

## Behavioral modeling

```
module full_adder(
input a,b,c,
output reg sum,cout
);
always @(*)
begin
case ({a,b,c})
3'b000: sum = 0;
3'b001: sum = 1;
3'b010: sum = 1;
3'b011: sum = 0;
3'b100: sum = 1;
3'b101: sum = 0;
3'b110: sum = 0;
3'b111: sum = 1;
default : sum = 0;
endcase
case ({a,b,c})
3'b000: cout = 0;
3'b001: cout = 0;
3'b010: cout = 0;
3'b011: cout = 1;
3'b100: cout = 0;
3'b101: cout = 1;
3'b110: cout = 1;
3'b111: cout = 1;
default : cout = 0;
endcase
end
endmodule
```

## Structural

```
module full_adder(
input a,b,c,
output sum,cout
);
wire w1,c1,c2,c3,out1;
xor x1(w1,a,b);
xor x2(sum,w1,c);

and a1(c1,a,b);
and a2(c2,b,c);
and a3(c3,a,c);

or o1(out1,c1,c2);
or o2(cout,out1,c3);

endmodule
```

## Data Flow Modeling:

```
module full_adder(
input a,b,c,
output sum,cout
);

assign sum = (a ^ b ^ c);
assign cout = (a & b) | (b & c) | (a & c);

endmodule
```

```
    assign sum = a ^ b ^ cin;  
    assign cout = (a & b) | (a & cin) | (b & cin);  
endmodule
```