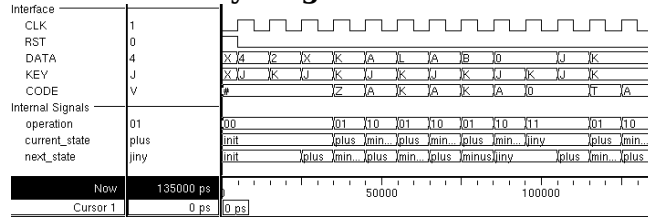


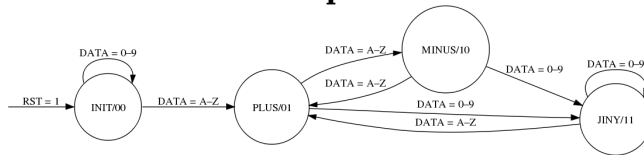
Jan Kaláb, xkalab00

zpráva:	4	2	X	K	A	L	A	B	0	0	J	K
klíč:	J	K	+J	-K	+J	-K	+J	-K	J	K	+J	-K
zašif.:	#	#	Z	A	K	A	K	A	0	0	T	A

Časový diagram simulace



Grafová reprezentace



Test bench

```

test : process
begin
  wait until clk'event AND clk = '1';
  rst <= '0';
  key <= "01001010"; --J
  data <= "001110100"; --4
  wait until clk'event AND clk = '1';
  key <= "01001011"; --K
  data <= "001110010"; --2
  wait until clk'event AND clk = '1';
  key <= "01001010"; --J
  data <= "010111000"; --X
  wait until clk'event AND clk = '1';
  key <= "01001011"; --K
  data <= "01001011"; --K
  wait until clk'event AND clk = '1';
  key <= "01001010"; --J
  data <= "01000001"; --A
  wait until clk'event AND clk = '1';
  key <= "01001011"; --K
  data <= "01001100"; --L
  wait until clk'event AND clk = '1';
  key <= "01001010"; --J
  data <= "01000001"; --A
  wait until clk'event AND clk = '1';
  key <= "01001011"; --K
  data <= "01000010"; --B
  wait until clk'event AND clk = '1';
  key <= "01001010"; --J
  data <= "001110000"; --0
  wait until clk'event AND clk = '1';
  key <= "01001011"; --K
  data <= "001110000"; --0
  wait until clk'event AND clk = '1';
  key <= "01001010"; --J
  data <= "01001010"; --J
  wait until clk'event AND clk = '1';
  key <= "01001011"; --K
  data <= "01001011"; --K
  wait until clk'event AND clk = '1';
end process;
  
```

FSM a ALU

```
sync_logic: process(CLK, RST) --RST
begin
  if (RST = '1') then
    current_state <= INIT;
  elsif (CLK'event AND CLK = '1') then
    current_state <= next_state;
  end if;
end process sync_logic;

next_state_logic: process(current_state, DATA) --FSM
begin
  case (current_state) is
    when INIT =>
      if (DATA >= "01000001" AND DATA <= "01011010") then --AZ
        next_state <= PLUS;
      else
        next_state <= INIT;
      end if;
    when PLUS =>
      if (DATA >= "01000001" AND DATA <= "01011010") then --AZ
        next_state <= MINUS;
      else
        next_state <= jiny;
      end if;
    when MINUS =>
      if (DATA >= "01000001" AND DATA <= "01011010") then --AZ
        next_state <= PLUS;
      else
        next_state <= jiny;
      end if;
    when jiny =>
      if (DATA >= "01000001" AND DATA <= "01011010") then --AZ
        next_state <= PLUS;
      else
        next_state <= jiny;
      end if;
  end case;
end process next_state_logic;

vystup_logic: process(current_state, KEY) --vystupy
begin
  case (current_state) is
    when INIT =>
      operation <= "00";
    when PLUS =>
      operation <= "01";
    when MINUS =>
      operation <= "10";
    when jiny =>
      operation <= "11";
  end case;
end process vystup_logic;

ALU: process(d_data, d_key, operation)
  variable temp: std_logic_vector(7 downto 0);
begin
  case (operation) is
    when "00" => --init
      code <= "00100011"; --#
    when "01" => --plus
      temp := d_data + (d_key - "01000000"); --@ (A-1)
      if (temp > "01011010") then --Z
        temp := "01011010"; --Z
      end if;
      code <= temp;
    when "10" => --minus
      temp := d_data - (d_key - "01000000"); --@ (A-1)
      if (temp < "01000001") then --A
        temp := "01000001"; --A
      end if;
      code <= temp;
    when "11" => --jiny
      code <= d_data;
    when others => null;
  end case;
end process;
```