

# **Assignment 3 Extra**

By: Abdelrahman Maher Hassan

## Question 1

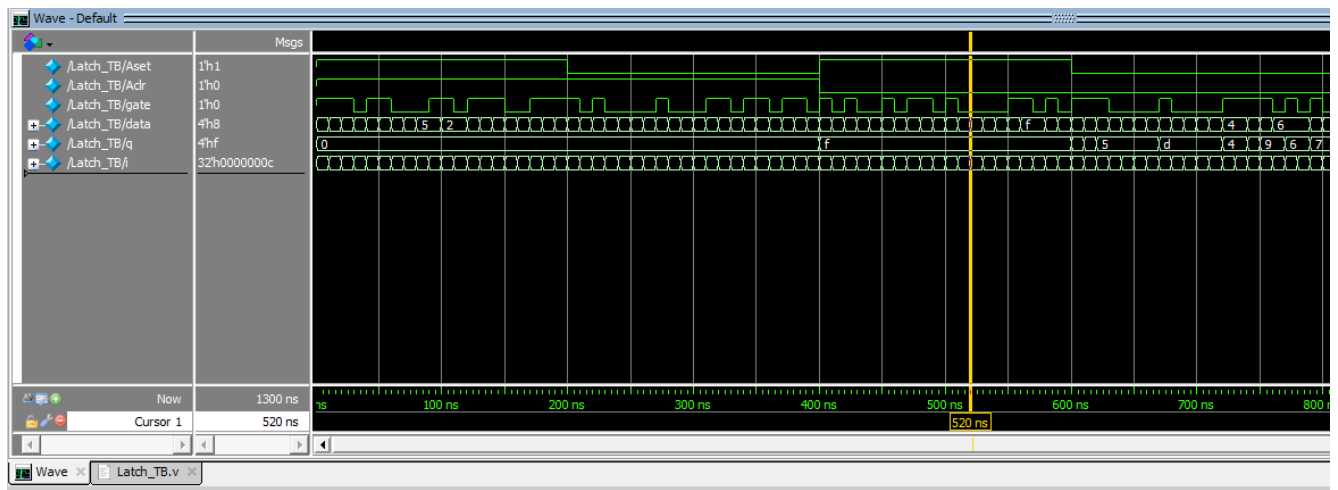
Codes:

```
Latch.v
1 module Latch (Aset, data, gate, Aclr, q);
2
3     parameter LAT_WIDTH = 4;
4
5     input  Aset, gate, Aclr;
6     input  [LAT_WIDTH-1:0] data;
7
8     output reg [LAT_WIDTH-1:0] q;
9
10    always @(*) begin
11        if(Aclr)
12            q <= 0;
13        else if(Aset)
14            q <= ~0;
15        else if (gate)
16            q <= data;
17    end
18 endmodule
```

Test Bench:

```
Latch.v
1 module Latch_TB ();
2
3     parameter LAT_WIDTH = 4;
4     reg  Aset, gate, Aclr;
5     reg  [LAT_WIDTH-1:0] data;
6     wire [LAT_WIDTH-1:0] q;
7     integer i = 0;
8
9     Latch #(LAT_WIDTH) DUT_Latch (Aset, data, gate, Aclr, q);
10
11    initial begin
12        Aclr = 1;
13        Aset = 1;
14        for (i=0; i<20; i=i+1) begin
15            data = $random;
16            gate = $random;
17            #10;
18        end
19
20        Aclr = 1;
21        Aset = 0;
22        for (i=0; i<20; i=i+1) begin
23            data = $random;
24            gate = $random;
25            #10;
26        end
27
28        Aclr = 0;
29        Aset = 1;
30        for (i=0; i<20; i=i+1) begin
31            data = $random;
32            gate = $random;
33            #10;
34        end
35
36        Aclr = 0;
37        Aset = 0;
38        for (i=0; i<20; i=i+1) begin
39            data = $random;
40            gate = $random;
41            #10;
42        end
43
44        for (i=0; i<50; i=i+1) begin
45            Aclr = $random;
46            Aset = $random;
47            gate = $random;
48            data = $random;
49            #10;
50        end
51        $stop;
52    end
53
54 endmodule
```

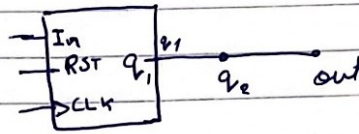
## Simulation:



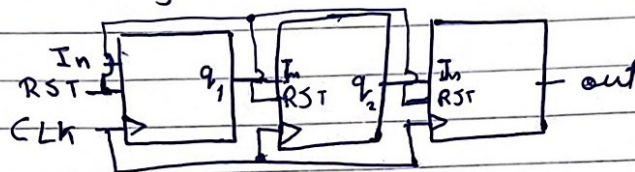
## Question 2 (A)

2) 1) A)

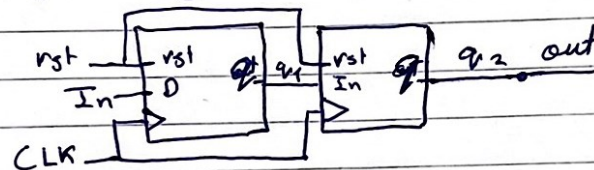
reg blocking 1:



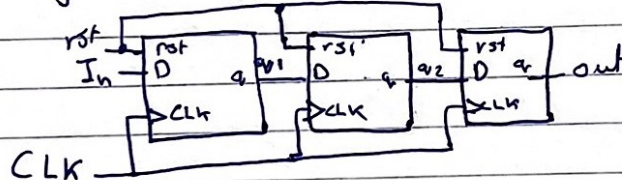
B) reg-non blocking 1:



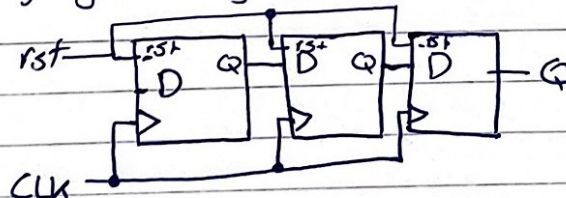
2) <sup>n</sup> reg blocking 2



B) reg non blocking 2



3) a) reg-blocking 3 & b) reg non blocking 3

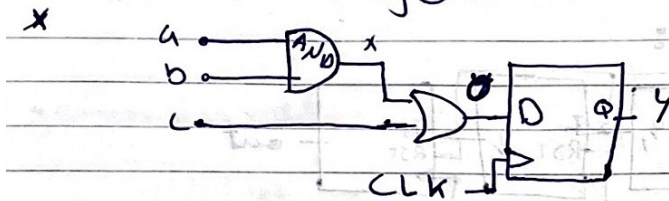


## Question 2 (B)

2) comb. blocking 1



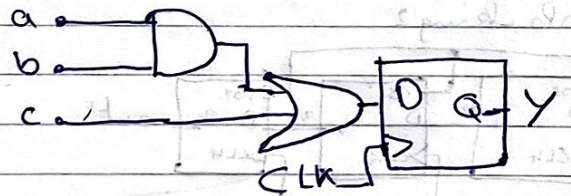
comb. non blocking ①



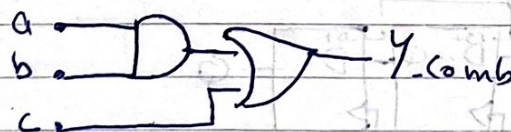
comb. blocking ②

error?

comb non blocking ②



comb non blocking 3



### Question 3

Codes:

```
Four_Bit_counter_Beh.v  x  Four_Bit_Ripple_Counter.v  x  D_FF_A_Lv
1  module four_Bit_counter_Beh (clk, set, out);
2      input  clk, set;
3      output reg [3:0] out;
4
5      always @(posedge clk) begin
6          if(set)
7              out <= ~0;
8          else begin
9              out <= out + 1;
10         end
11     end
12
13 endmodule
```

Test Bench:

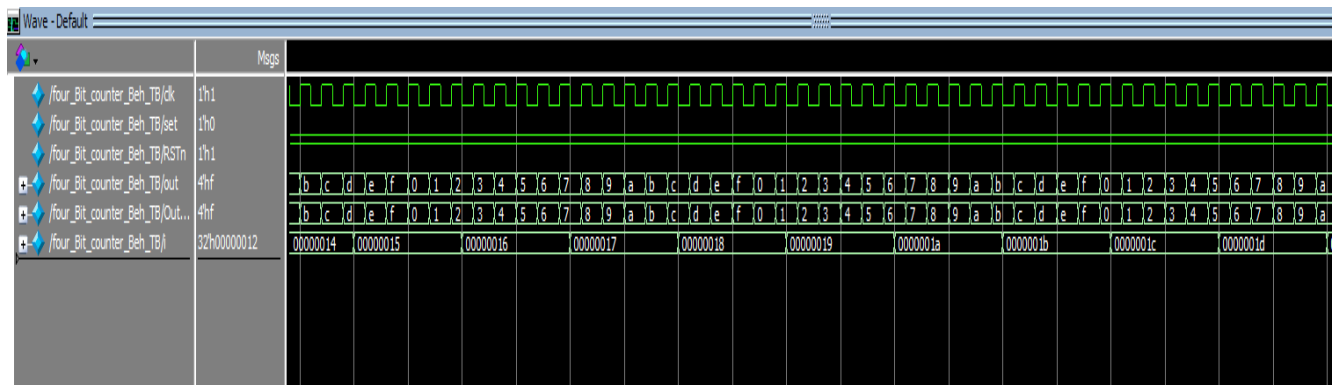
```
Four_Bit_counter_Beh.v  x  Four_Bit_Ripple_Counter.v  x  D_FF_A_Lv  x  Four_bits_2_types_Counter_DO.do  x  f
1  module four_Bit_counter_Beh_TB();
2
3      reg  clk, set, RSTn;
4      wire [3:0] out, Out_Golden;
5
6      integer i = 0;
7
8      four_Bit_counter_Beh DUT(clk, set, out);
9
10     Four_Bit_Ripple_Counter Golden (clk, RSTn, Out_Golden);
11
12     initial begin
13         clk = 0;
14         forever
15             #1 clk = ~clk;
16     end
17
18     initial begin
19         set = 1;
20         RSTn = 0;
21         #10;
22
23         set = 0;
24         RSTn = 1;
25         #10;
26
27         for(i=0; i<200; i=i+1) begin
28
29             #10;
30             if(out != Out_Golden) begin
31                 $display("Error the 2 values is not the same.");
32                 $stop;
33             end
34         end
35         $stop;
36     end
37
```

## Do File:

```
Four_Bit_counter_Beh.v  x  Four_Bit_Ripple_Counter.v  x  D_FF_A_L.v  x  Four_bits_2_types_Counter_DO.do  x  four_Bit

1  vlib work
2  vlog D_FF_A_L.v Four_Bit_Ripple_Counter.v four_Bit_counter_Beh.v four_Bit_counter_Beh_TB.v
3  vsim -voptargs=+acc work.four_Bit_counter_Beh_TB
4  add wave *
5  run -all
6  #quit -sim
```

## Simulation:



## Question 4

Codes:

```
four_Bit_counter_Beh_extra_2_outputs.v  four_Bit_counter_Beh_extra_2_outputs_TB.v
1  module four_Bit_counter_Beh_extra_2_outputs (clk, set, out, Div_2, Div_4);
2      input  clk, set;
3      output reg [3:0] out;
4      output Div_2, Div_4;
5      //out = 0011
6      //Div2 = 1
7      //Div4 = 0
8
9      assign Div_2 = out[1];
10     assign Div_4 = out[3];
11
12     always @(posedge clk) begin
13         if(set)
14             out <= ~0;
15         else begin
16             out <= out + 1;
17         end
18     end
19
20 endmodule
```

Test Bench:

```
four_Bit_counter_Beh_extra_2_outputs.v  four_Bit_counter_Beh_extra_2_outputs_TB.v
1  module four_Bit_counter_Beh_extra_2_outputs_TB ();
2      reg clk, set;
3      wire [3:0] out;
4      wire Div_2, Div_4;
5
6      four_Bit_counter_Beh_extra_2_outputs DUT_Counter (clk, set, out, Div_2, Div_4);
7
8      initial begin
9          clk = 0;
10         forever
11             #1 clk = ~clk;
12     end
13
14     initial begin
15         set = 1;
16         #10;
17         set = 0;
18         repeat(100) @(negedge clk);
19         $stop;
20     end
21
22 endmodule
```

Simulation:

