**UP DOWN COUNTER**

library IEEE;

use IEEE.STD\_LOGIC\_1164.ALL;

use IEEE.STD\_LOGIC\_ARITH.ALL;

use IEEE.STD\_LOGIC\_UNSIGNED.ALL;

-- Uncomment the following lines to use the declarations that are

-- provided for instantiating Xilinx primitive components.

--library UNISIM;

--use UNISIM.VComponents.all;

entity updown is

Port ( clr,updn : in std\_logic;

clk : in std\_logic;

pre : in std\_logic;

x : out std\_logic\_vector(3 downto 0));

end updown;

architecture Behavioral of updown is

signal y: std\_logic\_vector(3 downto 0);

signal divider: std\_logic\_vector(21 downto 0);

signal sclk:std\_logic;

begin

process(clk)

begin

if (clk'event and clk='1') then divider<=divider+1;

end if;

end process;

sclk<=divider(21);

process(clr, pre, sclk)

begin

if (clr='0') then y<="0000";

else if (pre='0') then y<="1111";

else if (sclk'event and sclk = '1') then

if (updn = '1') then y<=y+1;

else y<=y-1;

end if;

end if; end if; end if;

end process;

x<=y;

end behavioral;