```
entity XXX is
  port (Clock : in Std_logic;
  Reset : in Std_logic;
  Enable: in Std_logic;
  Load : in Std_logic;
  Mode : in Std_logic;
  Data : in Std_logic_vector(7 downto 0);
  X : out Std_logic_vector(7 downto 0));
end;
```

Enable	Load	Mode	Х
0	0	0	
0	0	1	
0	1	0	
0	1	1	
1	0	0	
1	0	1	
1	1	0	
1	1	1	

## **TASK**

Fill in what X is based on the input signals (in the table)

How many FF's are created here?

What type of circuit is this / What does it do?

```
architecture mixed of XXX is
  constant zero byte: std logic vector(7 downto 0) := "000000000";
  function dec count (input: Unsigned) return Unsigned is
    constant decade max : Unsigned(3 downto 0) := "1001";
   constant zero nibble: Unsigned(3 downto 0) := "0000";
                       : unsigned(input'range);
   variable output
  begin
    output :=
                                             when input(3 downto 0) /= decade max else
      input + 1
      (input (7 downto 4) + 1) & zero nibble when input (7 downto 4) /= decade max else
      unsigned(zero byte);
    return output;
  end function dec count;
begin
  process(Reset, Clock) is
   variable Q : Unsigned(7 downto 0);
  begin
   if Reset = '0' then
      X <= zero byte;</pre>
   elsif rising edge(Clock) then
      0 :=
        unsigned(X)
                        when Enable
                                       else
        unsigned(Data) when not Load else
        unsigned(X) + 1 when not Mode else
        dec count(unsigned(X));
      X <= std logic vector(Q);</pre>
    end if;
  end process;
end;
```