (Cin AND A) OR (Cin AND B) ;

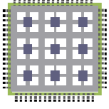
end gate_level;
```

Testbench VHDL Code for Full Adder

```
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;

ENTITY Testbench_full_adder IS
END Testbench_full_adder;

ARCHITECTURE behavior OF Testbench_full_adder IS
```



```
-- Component Declaration for the Unit Under Test (UUT)

COMPONENT full_adder_vhdl_code
PORT(
A : IN std_logic;
B : IN std_logic;
Cin : IN std_logic;
S : OUT std_logic;
Cout : OUT std_logic
);
END COMPONENT;

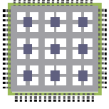
--Inputs
signal A : std_logic := '0';
signal B : std_logic := '0';
signal Cin : std_logic := '0';

--Outputs
signal S : std_logic;
signal Cout : std_logic;

BEGIN

-- Instantiate the Unit Under Test (UUT)
 uut: full_adder_vhdl_code PORT MAP (
A => A,
B => B,
Cin => Cin,
S => S,
Cout => Cout
);

-- Stimulus process
stim_proc: process
```



```
begin
  -- hold reset state for 100 ns.
  wait for 100 ns;

  -- insert stimulus here
  A <= '1';
  B <= '0';
  Cin <= '0';
  wait for 10 ns;

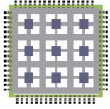
  A <= '0';
  B <= '1';
  Cin <= '0';
  wait for 10 ns;

  A <= '1';
  B <= '1';
  Cin <= '0';
  wait for 10 ns;

  A <= '0';
  B <= '0';
  Cin <= '1';
  wait for 10 ns;

  A <= '1';
  B <= '0';
  Cin <= '1';
  wait for 10 ns;

  A <= '0';
  B <= '1';
  Cin <= '1';
  wait for 10 ns;
```



```
A <= '1';  
B <= '1';  
Cin <= '1';  
wait for 10 ns;  
  
end process;  
  
END;
```

Output Waveform for full adder VHDL Code

