VHDL LANGUAGE ELEMENTS Reserved words

FOR

ABS ACCESS AFTER ALIAS ALL AND ARCHITECTURE ARRAY ASSERT ATTRIBUTE BEGIN BLOCK BODY BUFFER BUS CASE COMPONENT CONFIGURATION CONSTANT DISCONNECT DOWNTO ELSE ELSIF END ENTITY EXIT FILE

FUNCTION GENERATE GENERIC **GUARDED** IF IN INOUT IS LABEL LIBRARY LINKAGE LOOP MAP MOD NAND NEW NEXT NOR NOT NULL OF ON OPEN OR **OTHERS** OUT

PACKAGE PORT PROCEDURE PROCESS RANGE RECORD REGISTER REM REPORT RETURN SELECT SEVERITY SIGNAL SUBTYPE THEN TO TRANSPORT TYPE UNITS UNTIL USE VARIABLE WAIT WHEN WHILE WITH XOR

VHDL LANGUAGE ELEMENTS

Identifiers

- An identifier is the name of an object
- Objects are named entities that can be assigned a value & have a specific data type
- Objects include signals, variables, & constants
- Must start with an alphabet character & end with an alphabet or a numeric character
- Can contain numeric characters or underscore & cannot contain spaces
- Are not case sensitive
- May be up to 32 characters long
- Cannot contain any reserved words

Symbols

- -- begins comment (to end-of-line)
- () encloses port names in entity declaration, enclose highest priority operations in Boolean & arithmetic expressions
- ' ' encloses scalar values
- " " encloses array values
- ; ends VHDL statements & declarations
- , separates objects
- : separates object identifier names from mode & data type in declarations
- <= assigns values in signal assignment statements
- := assigns values in variable assignment statements or to constants
- separates signal assignment statements from WHEN clause in CASE statements
 addition operator
- subtraction operator
- = equality operator
- /= inequality operator
- > greater than comparator
- >= greater than or equal to comparator
- < less than comparator
- <= less than or equal to comparator
- & concatenation operator

Synthesis Data Types

BIT	object can only have single-bit values of '0' or '1'
STD_LOGIC	object with multi-value logic including '0', '1', 'X', 'Z'
INTEGER	objects with whole number (decimal) values, e.g. 54, -21
BIT_VECTOR	objects with arrays of bits such as "10010110"
STD_LOGIC_VECTOR	objects with arrays of multi-value logic, eg. "01101XX"