

INSTITUTE OF ENGINEERING AND TECHNOLOGY

DEVI AHILYA VISHWAVIDYALAYA, INDORE



Session: 2024-25

System On Chip Project using Verilog

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Submitted to:

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Assignment-1

Q.1 Write Verilog code for gates using all modelling.

- a. Basic Gates(NOT/OR/AND)
- b. Universal Gates
- c. EX-OR and EX-NOR gates

Sol a.> NOT GATE

//NOT gate using Structural modeling

```
module not_gate_s(a,y);
    input a;
    output y;
    not(y,a);
endmodule
```

//NOT gate using data flow modeling

```
module not_gate_d(a,y);
    input a;
    output y;
    assign y = ~a;
endmodule
```

//NOT gate using behavioural modeling

```
module not_gate_b(a,y);
    input a;
    output reg y;
    always @ (a)
```

```
y=~a;
```

```
endmodule
```

TESTBENCH CODE:

```
module not_gate_tb;
```

```
reg a;
```

```
wire y;
```

```
not_gate_s uut(a,y);
```

```
initial begin
```

```
a = 0;
```

```
#10
```

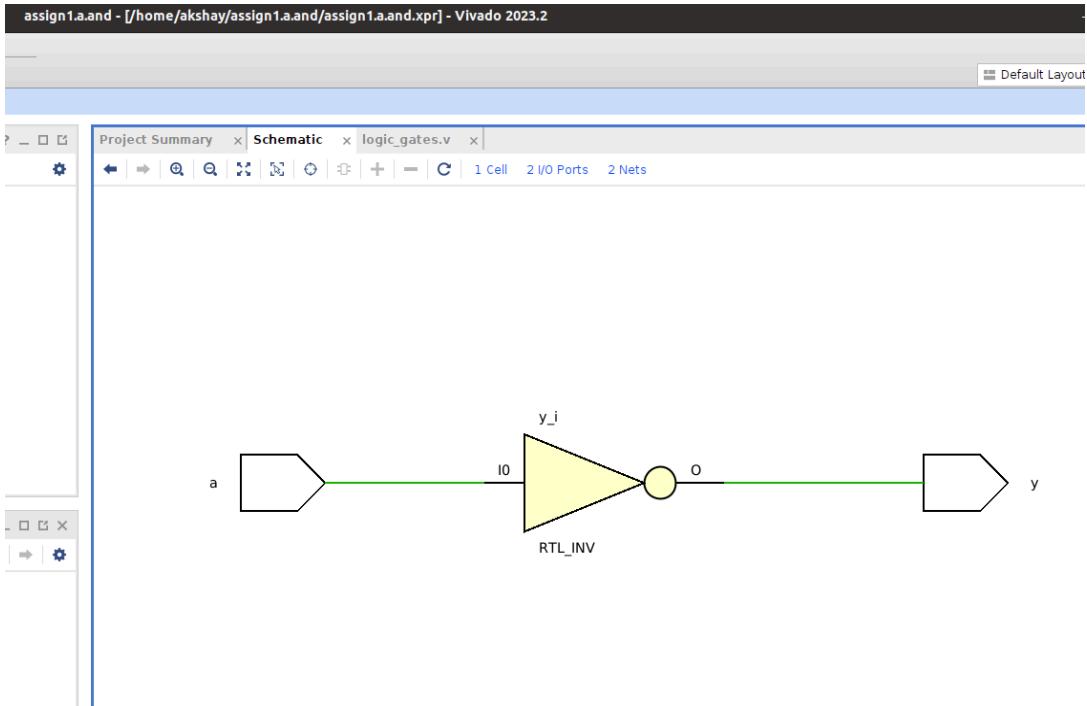
```
b = 1;
```

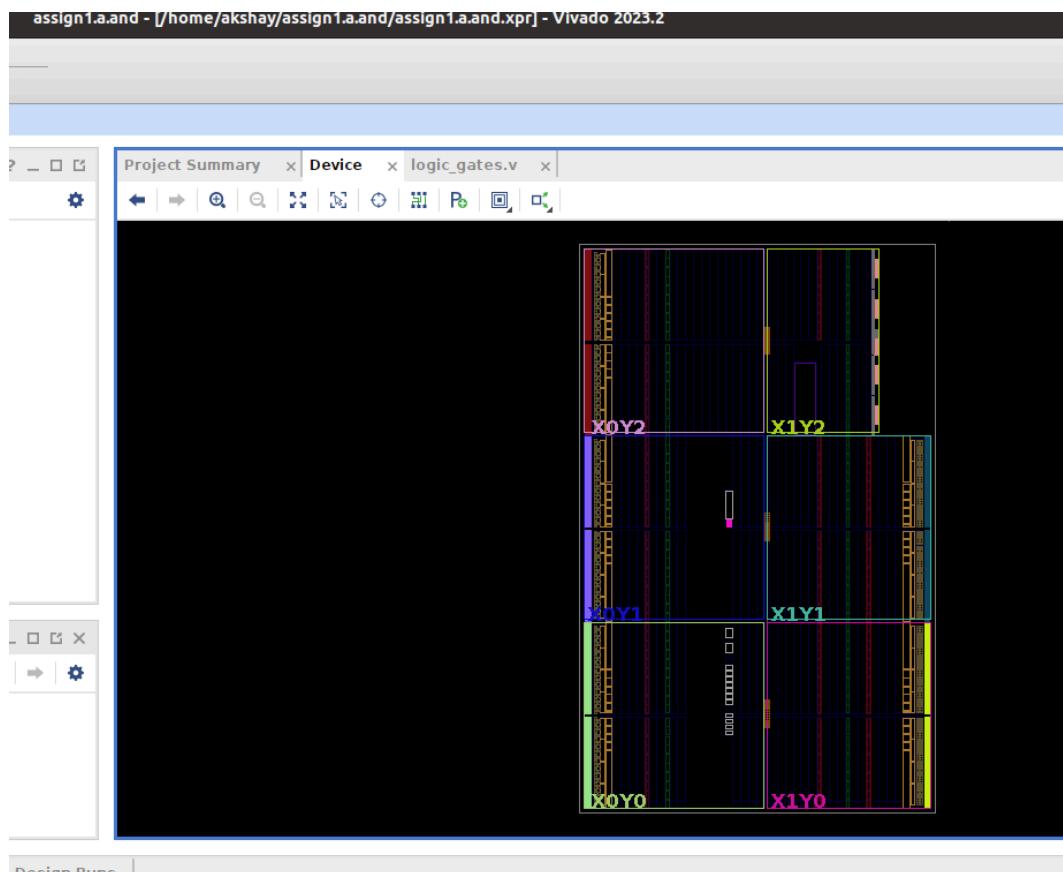
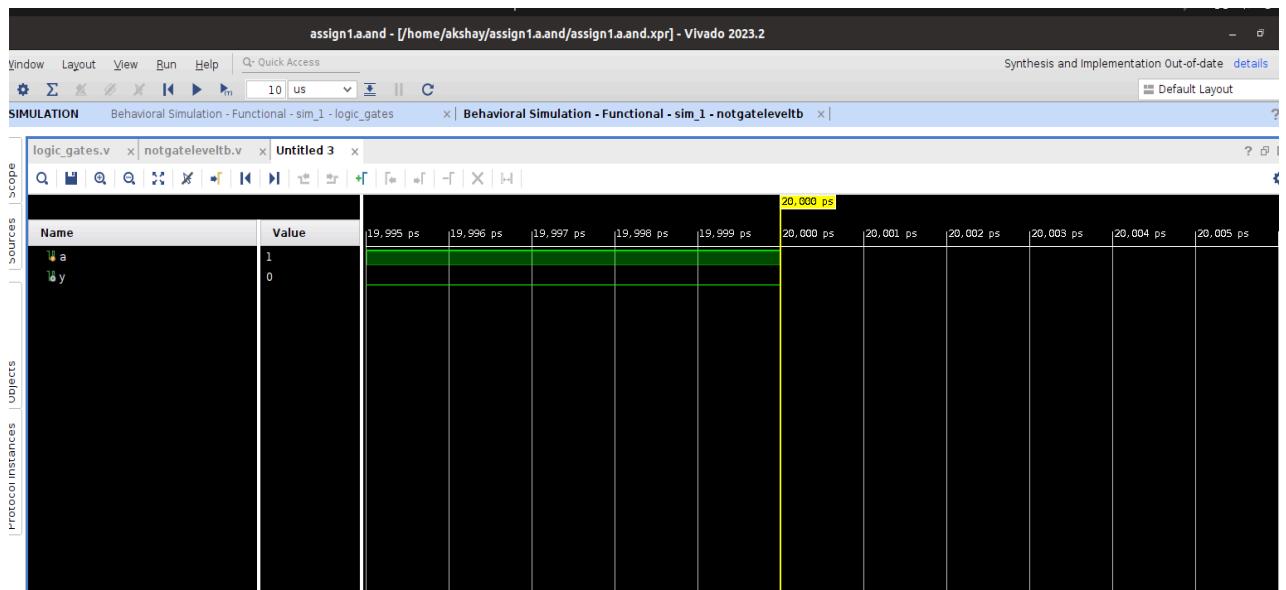
```
#10
```

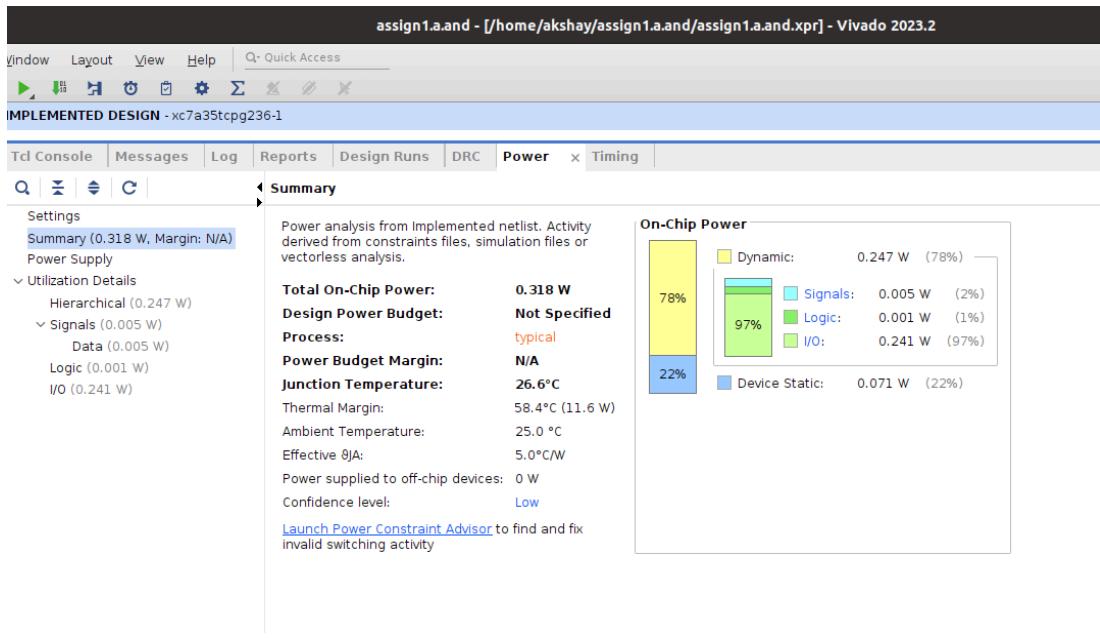
```
$finish();
```

```
end
```

```
Endmodule
```







OR GATE

//OR gate using Structural modeling

```
module or_gate_s(a,b,y);
    input a,b;
    output y;
    or(y,a,b);
endmodule
```

//OR gate using data flow modeling

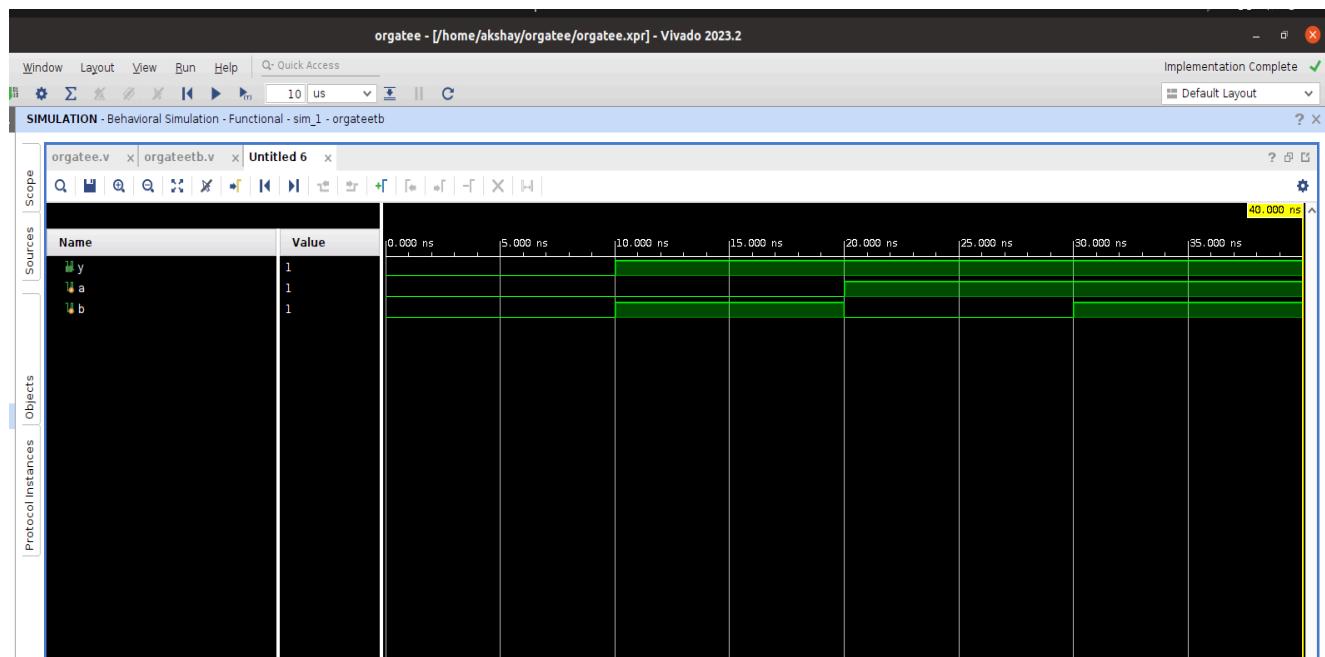
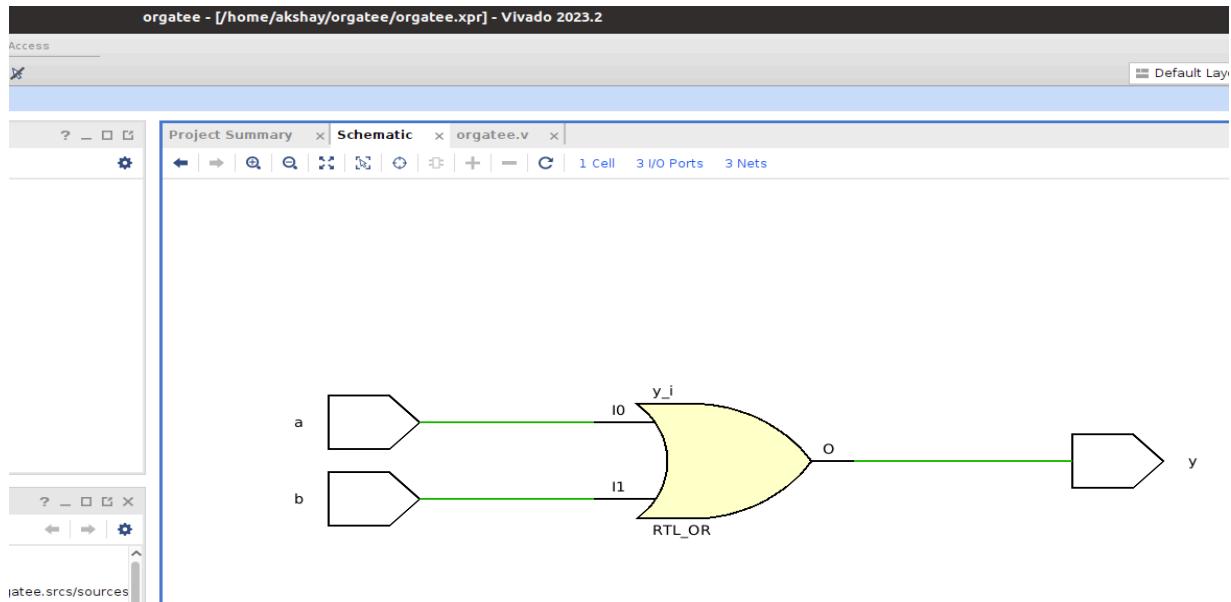
```
module or_gate_d(a,b,y);
    input a,b;
    output y;
    assign y = a | b;
endmodule
```

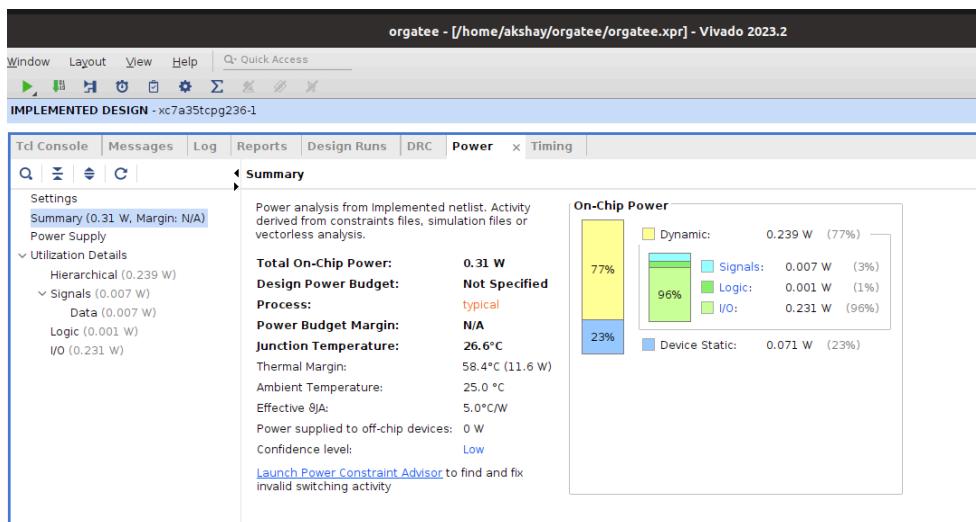
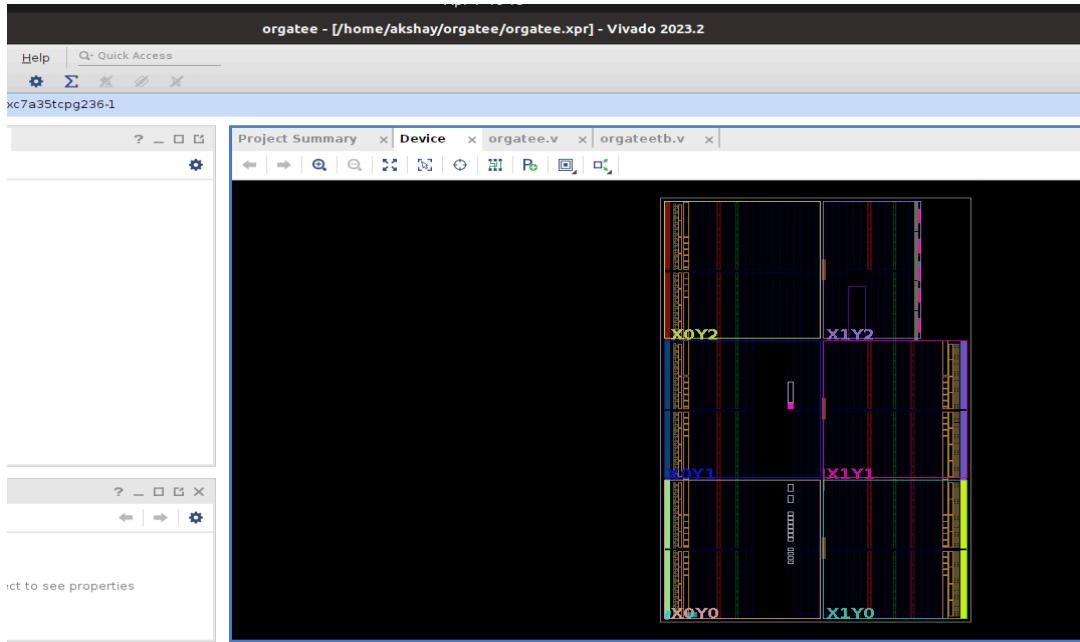
//OR gate using behavioural modeling

```
module or_gate_b(a,b,y);  
input a;  
output y;  
always @ (a,b)  
y = a | b;  
endmodule
```

TESTBENCH CODE:

```
module or_gate_tb;  
reg a,b;  
wire y;  
or_gate_s uut(a,b,y);  
initial begin  
a = 0; b = 0;  
#10  
b = 0; b = 1;  
#10  
a = 1; b = 0;  
#10  
b = 1; b = 1;  
#10  
$finish();  
end  
endmodule
```





AND GATE

//AND gate using Structural modeling

```
module and_gate_s(a,b,y);
    input a,b;
    output y;
    and(y,a,b);
```

```
endmodule
```

//AND gate using data flow modeling

```
module and_gate_d(a,b,y);  
input a,b;  
output y;  
assign y = a & b;  
endmodule
```

//AND gate using behavioural modeling

```
module nAND_gate_b(a,b,y);  
input a;  
output y;  
always @ (a,b)  
y = a & b;
```

```
Endmodule
```

TESTBENCH CODE:

```
module and_gate_tb;  
reg a,b;  
wire y;  
and_gate_s uut(a,b,y);  
initial begin  
a = 0; b = 0;  
#10  
b = 0; b = 1;  
#10
```

```
a = 1; b = 0;
```

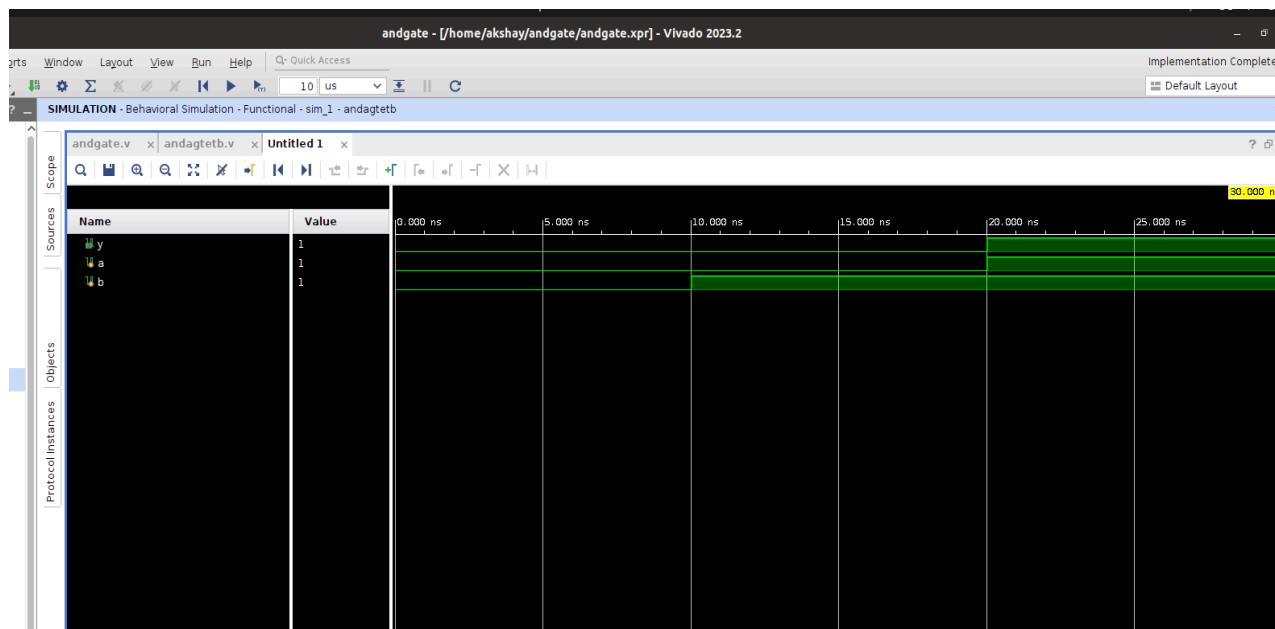
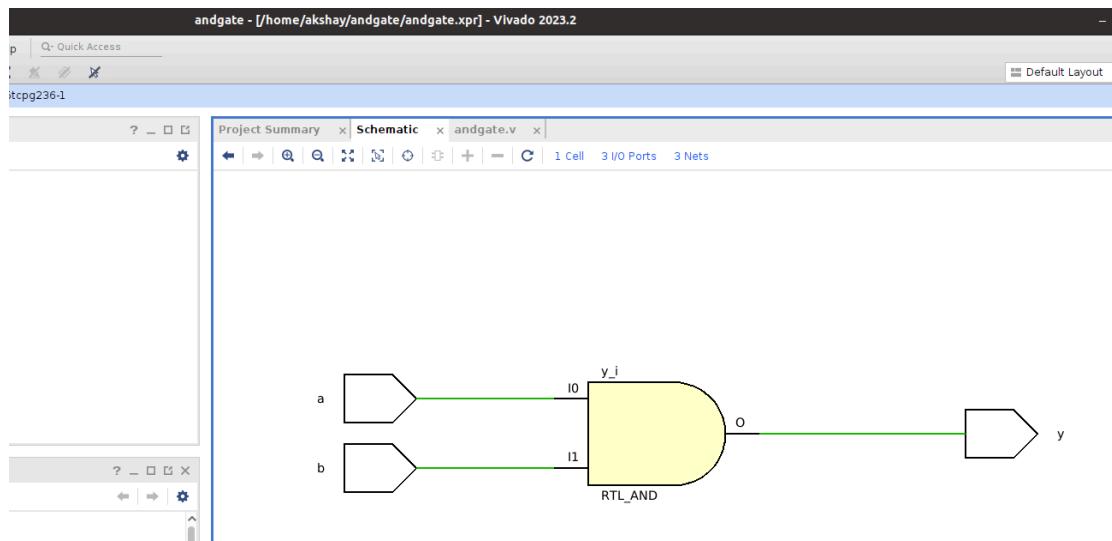
```
#10
```

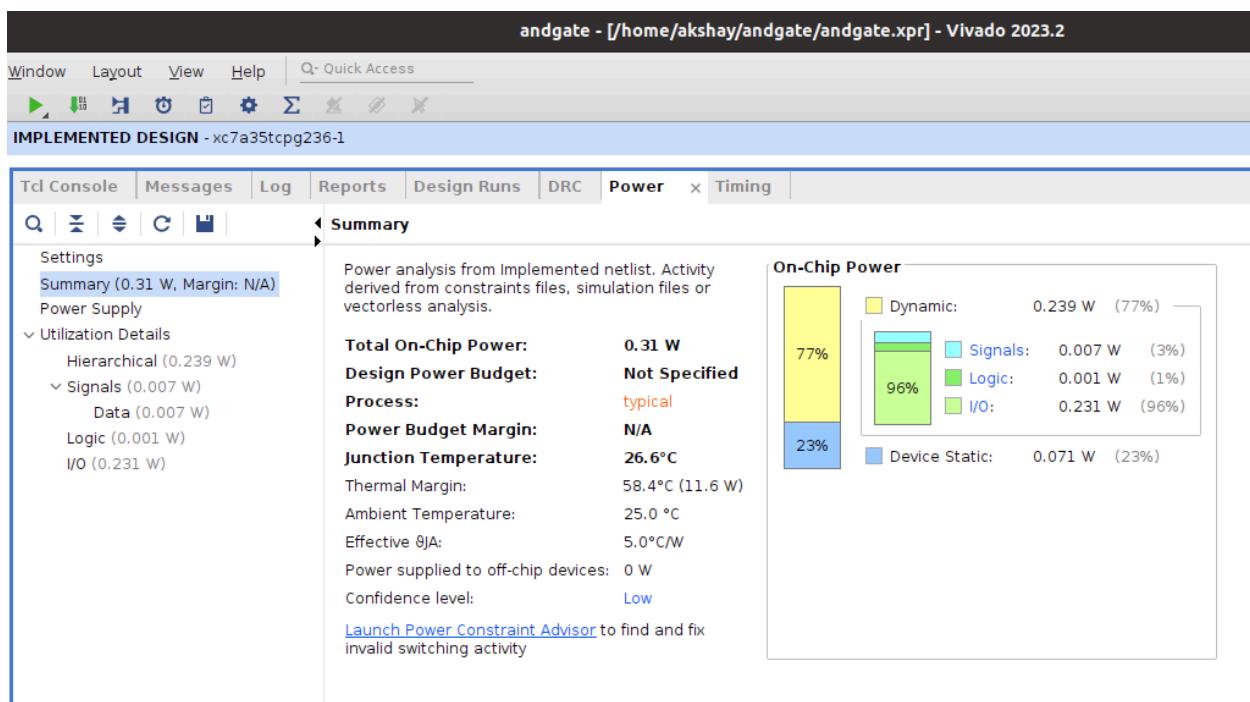
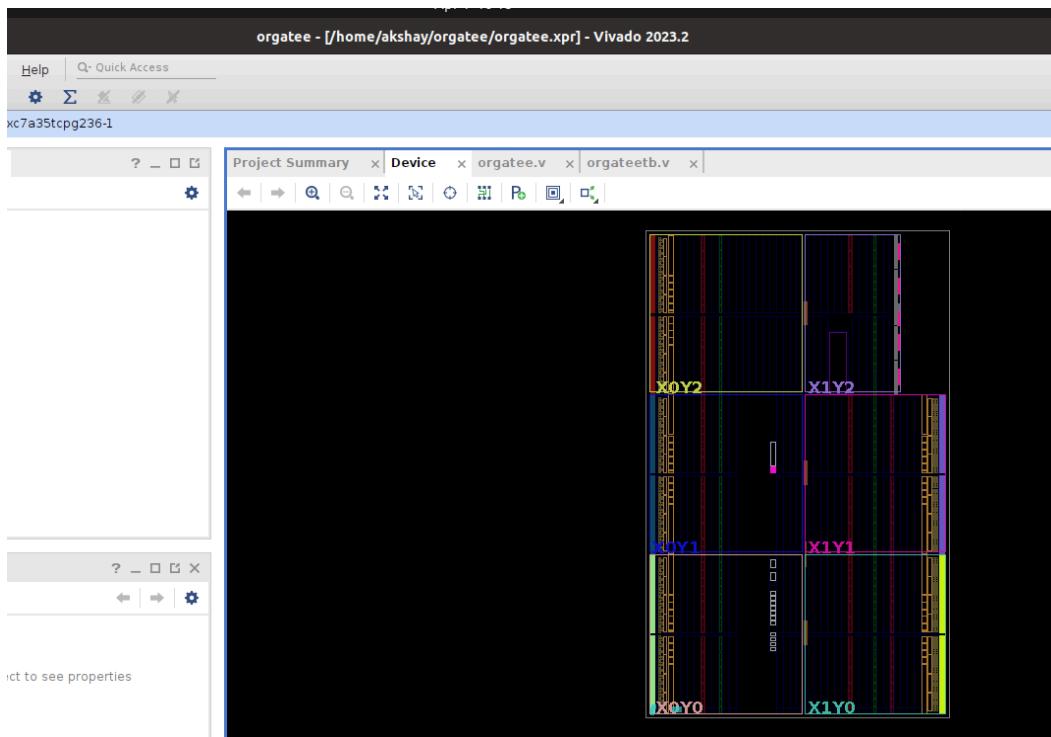
```
b = 1; b = 1;
```

```
#10
```

```
$finish();
```

```
End
```





Sol b.> NAND GATE

//NAND gate using Structural modeling

```
module nand_gate_s(a,b,y);
    input a,b;
    output y;
    nand(y,a,b);
endmodule
```

//NAND gate using data flow modeling

```
module nand_gate_d(a,b,y);
    input a,b;
    output y;
    assign y = ~(a & b);
endmodule
```

//NAND gate using behavioural modeling

```
module nand_gate_b(a,b,y);
    input a;
    output reg y;
    always @ (a,b)
        y = ~(a & b);
    Endmodule
```

TESTBENCH CODE:

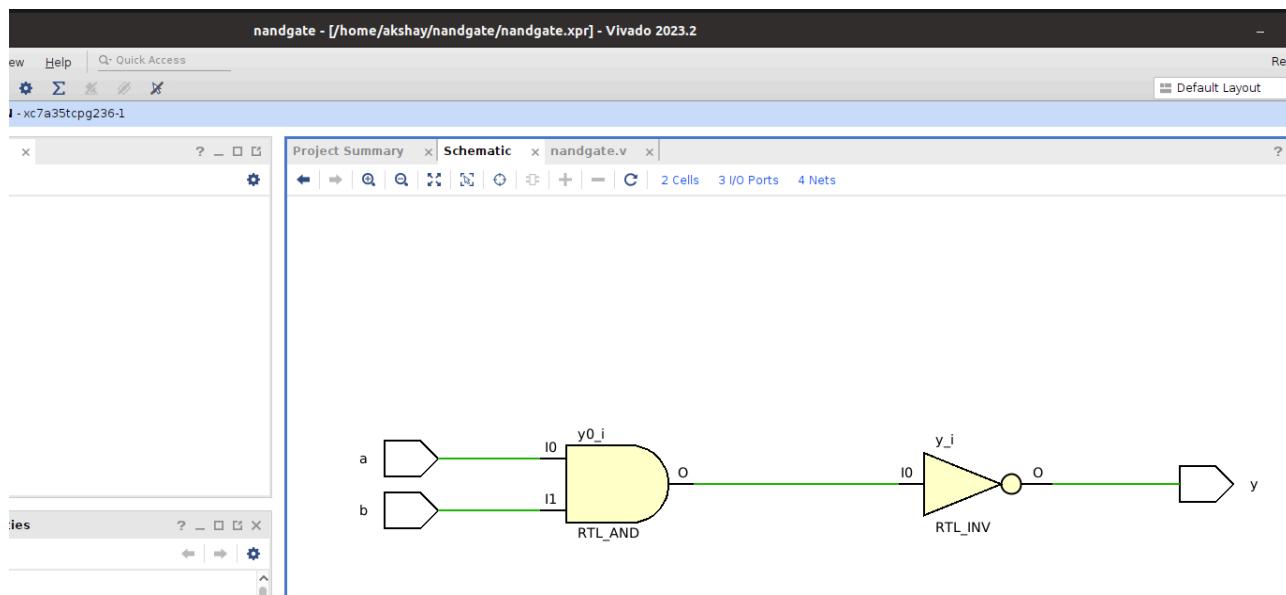
```
module nand_gate_tb;
    reg a,b;
```

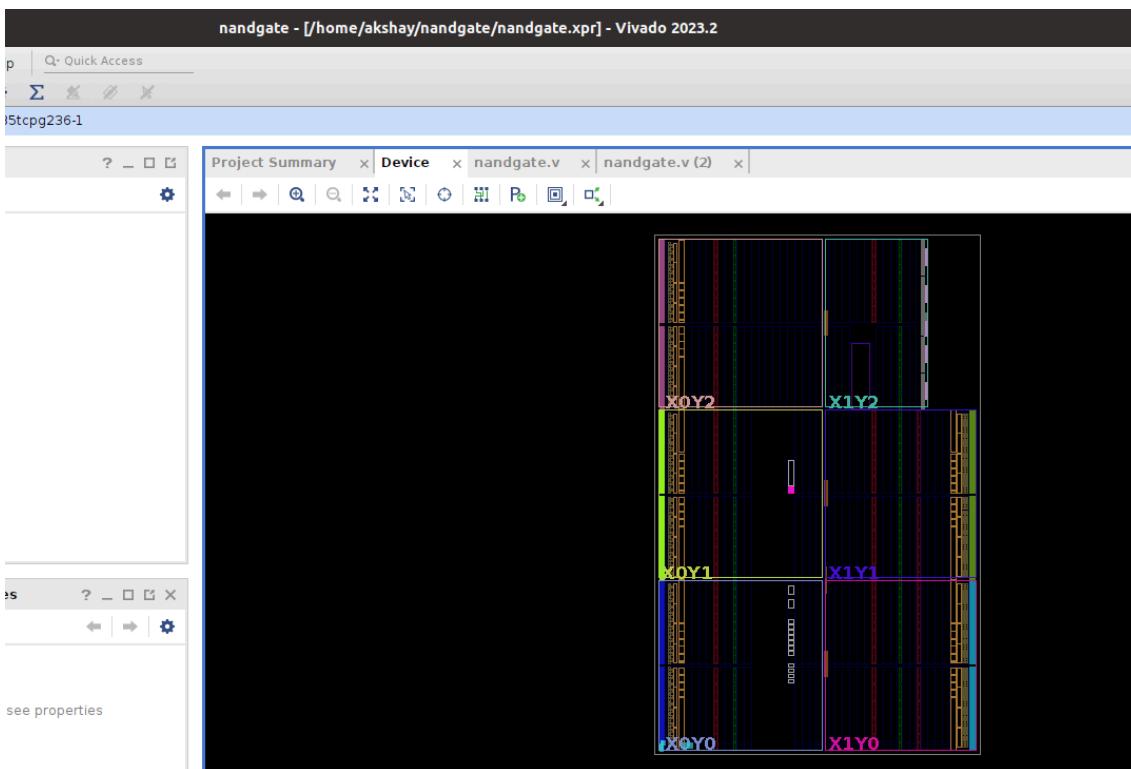
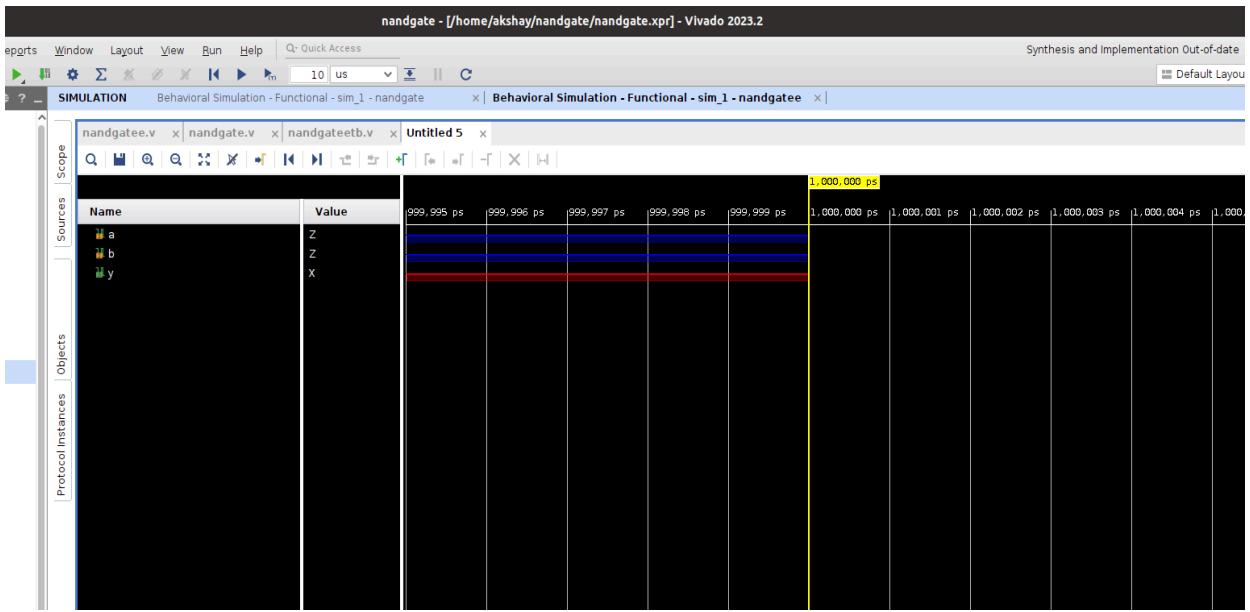
```

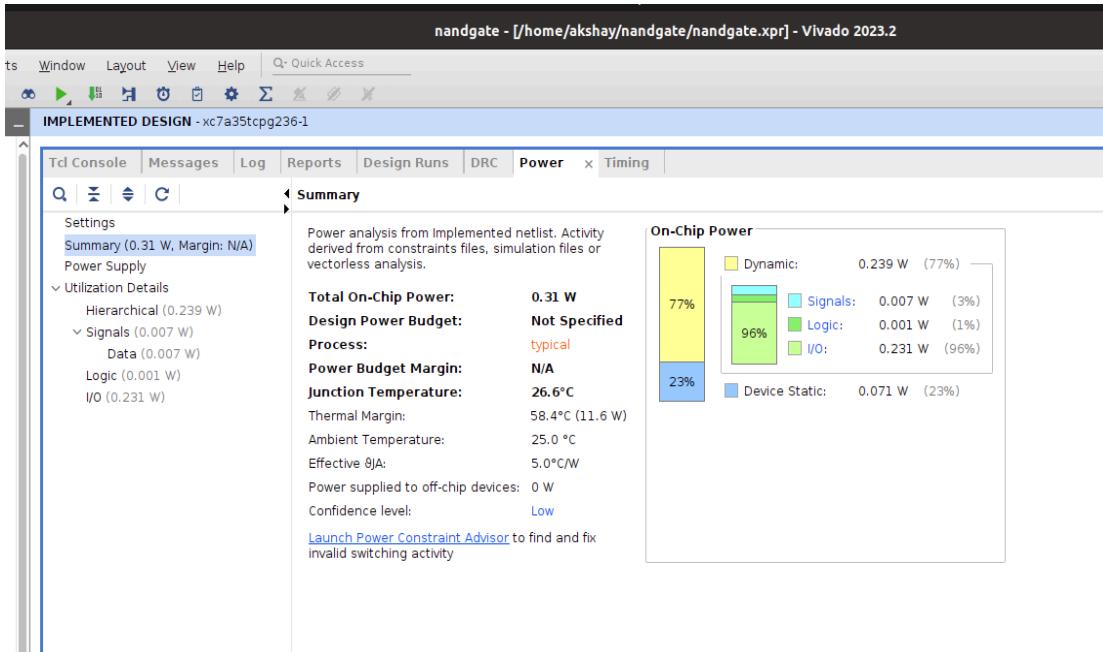
wire y;
nand_gate_s uut(a,b,y);
initial begin
a = 0; b = 0;
#10
b = 0; b = 1;
#10
a = 1; b = 0;
#10
b = 1; b = 1;
#10
$finish();
end

```

Endmodule







NOR GATE

//NOR gate using Structural modeling

```
module nor_gate_s(a,b,y);
    input a,b;
    output y;
    nor(y,a,b);
endmodule
```

//NOR gate using data flow modeling

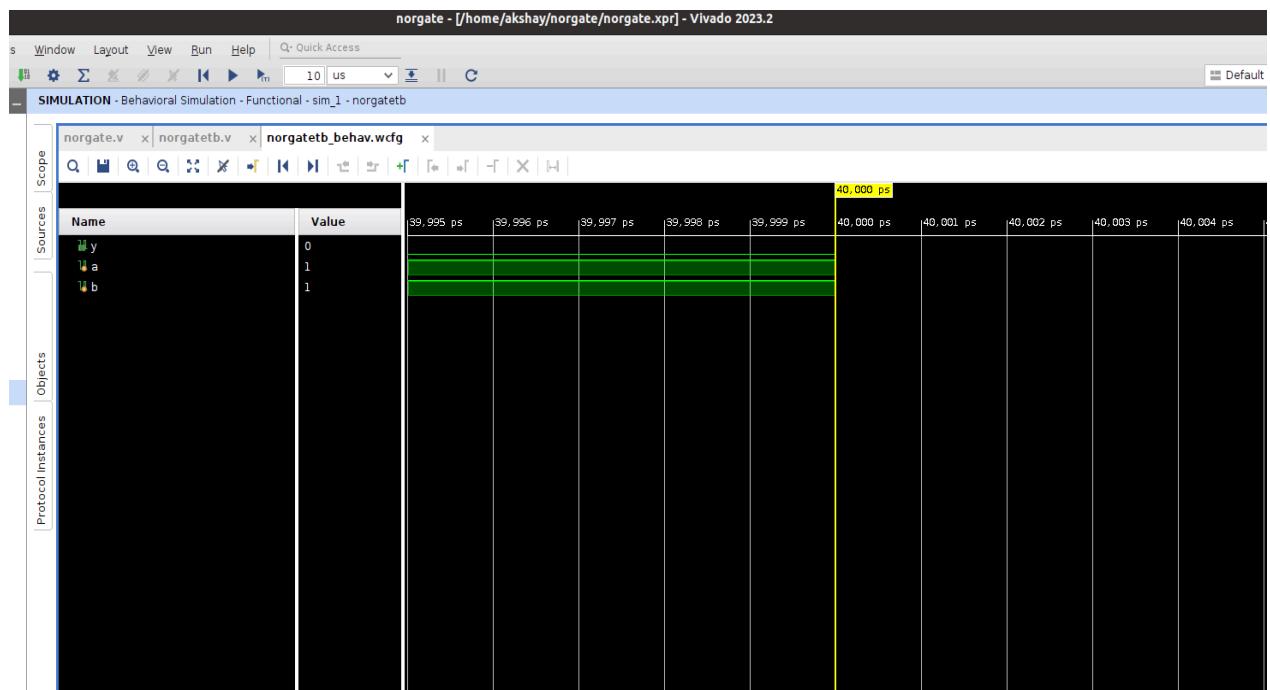
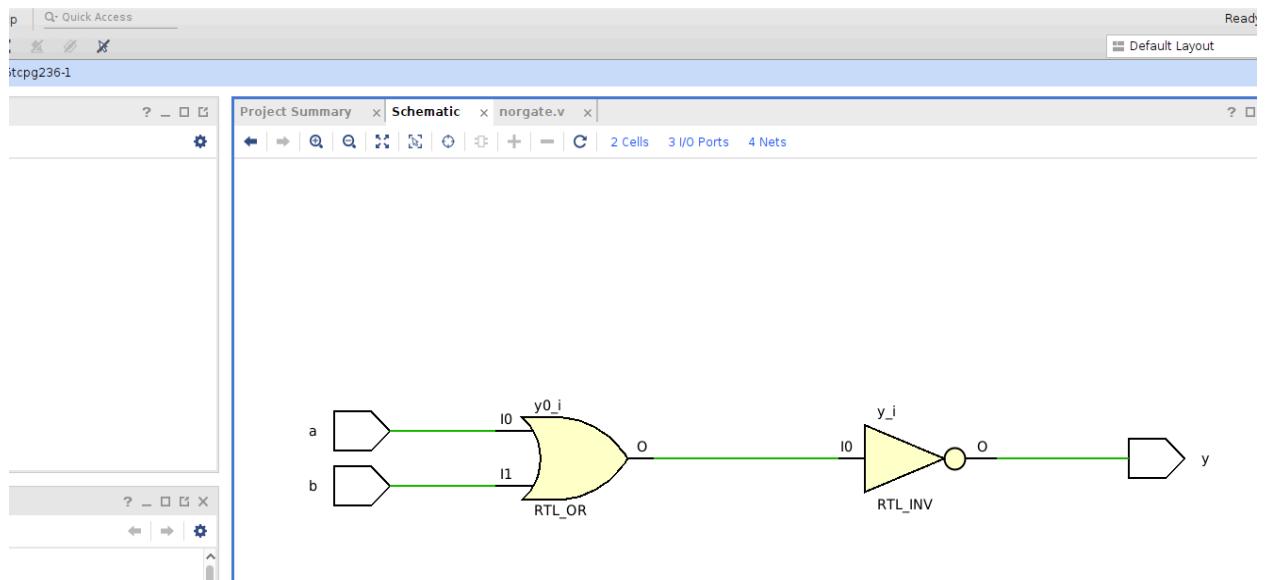
```
module nor_gate_d(a,b,y);
    input a,b;
    output y;
    assign y = ~(a | b); endmodule
```

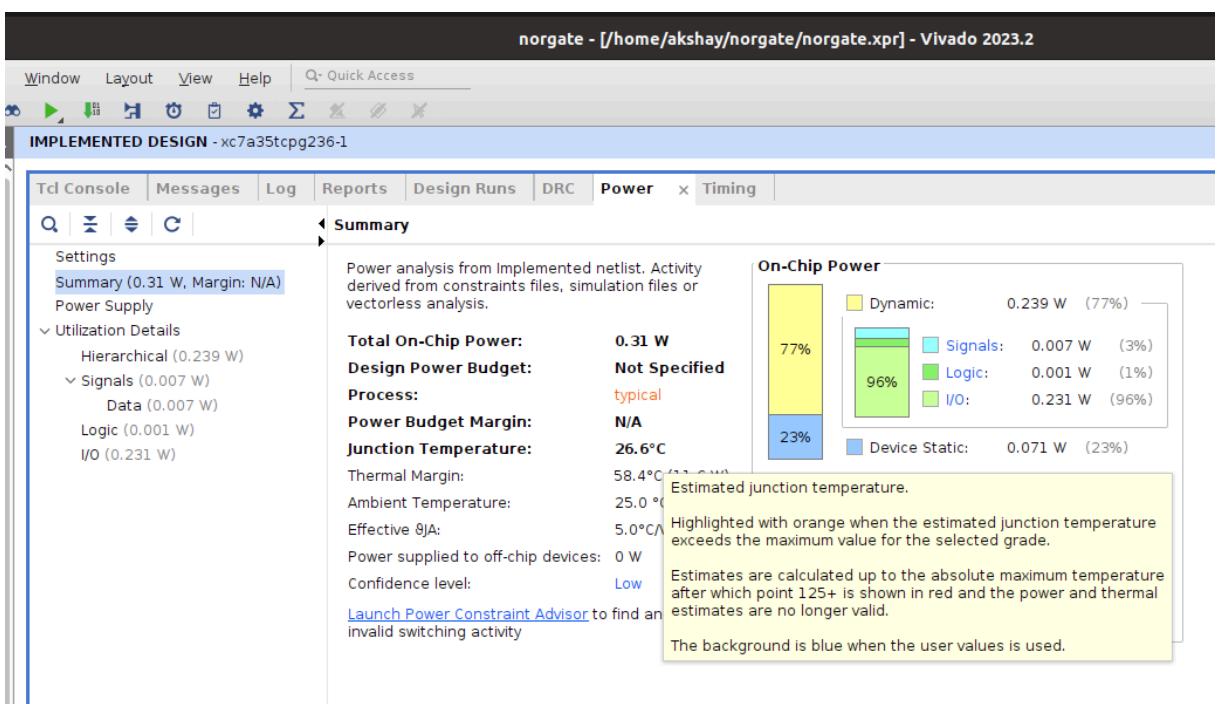
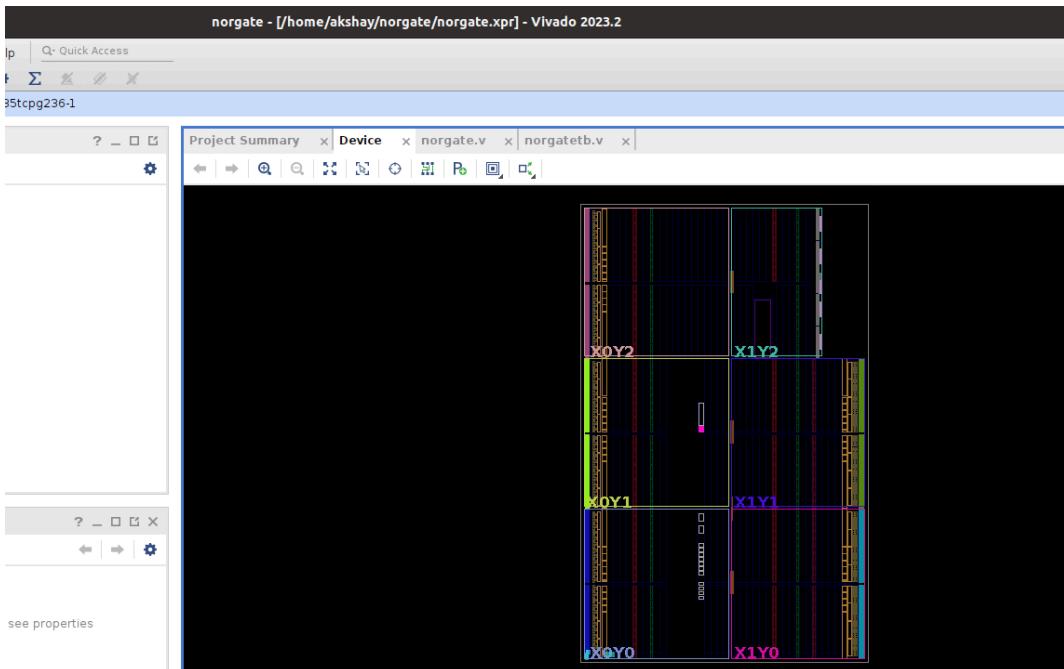
//NOR gate using behavioural modeling

```
module nor_gate_b(a,b,y);
    input a;
    output reg y;
    always @ (a,b)
        y = ~(a | b);
    endmodule
```

-TESTBENCH CODE:

```
module nor_gate_tb;
    reg a,b;
    wire y;
    nor_gate_s uut(a,b,y);
    initial begin
        a = 0; b = 0;
        #10
        b = 0; b = 1;
        #10
        a = 1; b = 0;
        #10
        b = 1; b = 1;
        #10
        $finish();
    end
endmodule
```





Sol c.> EX-OR GATE

//EX-OR gate using Structural modeling

```
module xor_gate_s(a,b,y);  
input a,b;  
output y;  
xor(y,a,b);  
endmodule
```

//EX-OR gate using data flow modeling

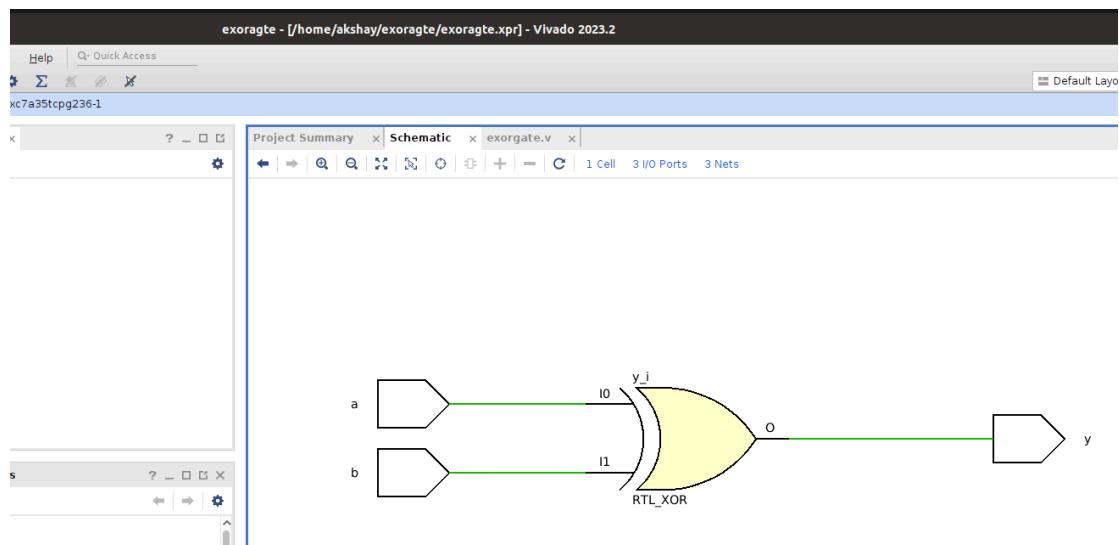
```
module xor_gate_d(a,b,y);  
input a,b;  
output y;  
assign y = a ^ b;  
endmodule
```

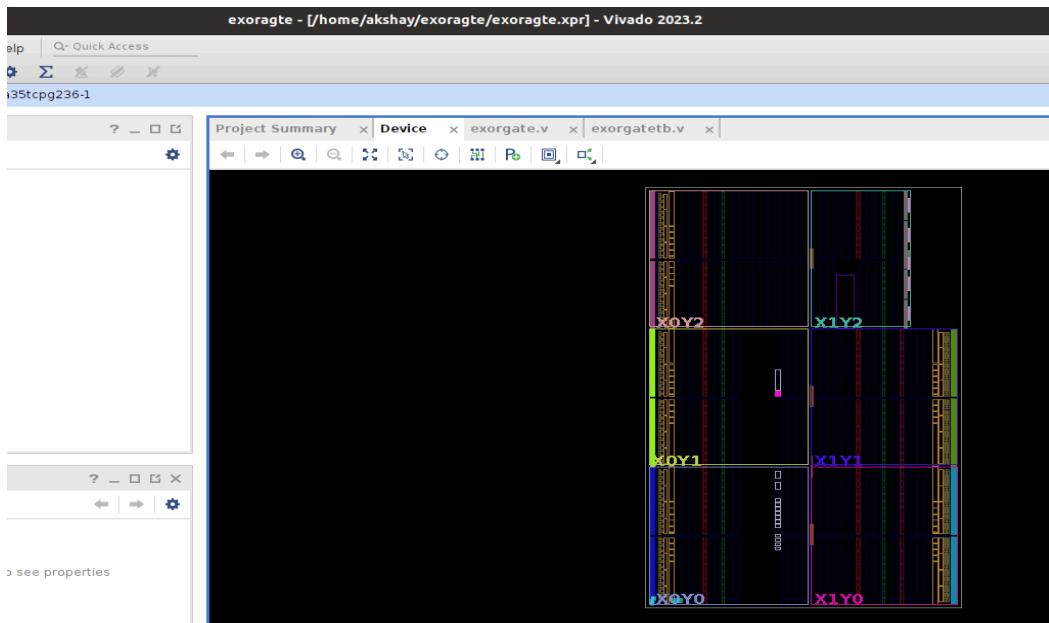
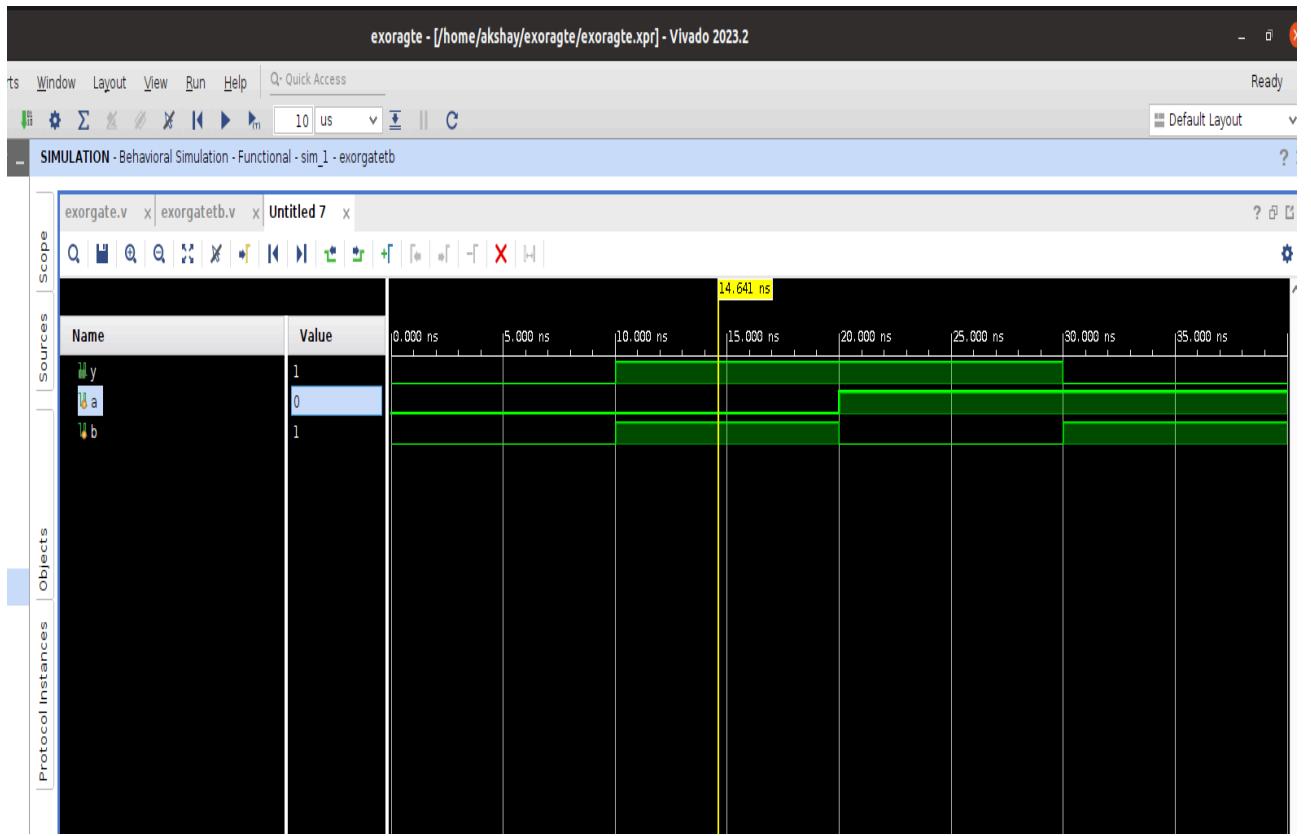
//EX-OR gate using behavioural modeling

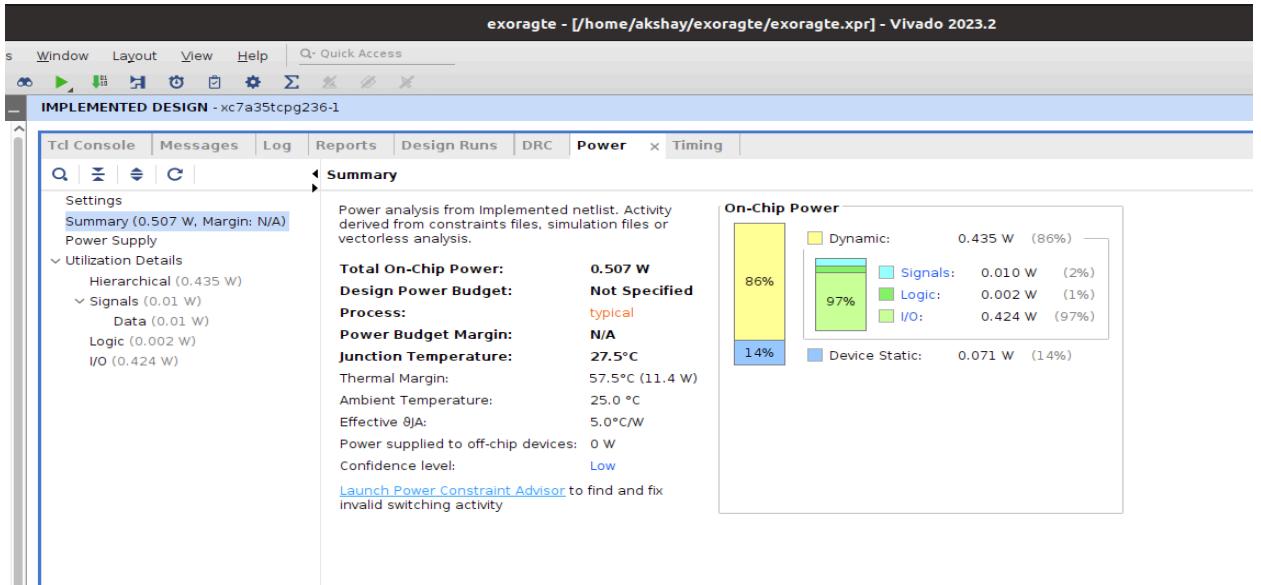
```
module xor_gate_b(a,b,y);  
input a;  
output reg y;  
always @ (a,b)  
y = a ^ b;  
endmodule
```

TESTBENCH CODE:

```
module xor_gate_tb;  
  
reg a,b;  
  
wire y;  
  
xor_gate_s uut(a,b,y);  
  
initial begin  
  
a = 0; b = 0;  
  
#10  
  
b = 0; b = 1;  
  
#10  
  
a = 1; b = 0;  
  
#10  
  
b = 1; b = 1;  
  
#10  
  
$finish();  
  
end  
  
Endmodule
```







EX- NOR GATE:

//EX-NOR gate using Structural modeling

```
module xnor_gate_s(a,b,y);
    input a,b;
    output y;
    xnor(y,a,b);
endmodule
```

//EX-NOR gate using data flow modeling

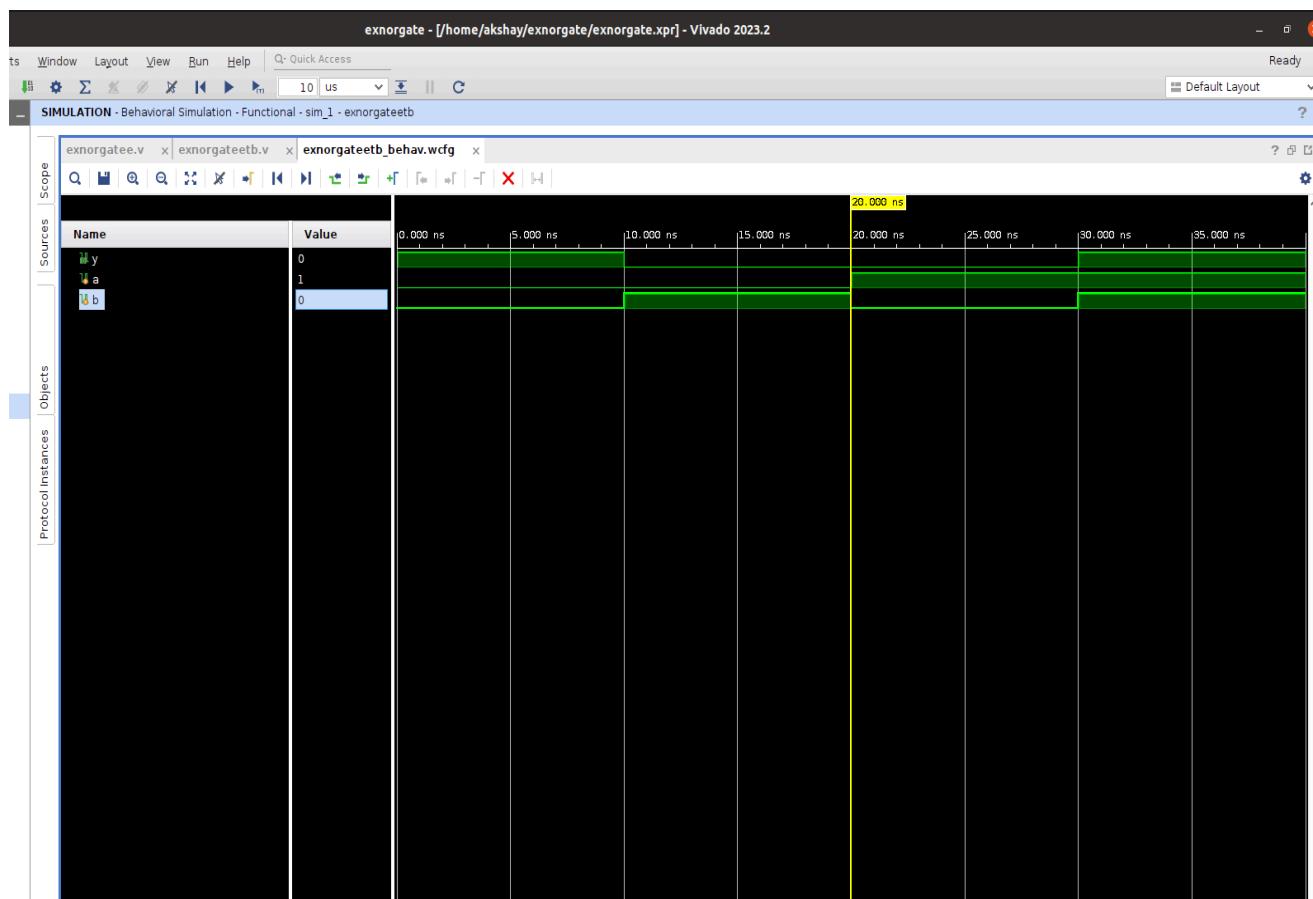
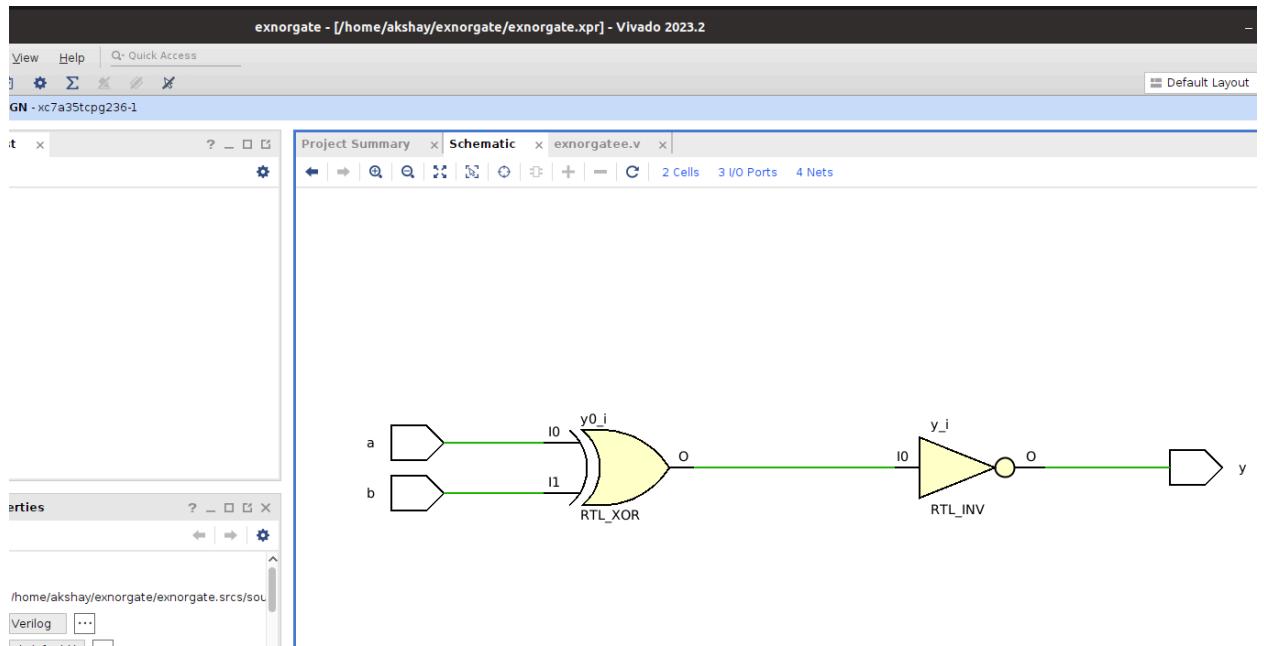
```
module xnor_gate_d(a,b,y);
    input a,b;
    output y;
    assign y = ~(a ^ b);
endmodule
```

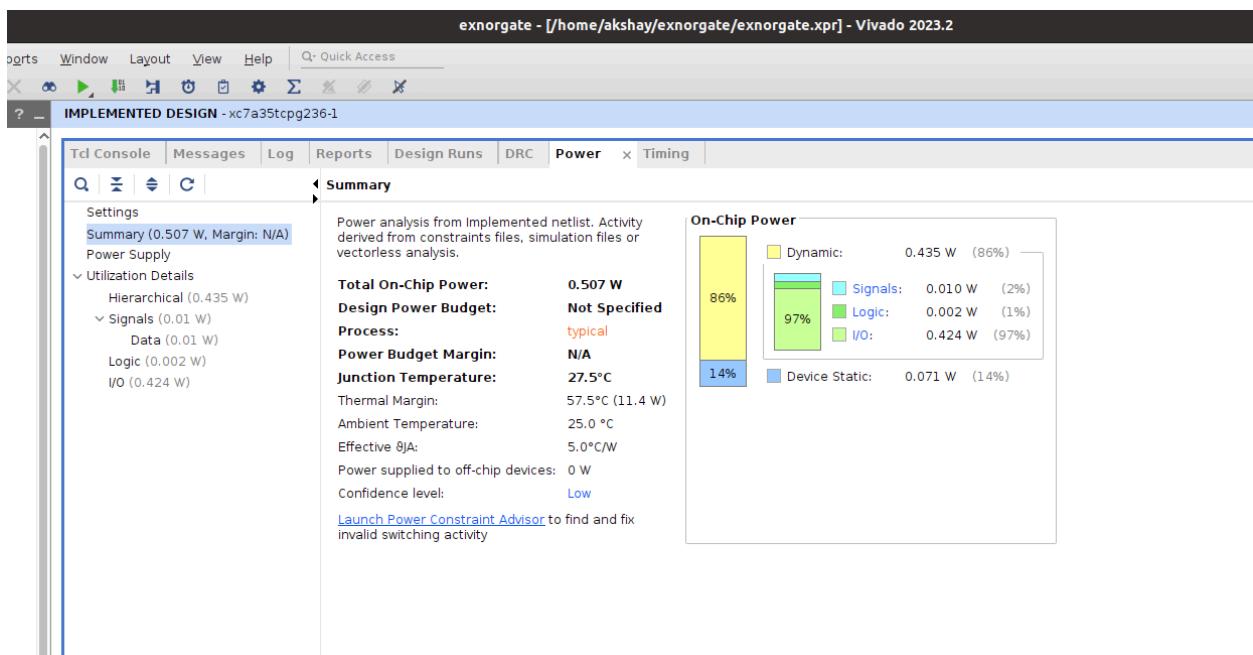
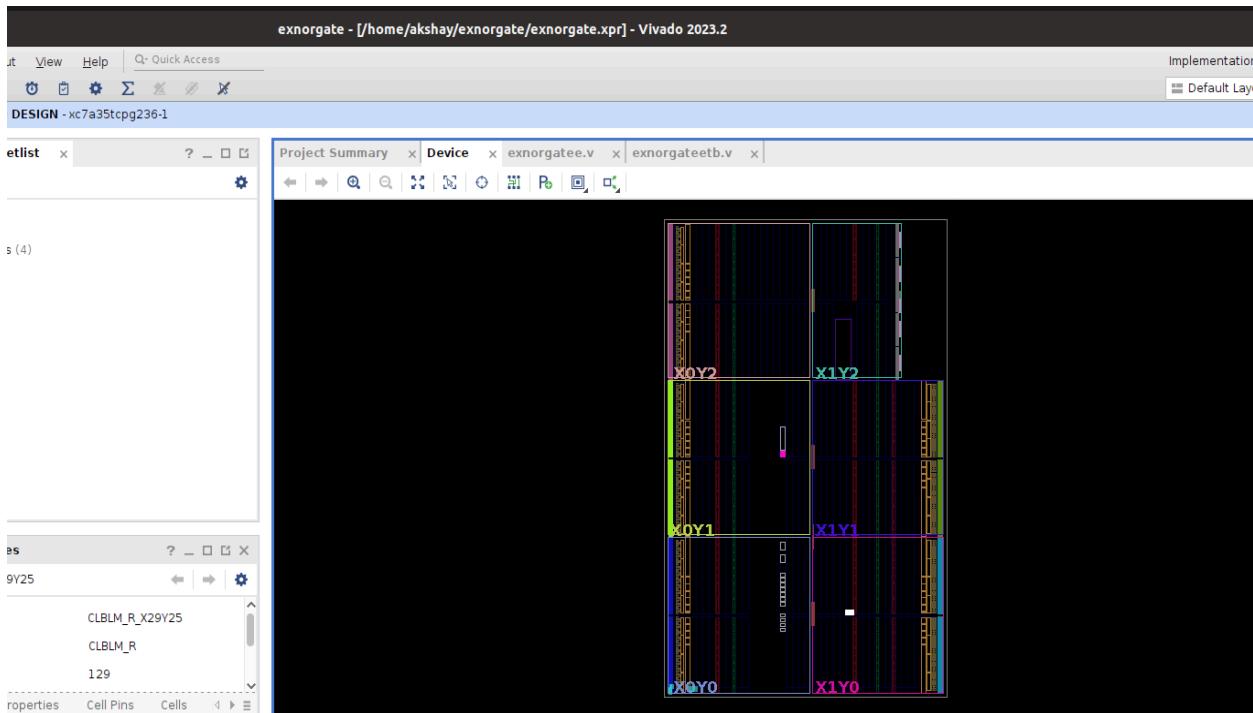
//EX-NOR gate using behavioural modeling

```
module xor_gate_b(a,b,y);
input a;
output reg y;
always @ (a,b)
y = ~(a ^ b);
endmodule
```

TESTBENCH CODE:

```
module xnor_gate_tb;
reg a,b;
wire y;
xnor_gate_s uut(a,b,y);
initial begin
a = 0; b = 0;
#10
b = 0; b = 1;
#10
a = 1; b = 0;
#10
b = 1; b = 1;
#10
$finish();
end
Endmodule
```





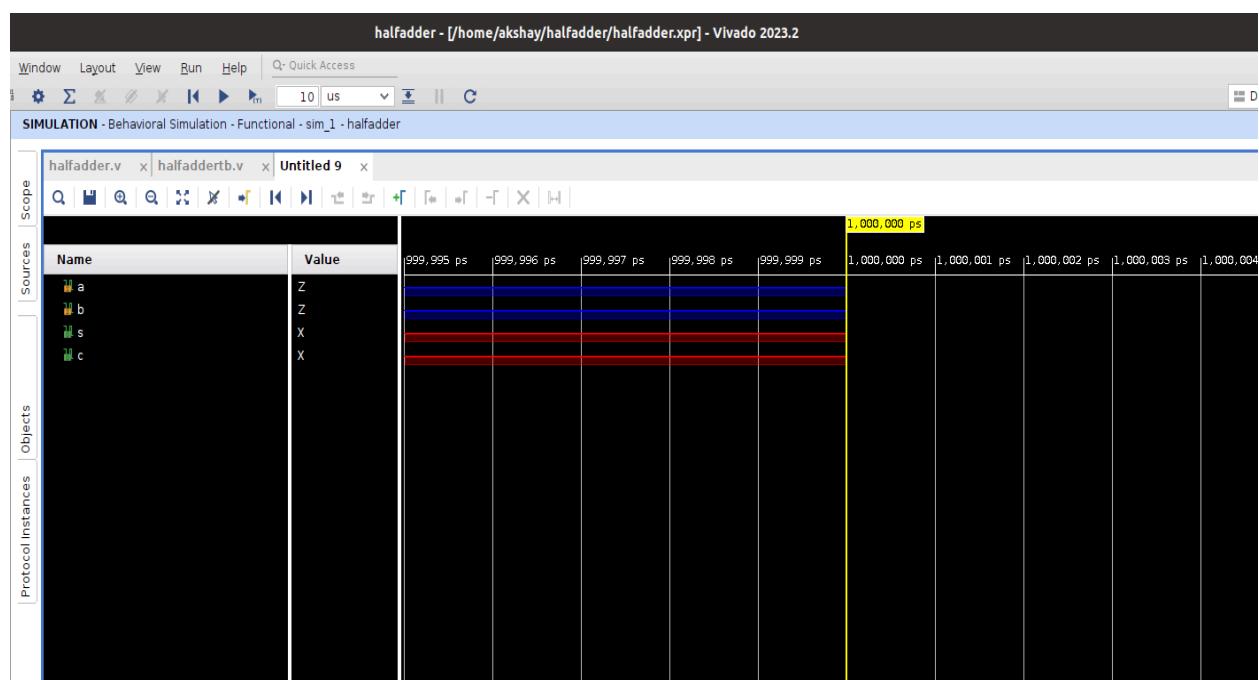
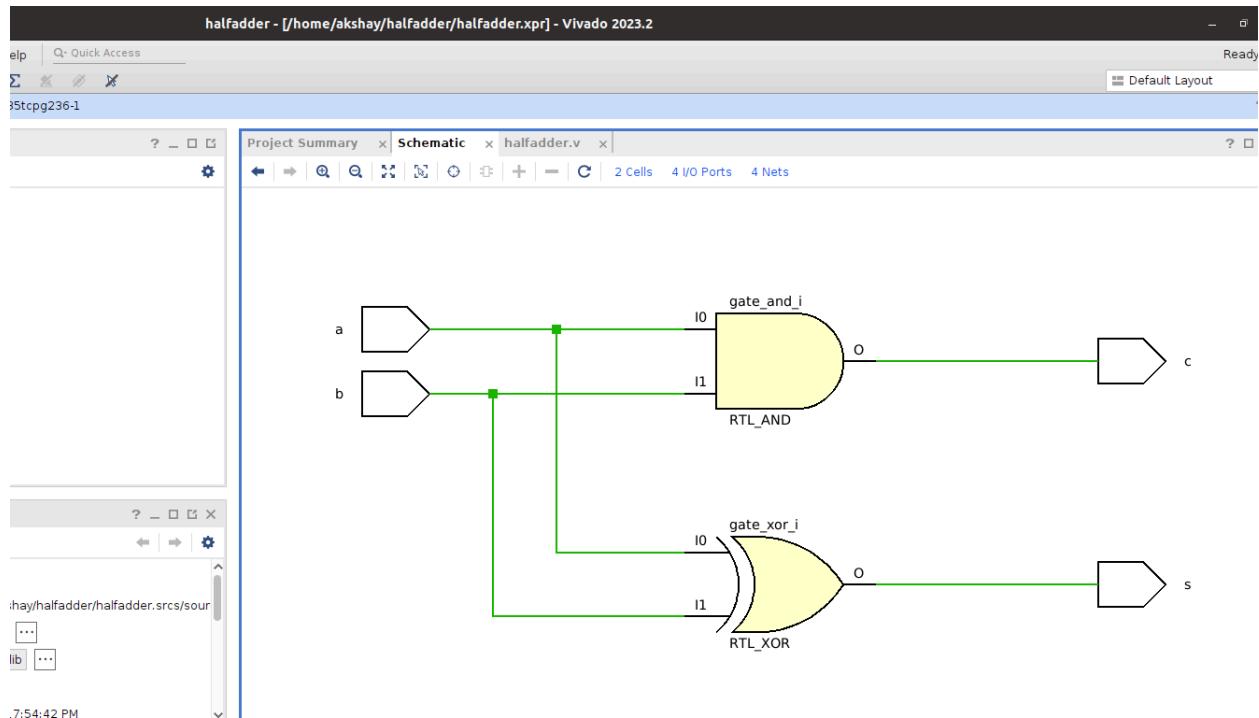
Assignment-2 (Combinational Circuits)

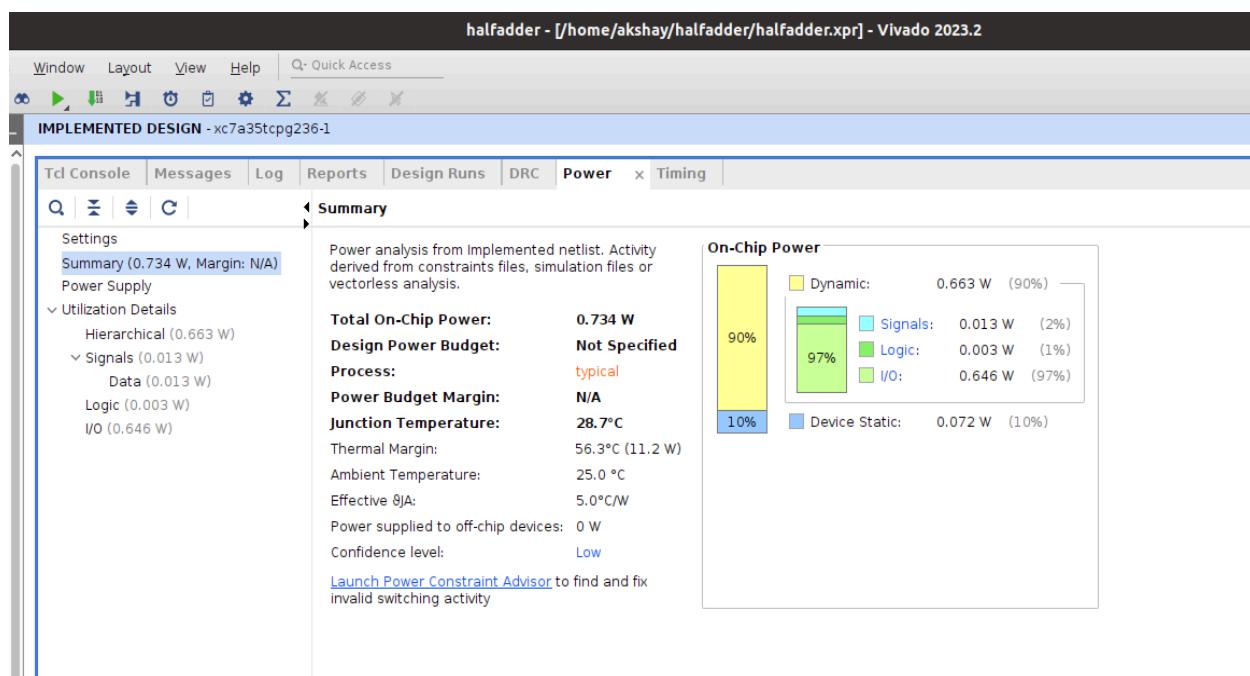
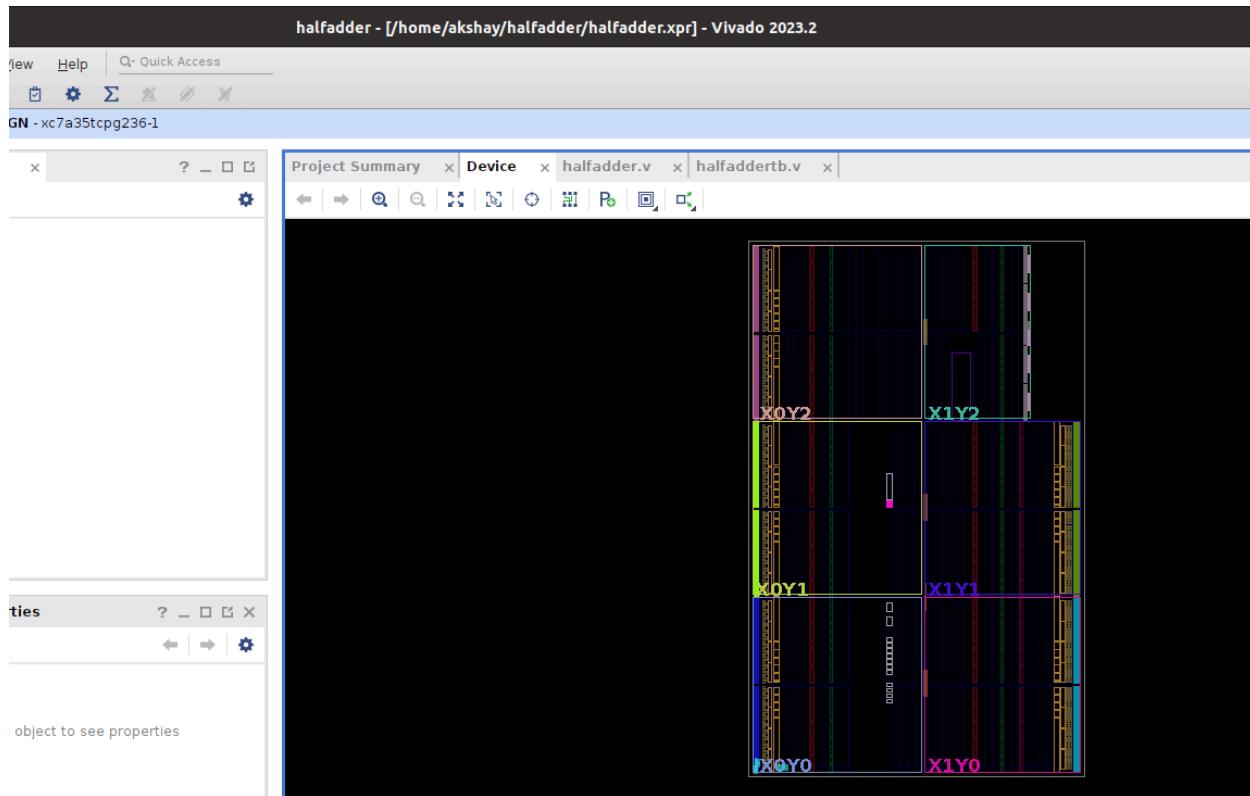
Q.2 Write a Verilog Code for Half-Adder.

```
module half_adder_structural (
    input a, // Input 'a'
    input b, // Input 'b'
    output s, // Output 's' (Sum)
    output c // Output 'c' (Carry)
);
    xor gate_xor (s, a, b); // XOR gate for sum
    and gate_and (c, a, b); // AND gate for carry
endmodule
```

Testbench Code

```
module tb_top;
    reg a, b;
    wire s, c;
    half_adder ha(a, b, s, c);
    initial begin
        $monitor("At time %0t: a=%b b=%b, sum=%b, carry=%b",$time, a,b,s,c);
        a = 0; b = 0; #1;
        a = 0; b = 1; #1;
        a = 1; b = 0; #1;
        a = 1; b = 1;
    end
    Endmodule
```





Q.3 Write a Verilog Code For Full adder.

```
//module fulladder(  
//    input a,b,c,  
//    output sum , carry  
// );  
//    assign sum= (a^b^c);  
//    assign carry= ((a&b)|(b&c)|(c&a));  
//endmodule
```

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

```

// endcase
// end
//endmodule

module fulladder(
    input a,b,c,
    output sum , carry
);
    wire w1,w2,w3;
    xor x1(sum, a,b,c);
    and a1(w1,a,b);
    xor x2(w2,a,b);
    and a2(w3,c,w2);
    or o1(carry,w1,w3);
endmodule

```

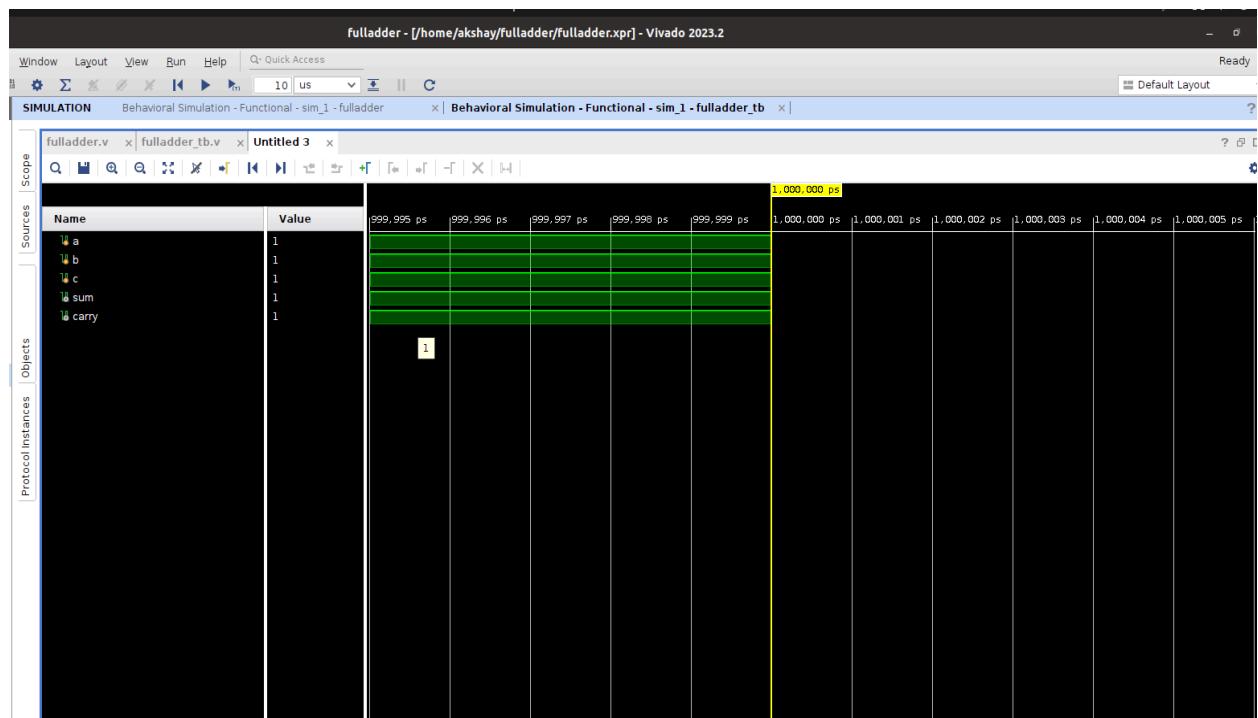
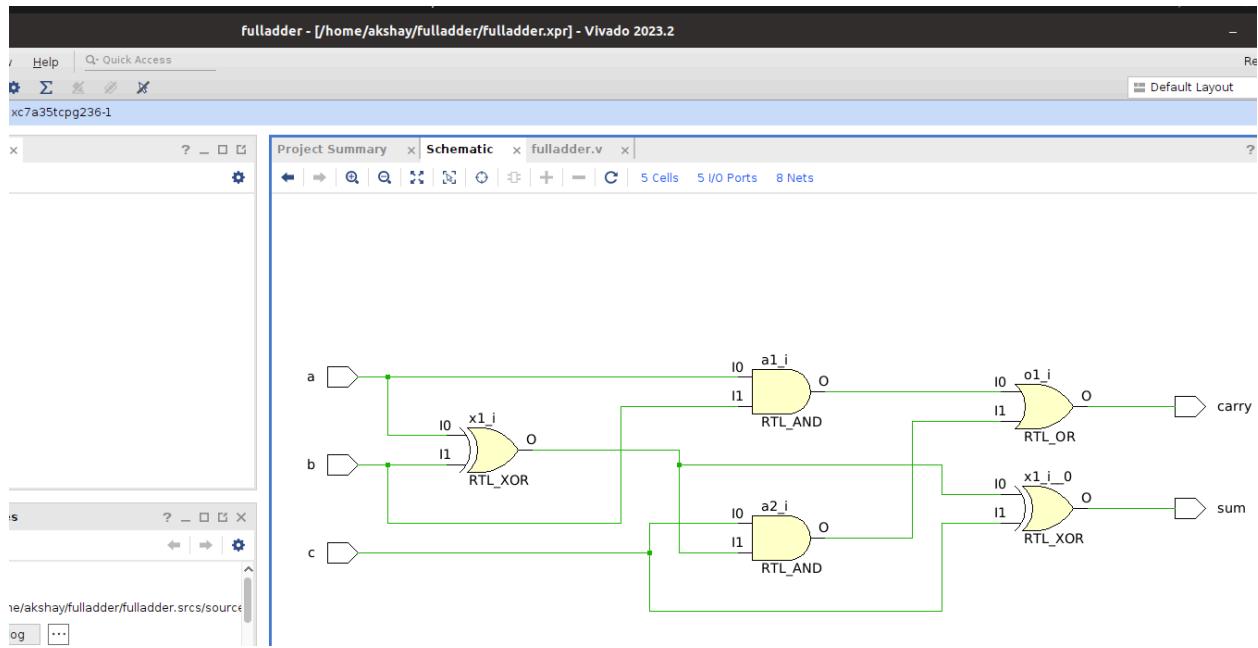
Testbench Code:

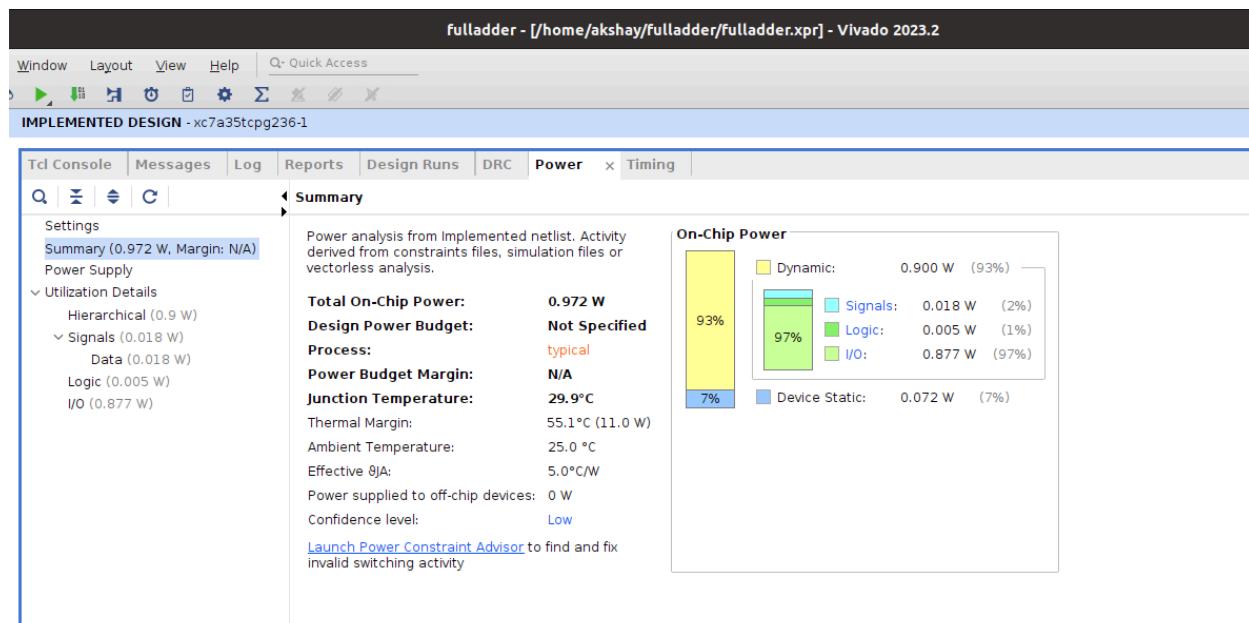
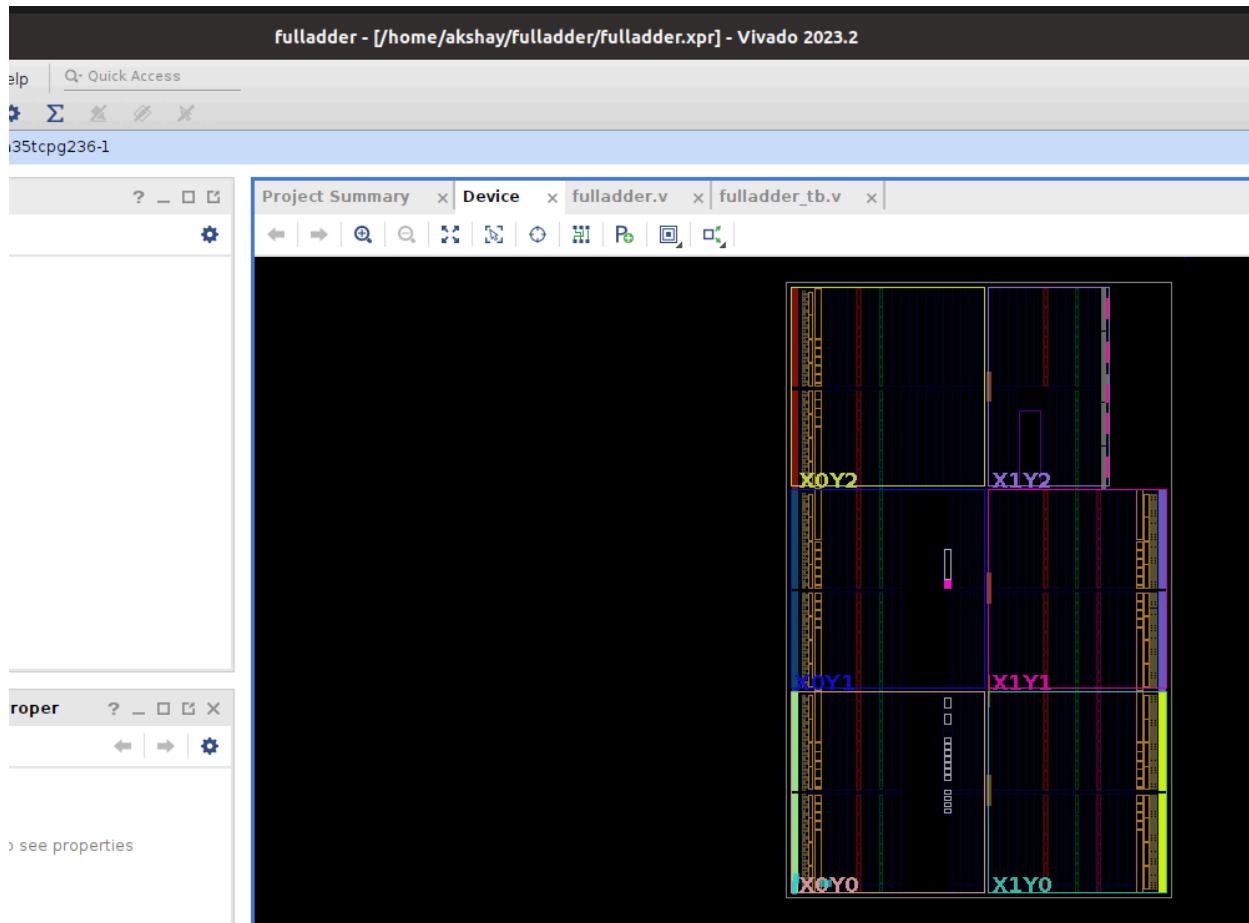
```

module fulladder_tb(
);
reg a,b,c;
wire sum,carry;
fulladder dut(a,b,c,sum,carry);
initial begin;
    a=0; b=0 ; c=0;

```

```
#10;  
a=0; b=0; c=1;  
#10;  
a=0; b=1; c=0;  
#10;  
a=0; b=1; c=1;  
#10;  
a=1; b=0 ;c=0;  
#10;  
a=1; b=0; c=1;  
#10;  
a=1; b=1; c=0;  
#10;  
a=1; b=1; c=1;  
#10;  
end  
initial $monitor("a=%d, b=%d, c=%d, sum=%d, carry=%d ", a,b,c,sum,carry);  
endmodule
```





Q.4 Write a Verilog Code for full adder using Half-adder.

```
// Code your design here

module full_adder(s,co,a,b,ci);
    input a,b,ci;
    output s,co;
    wire c,t,k;
    half v1(t,c,a,b);
    half v2 (s,k,t,ci);
    or (co,k, c);
endmodule

module half(s,c,a,b);
    input a,b;
    output s,c;
    assign s=a^b;
    assign c=a&b;
endmodule
```

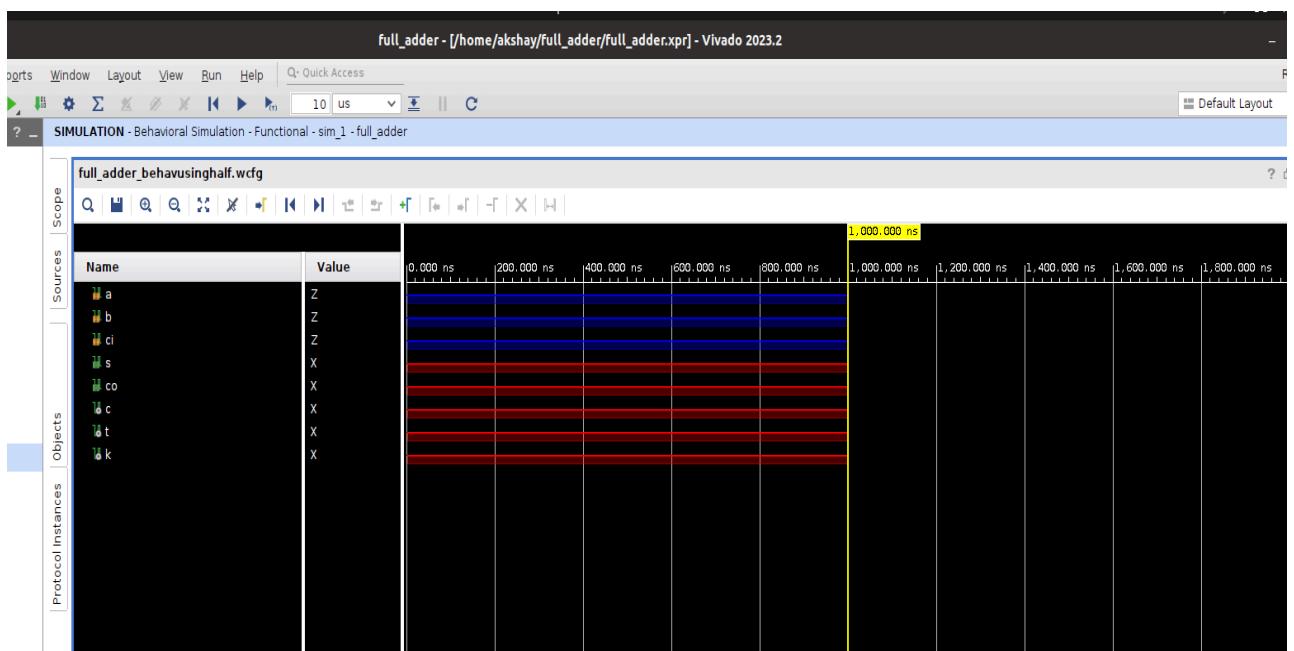
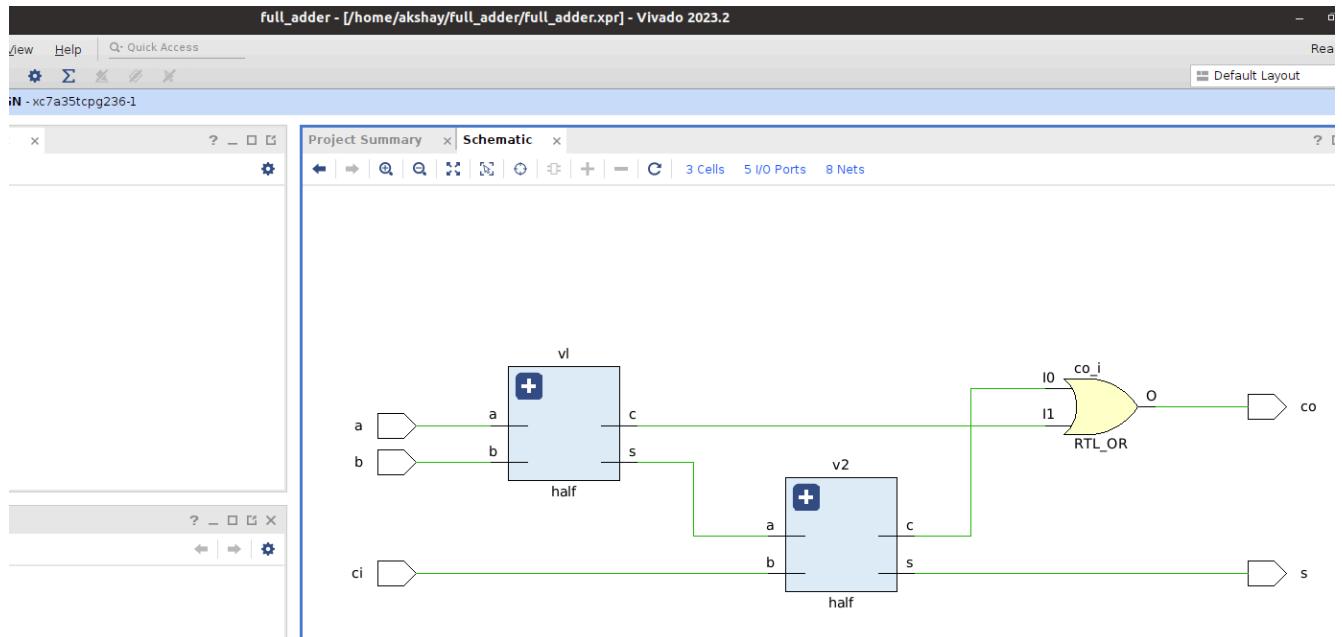
Testbench:

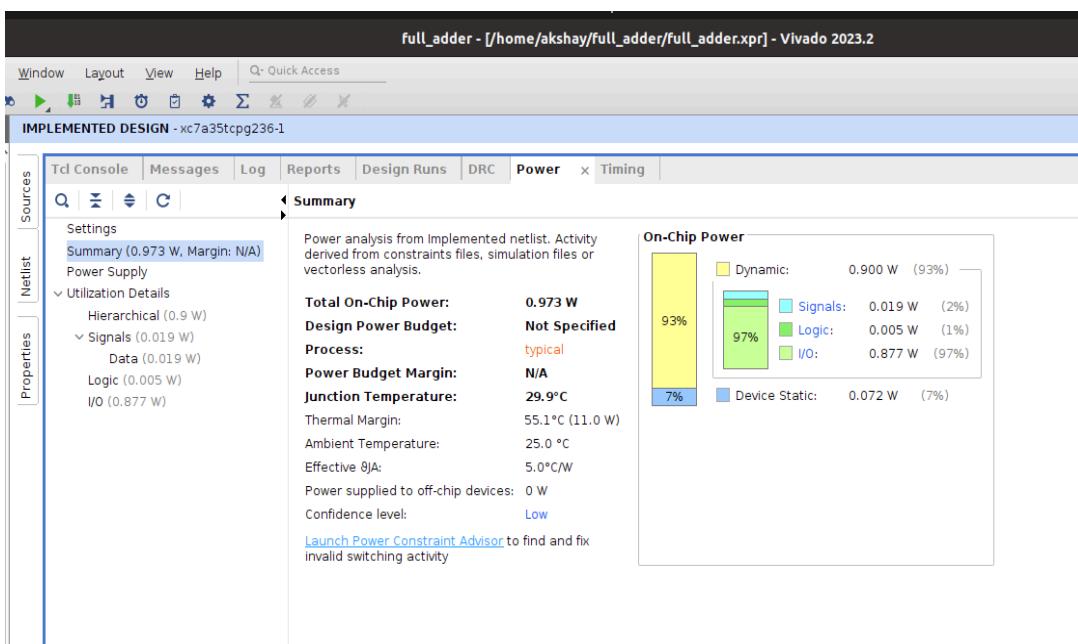
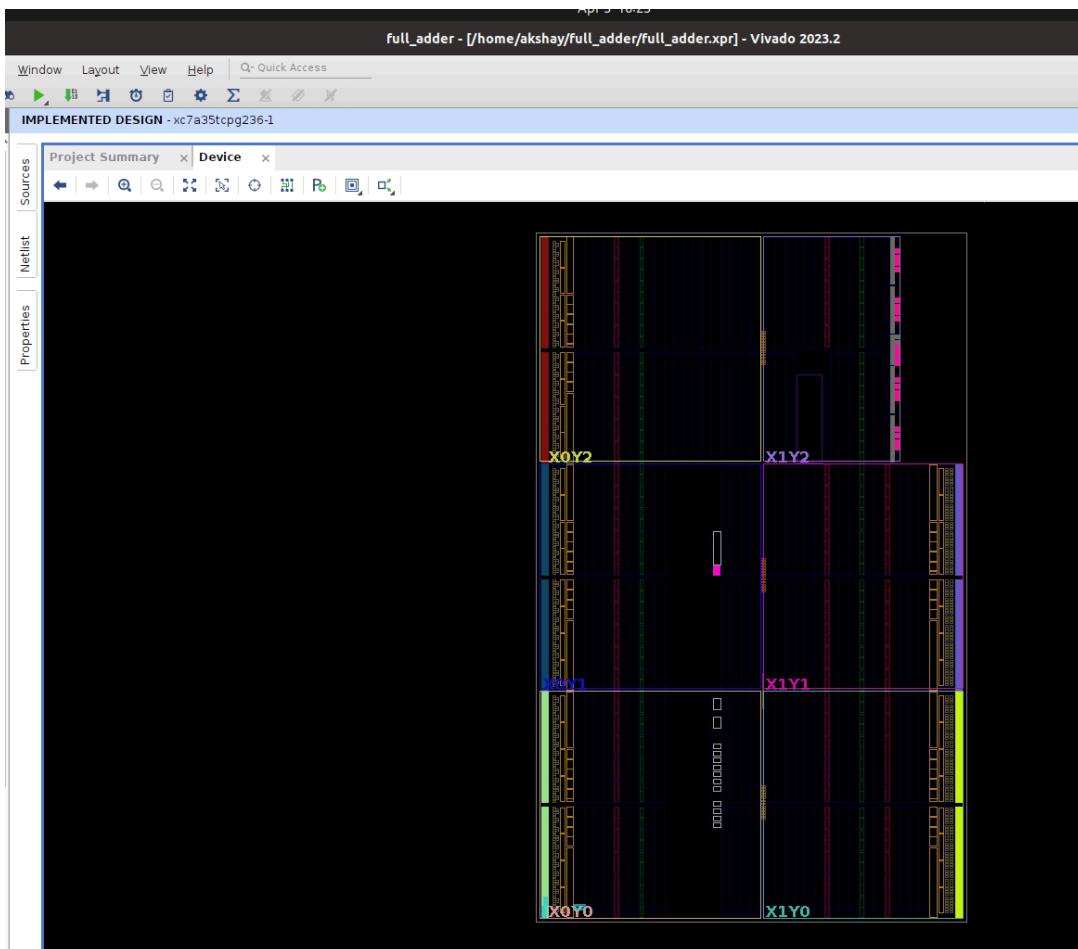
```
module full_adder_tb;
    reg a,b,ci;
    wire s,co;

    full_adder uut(a,b,ci,s,co);

    initial begin
```

```
a = 0; b = 0; ci = 0;  
#10  
a = 0; b = 0; ci = 1;  
#10  
a = 0; b = 1; ci = 0;  
#10  
a = 0; b = 1; ci = 1;  
#10  
a = 1; b = 0; ci = 0;  
#10  
a = 1; b = 0; ci = 1;  
#10  
a = 1; b = 1; ci = 0;  
#10  
a = 1; b = 1; ci = 1;  
#10  
$finish();  
end  
endmodule
```





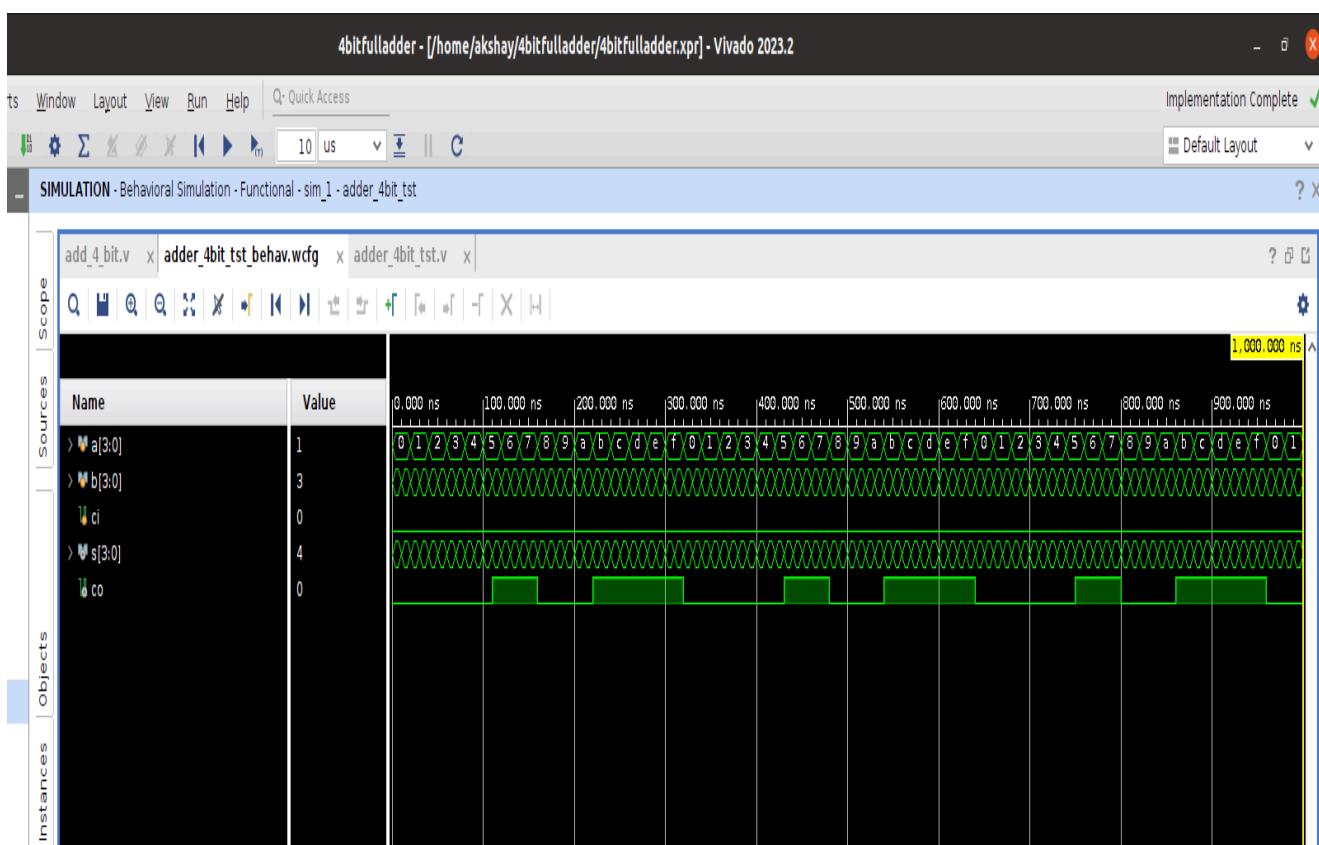
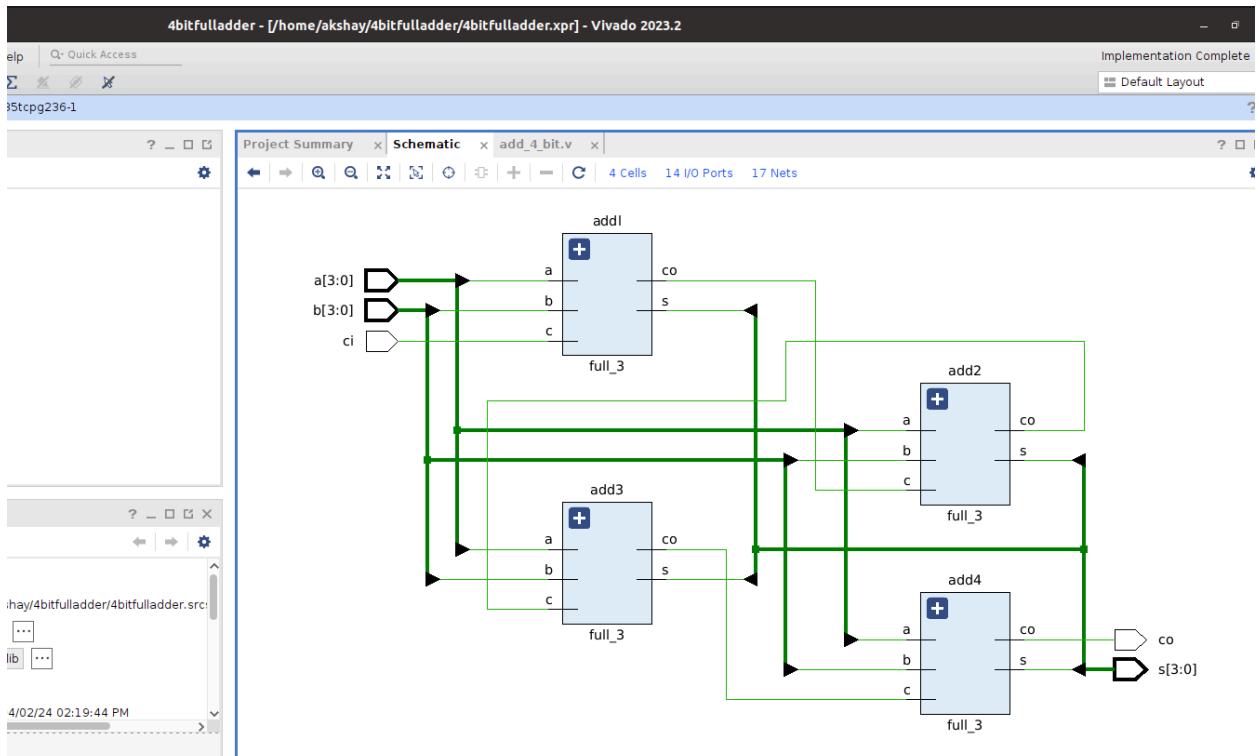
Q.5 Write a Verilog Code for 4-bit full adder.

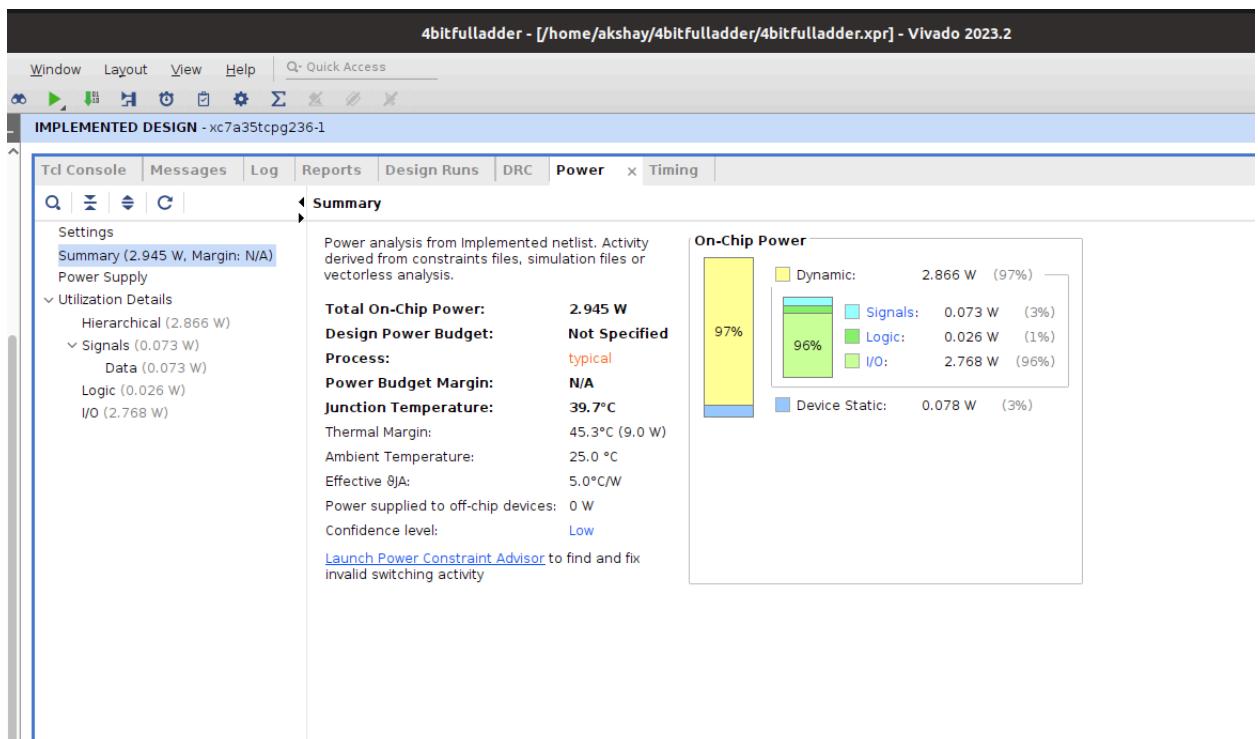
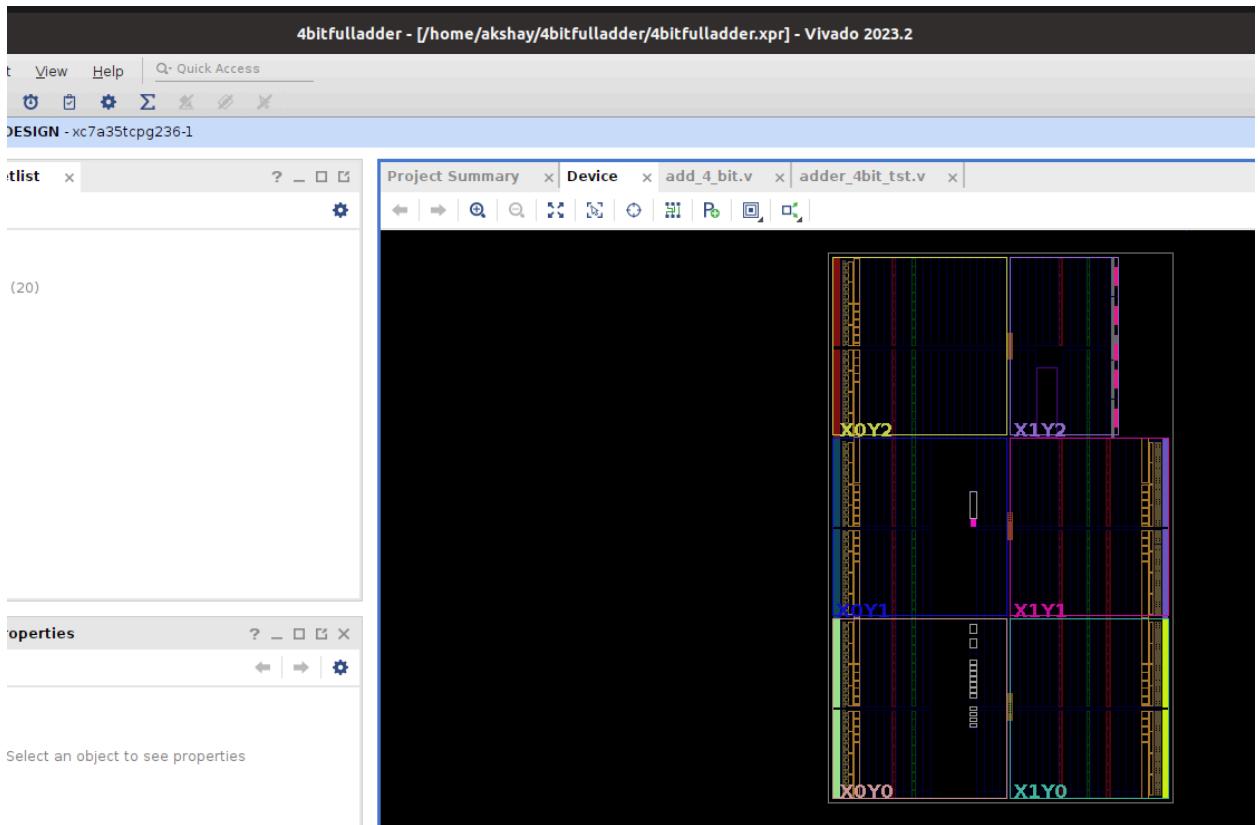
```
module add_4_bit(s,co, a,b,ci);
output [3:0]s;
output co;
wire [2:0]c;
input [3:0]a,b;
input ci;
full_3 add1(s[0],c[0],a[0],b[0],ci);
full_3 add2(s[1],c[1],a[1],b[1],c[0]);
full_3 add3(s[2],c[2],a[2],b[2],c[1]);
full_3 add4(s[3], co,a[3],b[3],c[2]);
endmodule

module full_3(s,co,a,b,c);
input a,b,c;
output reg s,co; always @ (*)
begin
s=a^b^c;
co=(a&b)|(b&c)|(a&c);
end
Endmodule
```

Testbench Code:

```
module adder_4bit_tst;  
    reg [3:0] a;  
    reg [3:0] b;  
    reg ci;  
    wire [3:0] s;  
    wire co;  
    add_4_bit dut (s,co,a,b,ci);  
  
    initial begin  
        a = 4'b0000;  
        b = 4'b0000;  
        ci = 0;  
    end  
  
    always #10 b = b + 1'b1;  
    always #20 a = a + 1'b1;  
  
    initial $monitor ("a=%b, b=%b, ci=%b, s=%b, co=%b", a, b, ci, s,  
    co);  
  
    initial #1000 $finish;  
endmodule
```





Q.6.> Write a Verilog Code for half subtractor.

Q.6.> Write a Verilog Code for half substractor.

```
//module HS_gatevl(  
//input a,b,  
// output diff, borrow );  
// wire a_o;  
// xor (diff,a,b);  
// not (a_o,a);  
// and (borrow,b,a_o);  
//endmodule
```

```
//module HS_gatevl(  
//input a,b,  
// output diff, borrow );  
// assign d = a^b;  
// assign b_o = ~a&b;  
// endmodule
```

```
module HS_gatevl(  
    input a, b,  
    output reg diff, borrow  
);  
always @* begin  
    case({a, b})  
        2'b00: begin diff = 0; borrow = 0; end  
        2'b01: begin diff = 1; borrow = 0; end
```

```

2'b10: begin diff = 1; borrow = 0; end
2'b11: begin diff = 1; borrow = 1; end
endcase
end
endmodule

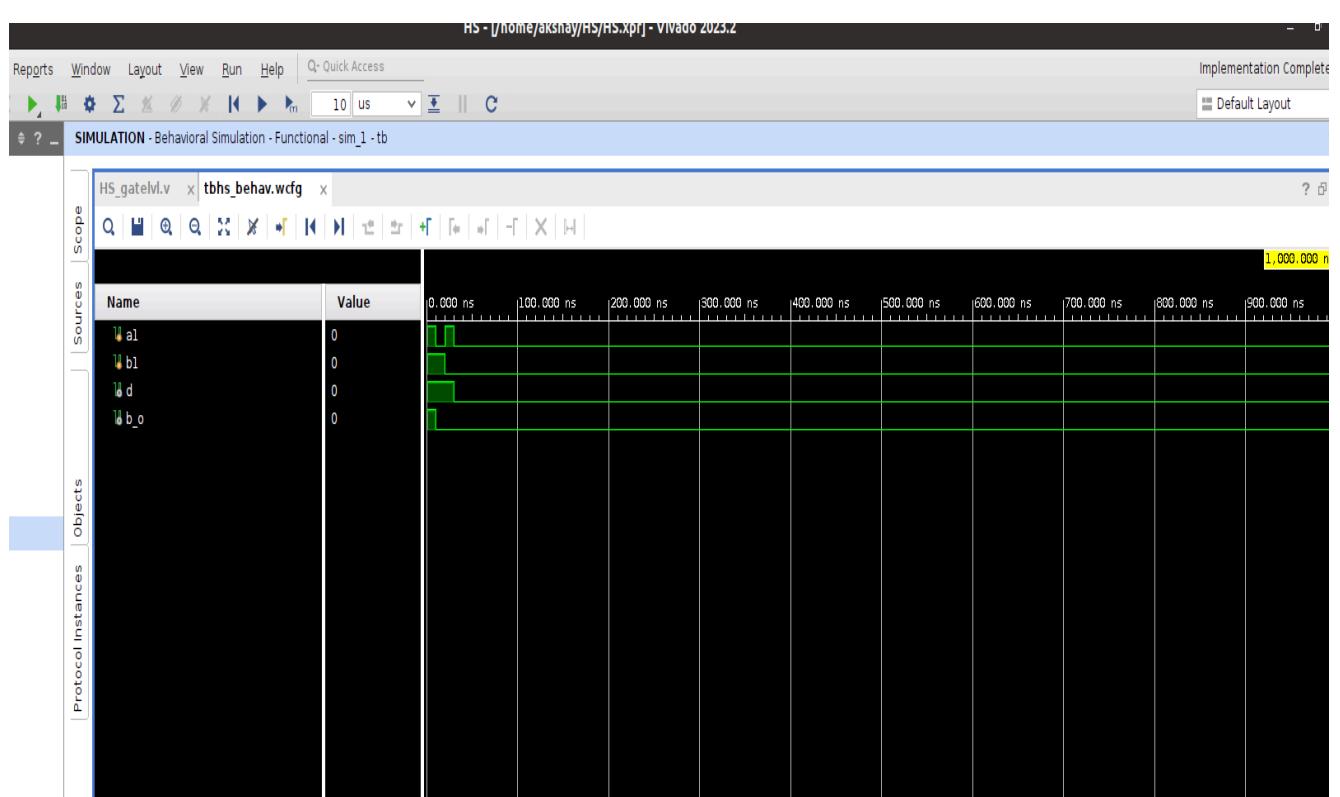
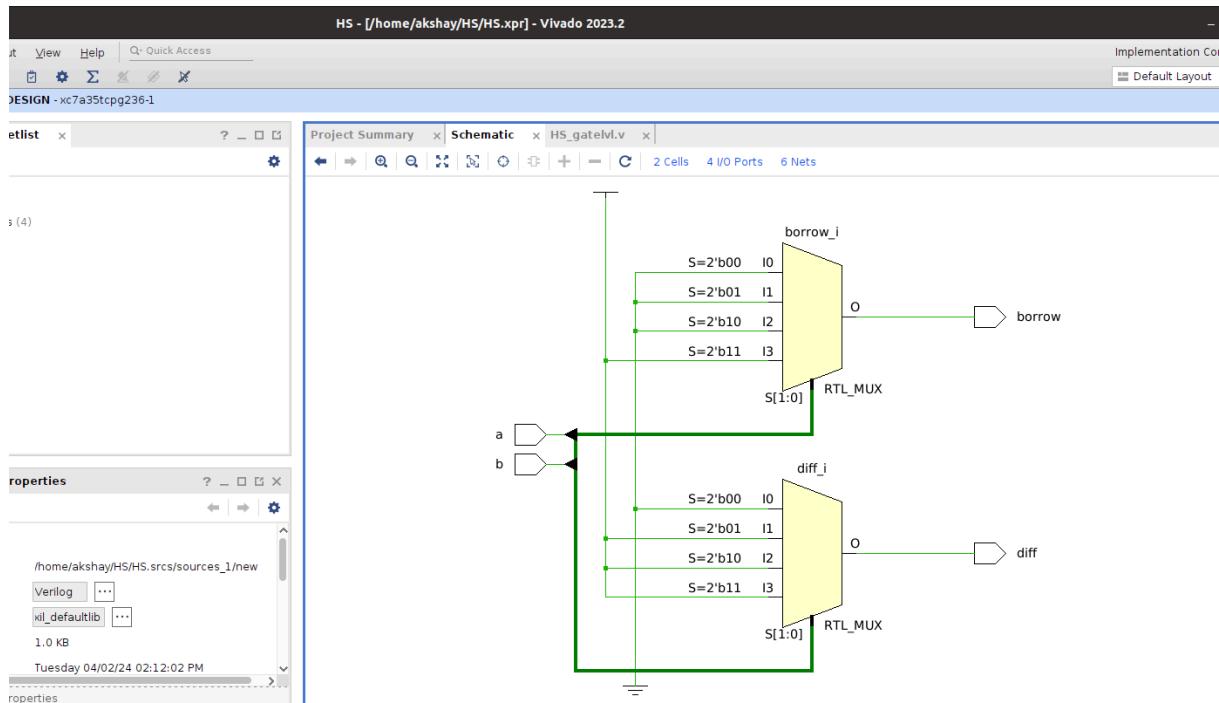
```

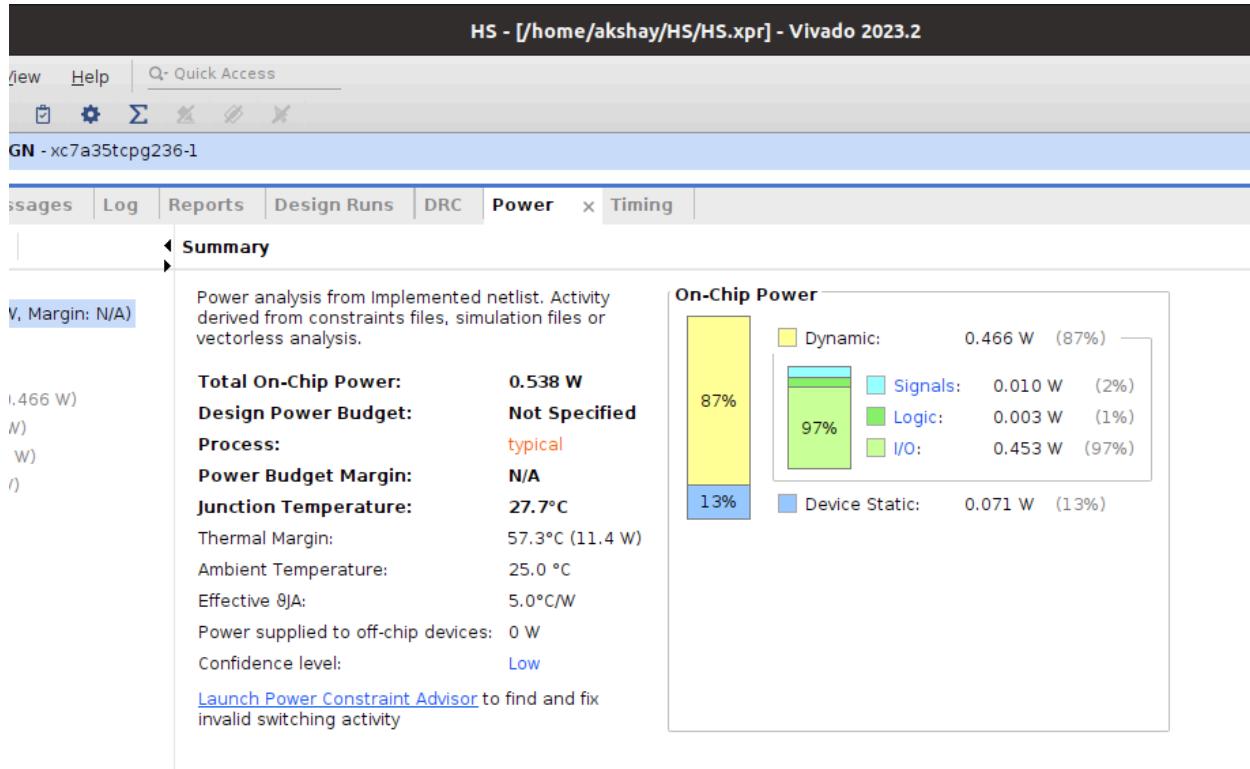
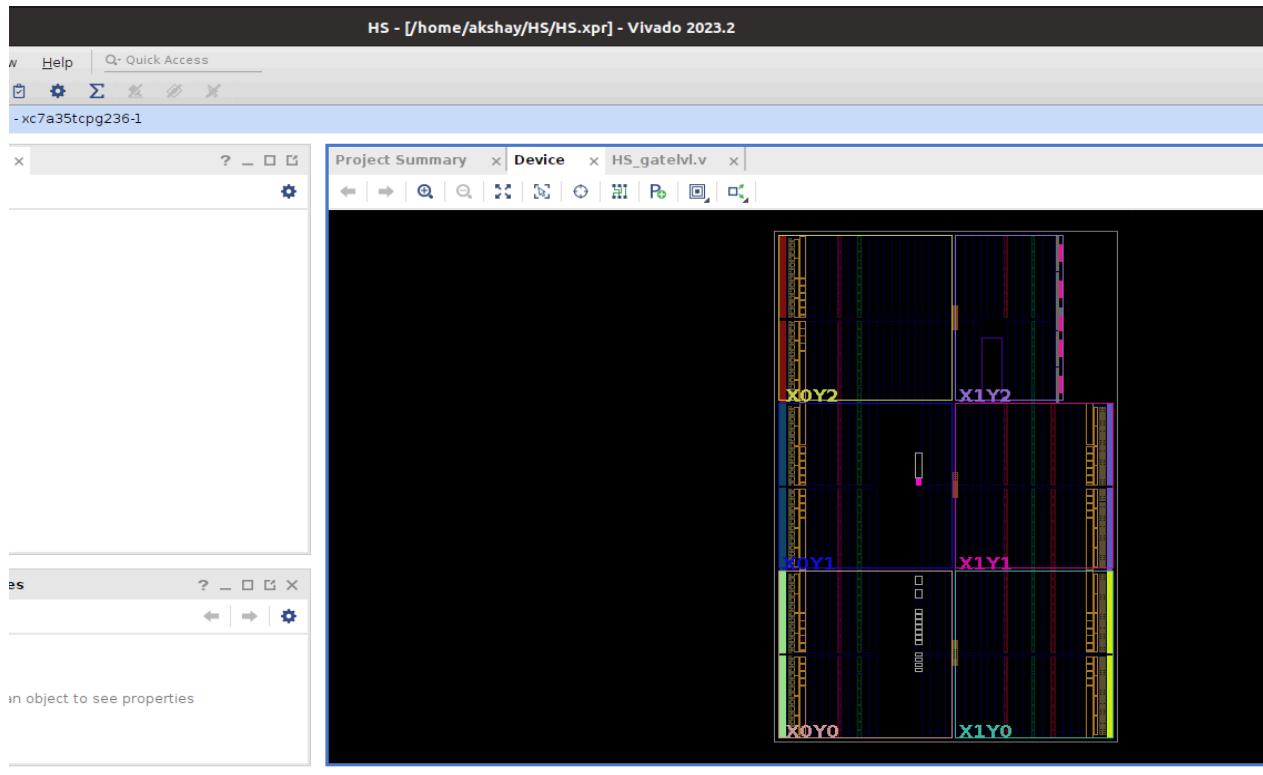
Testbench Code:

```

module tb(
);
reg a1;  reg b1;
wire d;
wire b_o;
HS_gatevl dut(a1,b1,d,b_o);
initial begin
$monitor("a = %d, b = %d, Diff = %d, B_O = %d ", a1,b1,d,b_o);
a1 = 1; b1=1;  #10;
a1 = 0; b1=1;  #10;
a1 = 1; b1=0;   #10;
a1 = 0; b1=0;   #10;
End
Endmodule

```





Assignment-3

Q.7.> Write a Verilog Code for full substractor.

```
//module full_sub(  
//  input a,b,bin,  
//  output diff, borr  
// );  
  
//  wire a_o,w1,w2,w3;  
  
//  xor x1(diff,a,b,bin);  
  
//  not(a_o,a);  
  
//  and a1(w1,a_o,bin);  
  
//  and a2(w2,a_o,b);  
  
//  and a3(w3,b,bin);  
  
//  or o1(borr,w1,w2,w3);  
  
//endmodule
```

```
// Code your design here  
  
//module full_sub (a,b,bin,diff,borr);  
//  input a,b,bin;  
//  output reg diff, borr;  
//  always @(a,b,bin) begin  
//    case ({a,b,bin})  
//      3'b000: begin diff = 0;borr =0 ;end  
//      3'b001: begin diff = 1;borr =1 ;end  
//      3'b010: begin diff = 1;borr =1 ;end  
//      3'b011: begin diff = 0;borr =1 ;end
```

```

// 3'b100: begin diff = 1;borr =0 ;end
// 3'b101: begin diff = 0;borr =0 ;end
// 3'b110: begin diff = 0;borr =0 ;end
// 3'b111: begin diff = 1;borr =1 ;end
// default begin diff = 0;borr =0 ;end
// endcase
// end

//endmodule

```

```

// Code your design here

module full_sub (a,b,bin,diff,borr);
    input a,b,bin;
    output diff , borr;
    assign diff = a^b^bin;
    assign borr = (a&b) | ((a^b)&bin) ;
Endmodule

```

Testbench Code:

```

module testbench(
);
    reg a, b, bin;
    wire diff, borr;
    full_sub dut(a, b, bin,diff,borr);
    initial begin

```

```

$monitor("a=%b b=%b, bin=%b, diff=%b, borr=%b", a,b,bin,diff,borr);

a = 0; b = 0; bin = 0; #100;

a = 0; b = 0; bin = 1; #100;

a = 0; b = 1; bin = 0; #100;

a = 0; b = 1; bin = 1; #100;

a = 1; b = 0; bin = 0; #100;

a = 1; b = 0; bin = 1; #100;

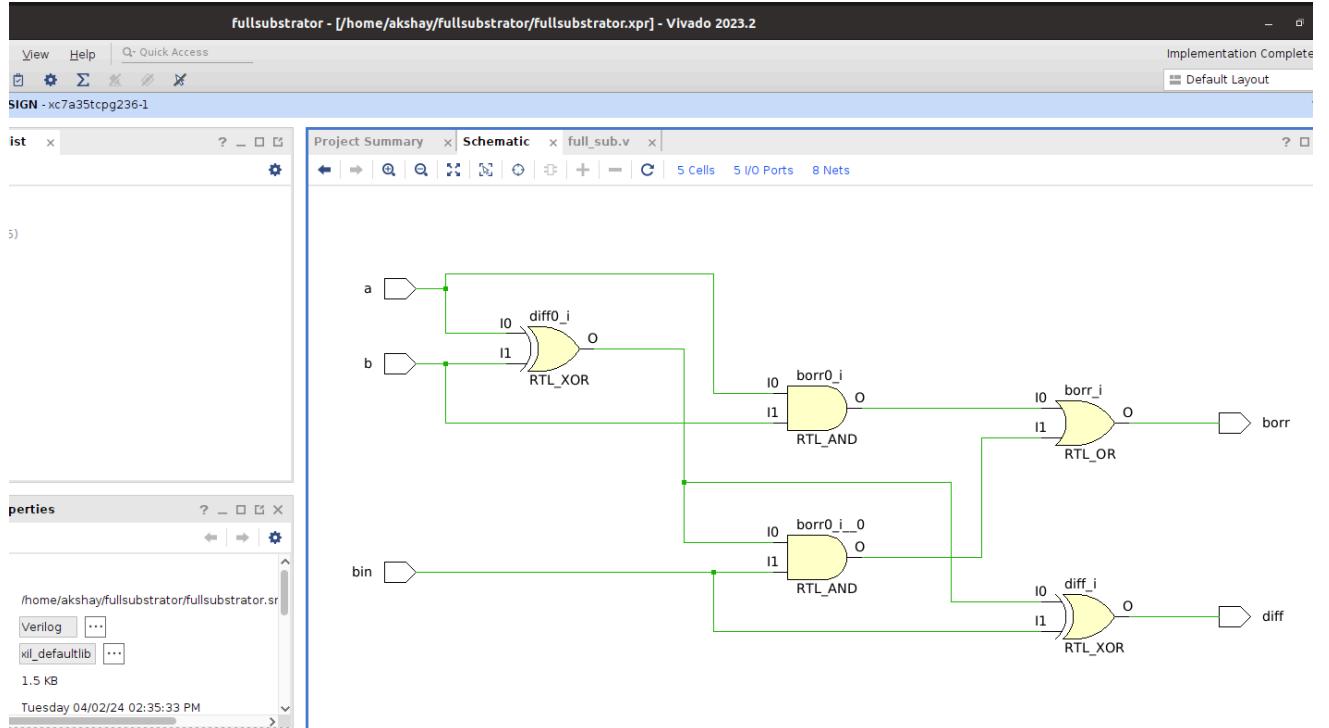
a = 1; b = 1; bin = 0; #100;

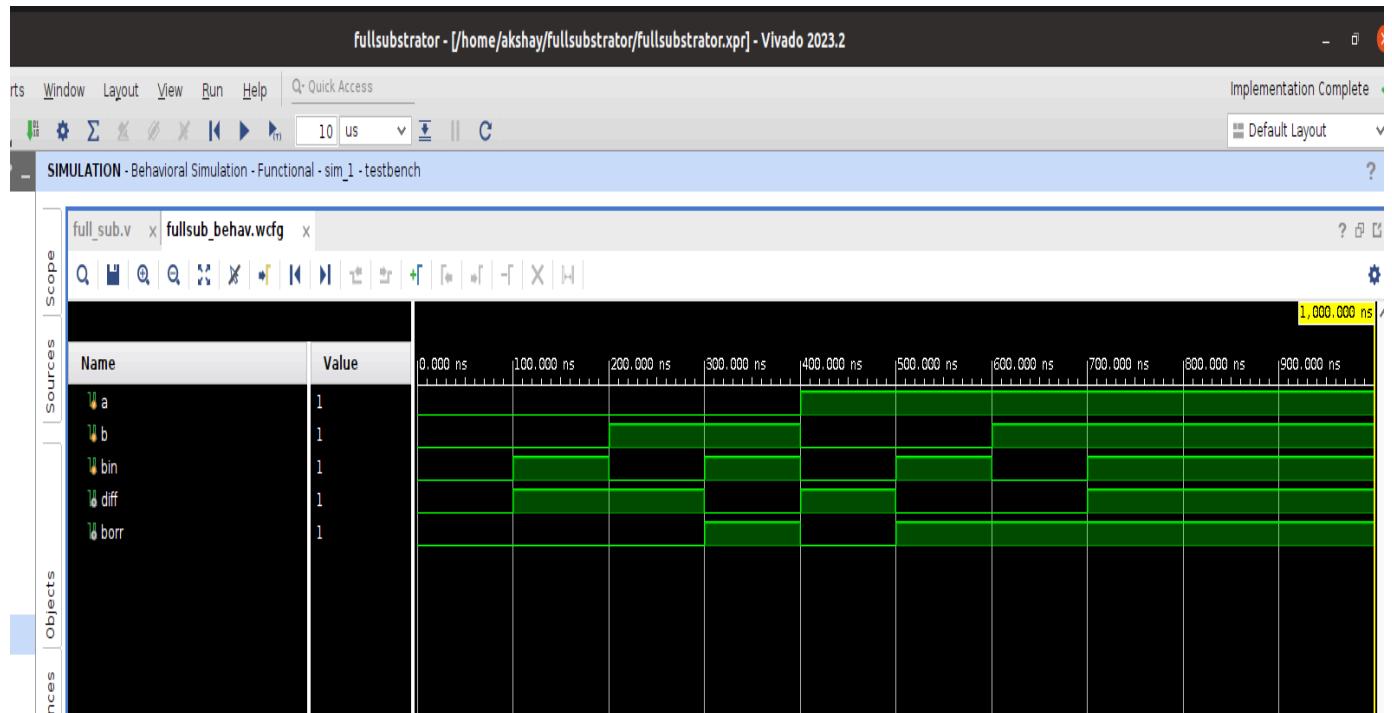
a = 1; b = 1; bin = 1; #100;

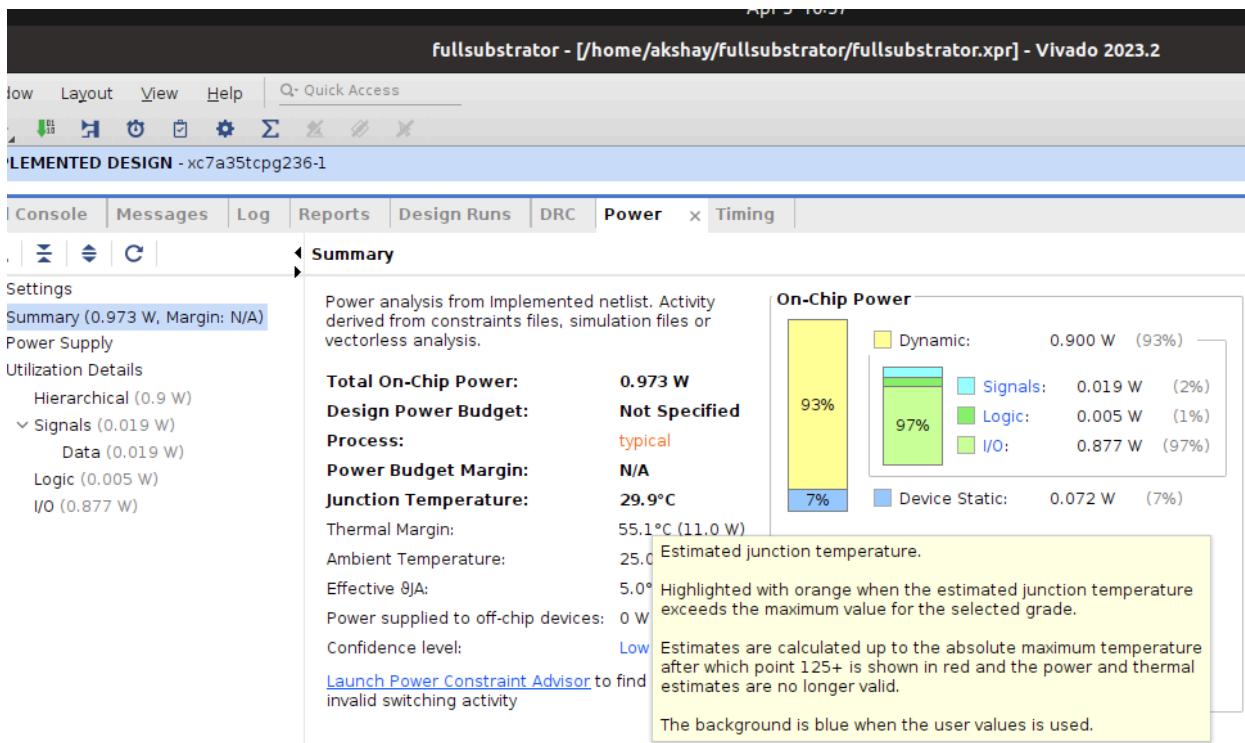
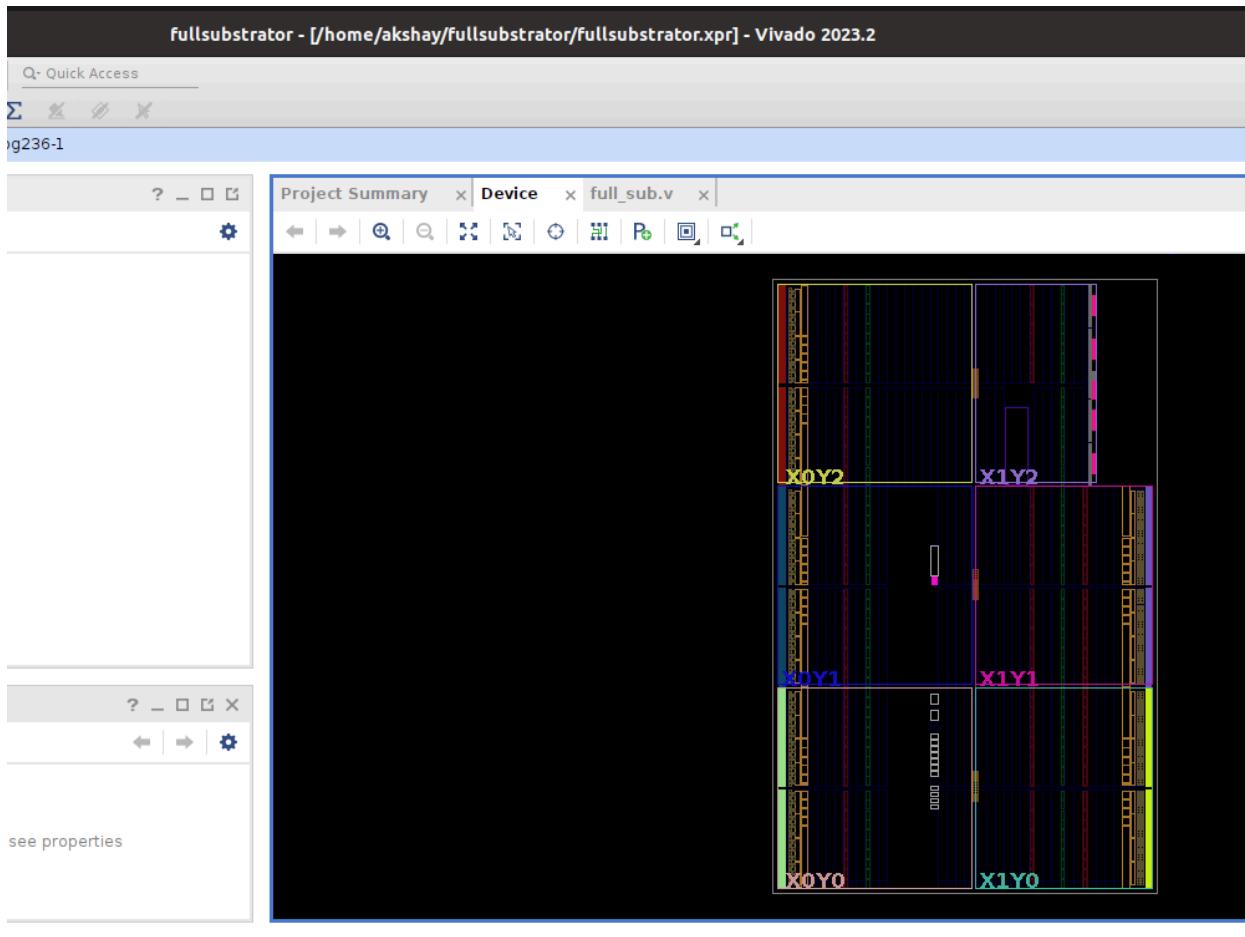
End

endmodule

```







Q.8.> Write a Verilog Code for full substractor using half substractor.

```
module Fullsubstrator_using_Halfsubstrator (
    input a, b, c,
    output diff, borrow
);
    wire dl, bl,b2;
    Halfsubstrator HS1(a, b, 1'b0, bl, dl);
    Halfsubstrator HS2(dl, c, 1'b0, b2, diff);
    assign borrow = bl | b2;
endmodule

module Halfsubstrator (
    input a, b, cin,
    output borrow, diff
);
    wire na;
    assign diff = a ^ b ^ cin;
    assign na = ~a;
    assign borrow = (na & b) | (cin & (a ^ b));
endmodule
```

Testbench Code:

```
module FS_using_HS_TestBench();
//inputs
    reg a, b, c;
```

```

//outputs
    wire borrow, diff;

//instantiate the unit under test (UUT)

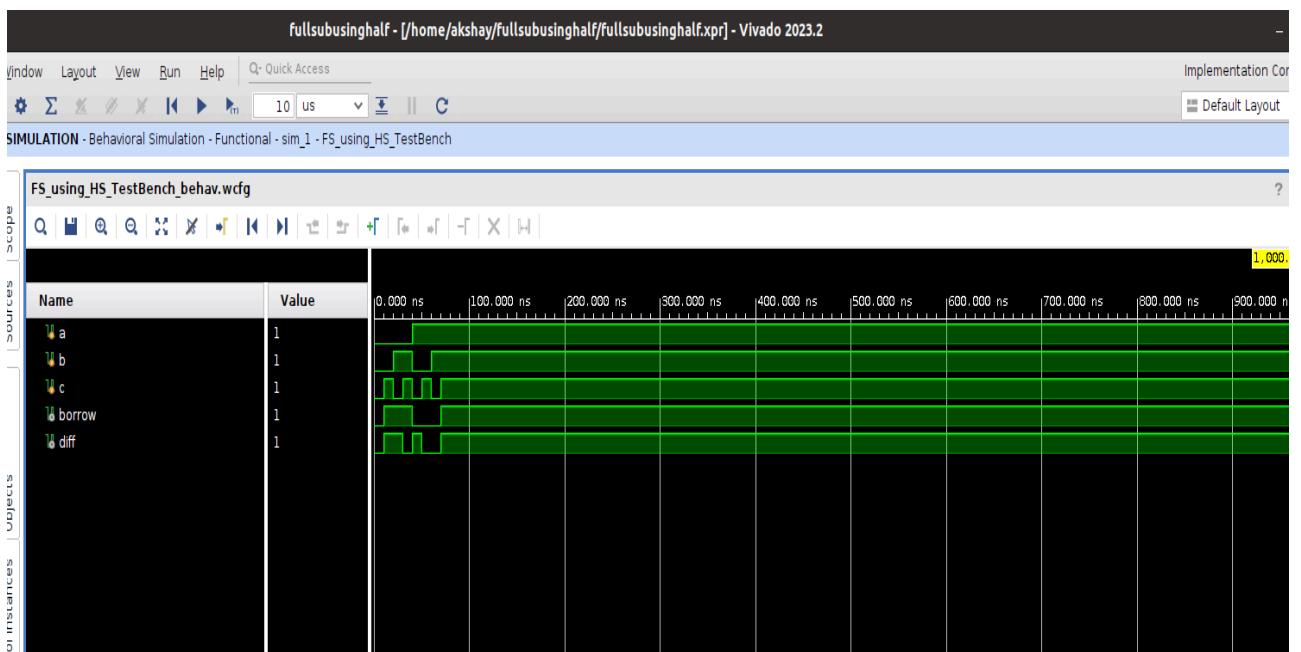
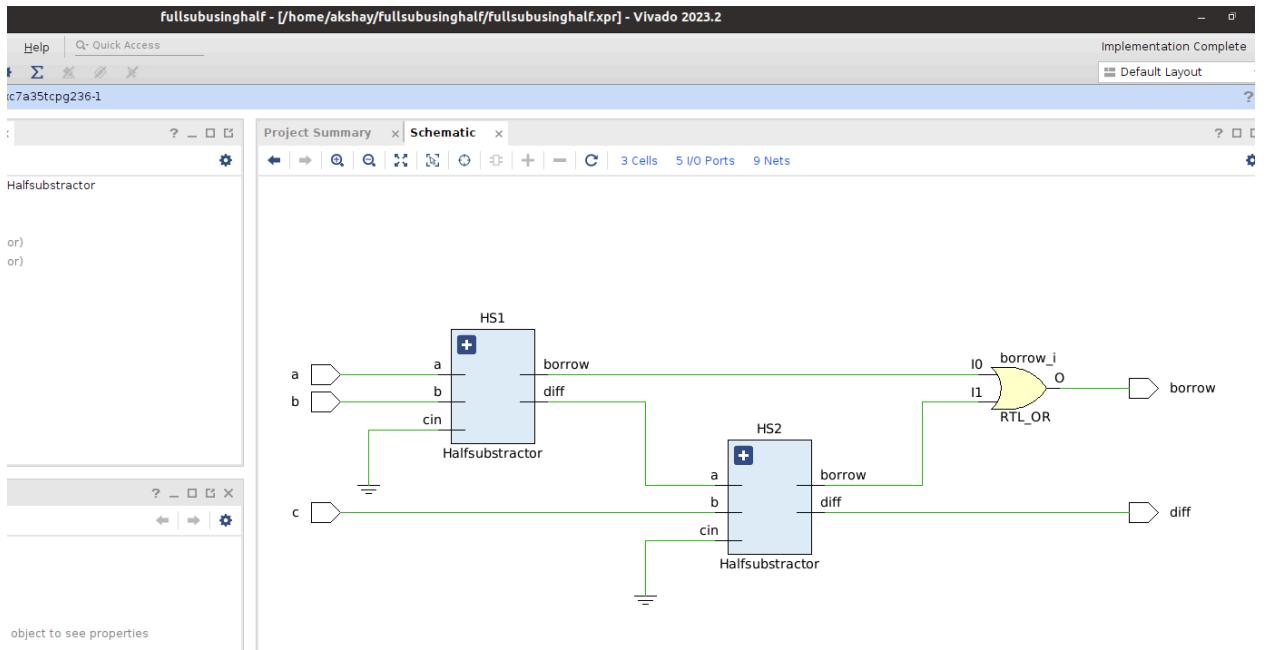
    Fullsubstractor_using_Halfsubstractor dut (
        .a(a),
        .b(b),
        .c(c),
        .borrow(borrow),
        .diff(diff)
    );

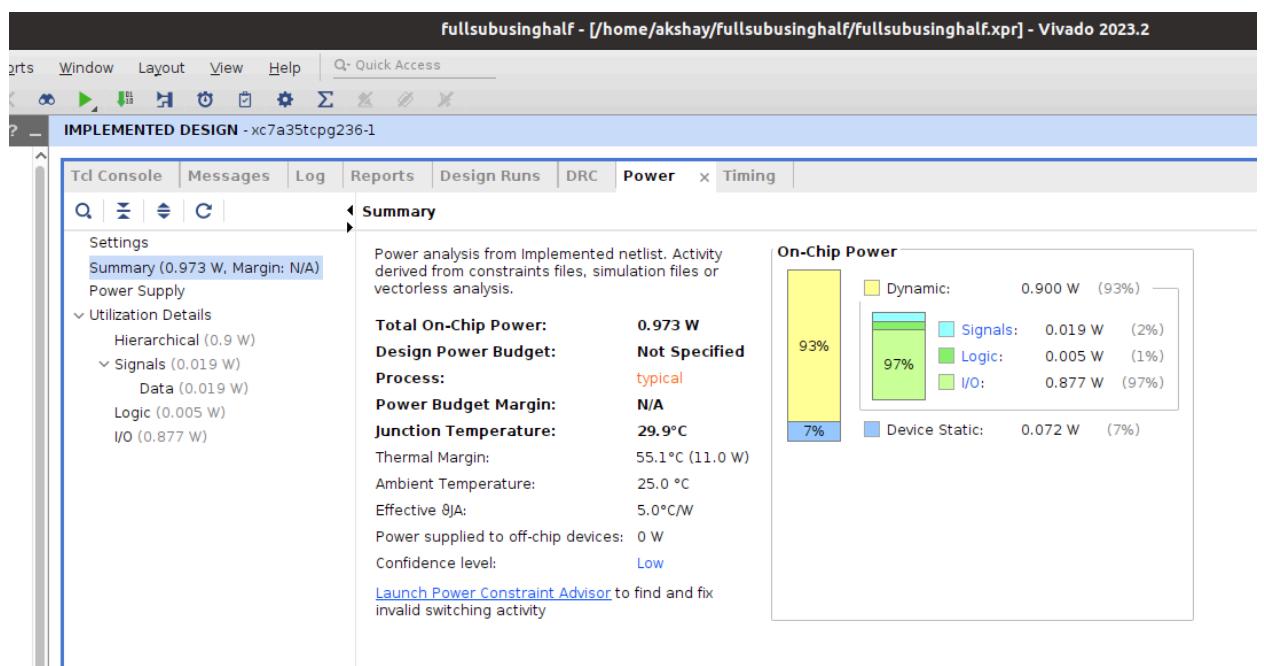
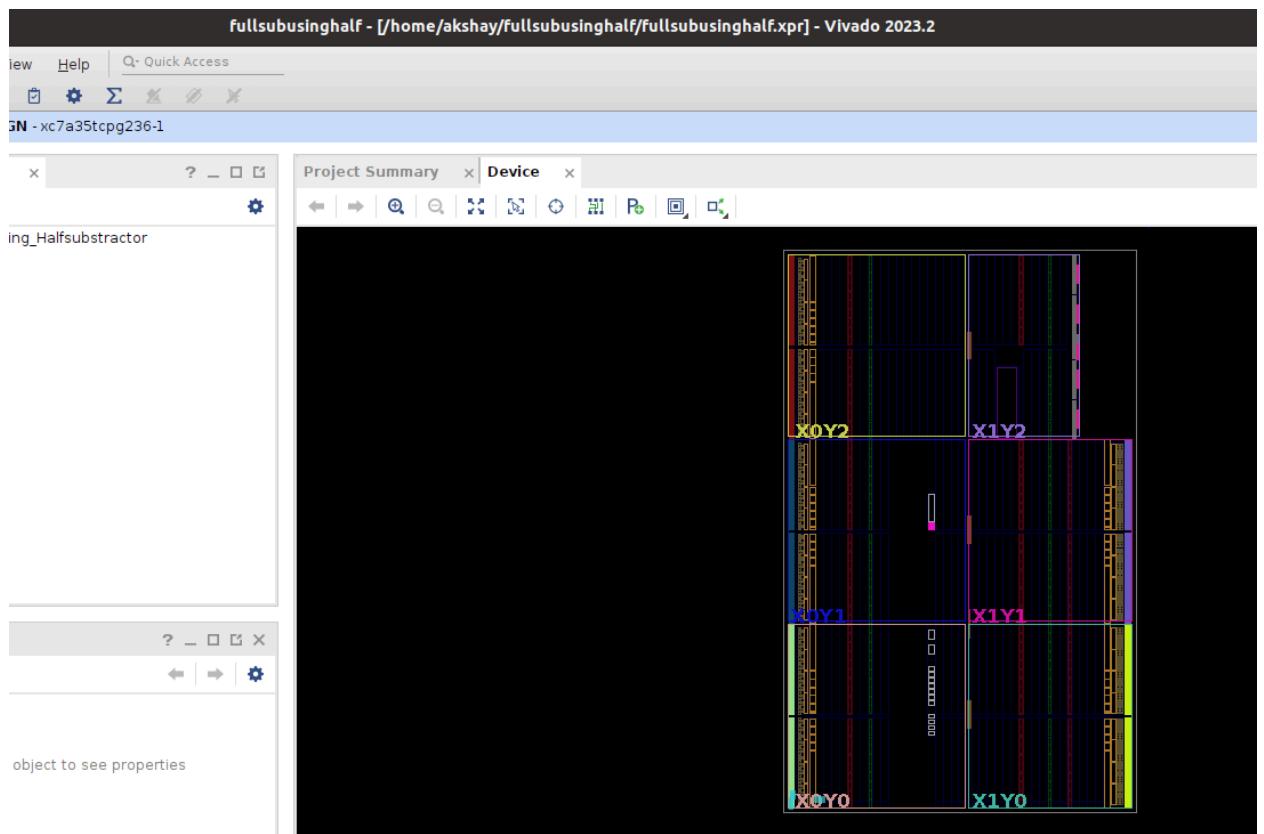
initial
begin
    a=0; b=0 ; c=0;#10;
    a=0; b=0; c=1;#10;
    a=0; b=1; c=0;#10;
    a=0; b=1; c=1;#10;
    a=1; b=0 ;c=0;#10;
    a=1; b=0; c=1;#10;
    a=1; b=1; c=0;#10;
    a=1; b=1; c=1; #10;
end

Initial
$monitor("a=%b, b=%b, c=%b, borrow=%b, diff=%b",a, b, c, borrow, diff);

endmodule

```





Q.9.> Write a Verilog Code for 4-bit carry look Adder.

```
module LookAhead(  
    input [3:0]A, B,  
    input Cin,  
    output [3:0] S,  
    output Cout  
,  
    wire [3:0] Ci;  
    assign Ci[0] = Cin;  
    assign Ci[1] = (A[0] & B[0]) | ((A[0]^B[0]) & Ci[0]);  
    assign Ci[2] = (A[1] & B[1]) | ((A[1]^B[1]) & ((A[0] & B[0]) | ((A[0]^B[0]) & Ci[0])));  
    assign Ci[3] = (A[2] & B[2]) | ((A[2]^B[2]) & ((A[1] & B[1]) | ((A[1]^B[1]) & ((A[0] & B[0]) | ((A[0]^B[0]) & Ci[0]))));  
    assign Cout = (A[3] & B[3]) | ((A[3]^B[3]) & ((A[2] & B[2]) | ((A[2]^B[2]) & ((A[1] & B[1]) | ((A[1]^B[1]) & ((A[0] & B[0]) | ((A[0]^B[0]) & Ci[0]))))));  
    assign S = A^B^Ci;  
    assign add = {Cout, S};  
endmodule
```

Testbench Code:

```
module tb;  
    reg [3:0]A, B;  
    reg Cin;  
    wire [3:0] S;  
    wire Cout;
```

```

wire[4:0] add;

LookAhead dut(A, B, Cin, S, Cout);

initial begin

$monitor("A = %b: B = %b, Cin = %b --> S = %b, Cout = %b, add = %0d", A, B,
Cin, S, Cout, add);

A = 1; B = 0; Cin = 0; #3;

A = 2; B = 4; Cin = 1; #3;

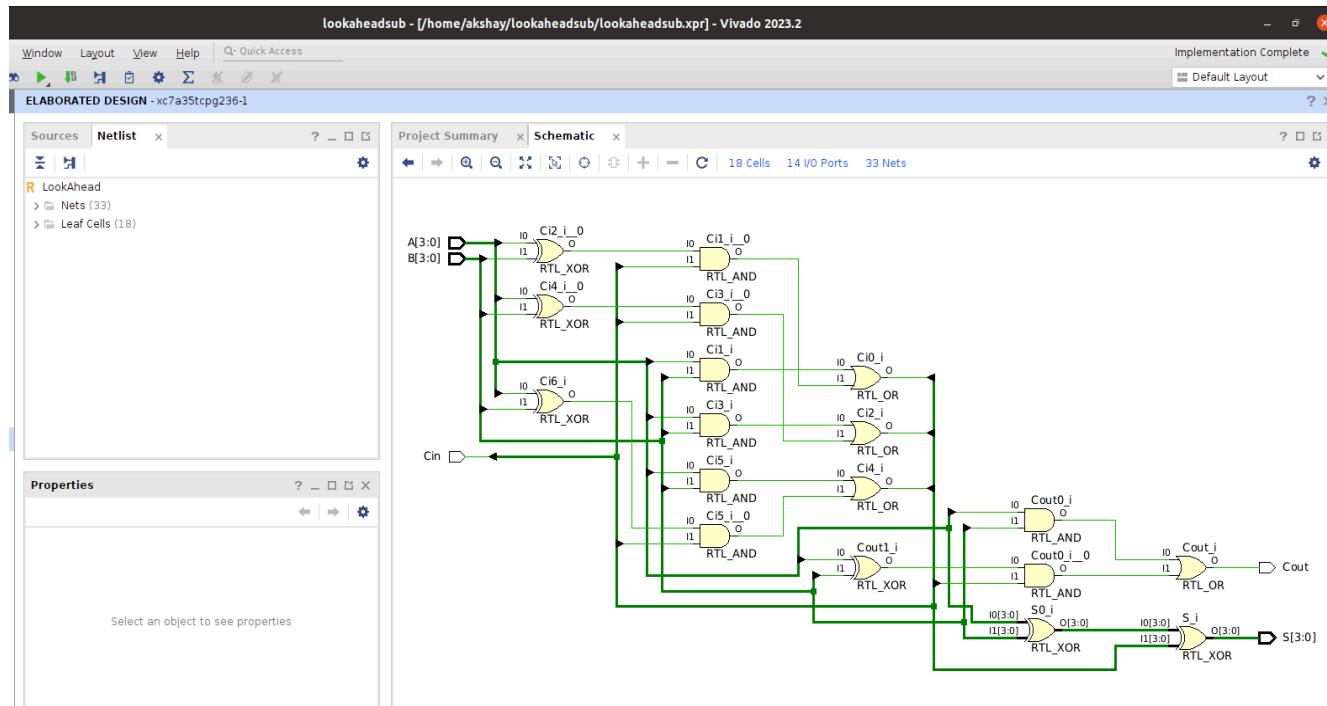
A = 4'hb; B = 4'h6; Cin = 0; #3;

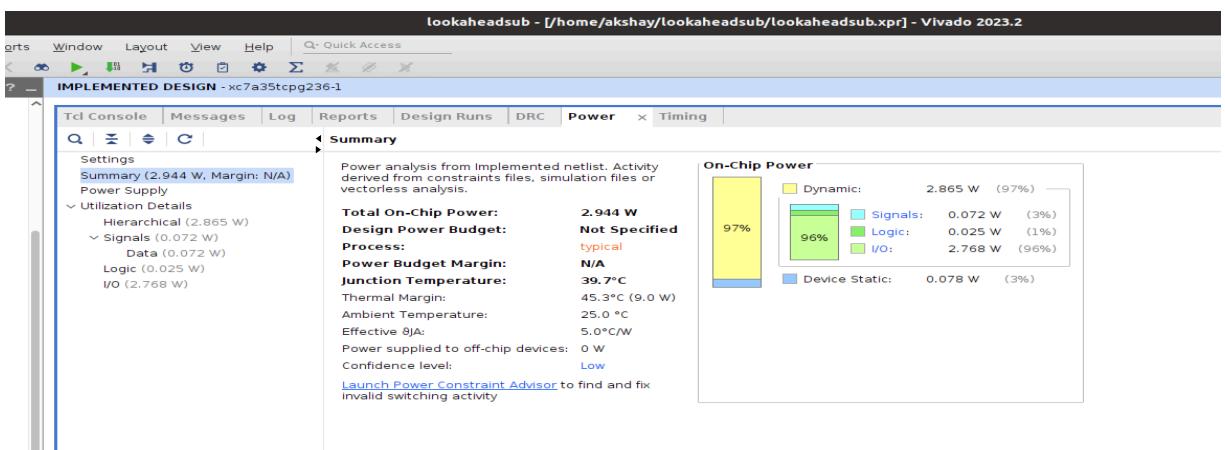
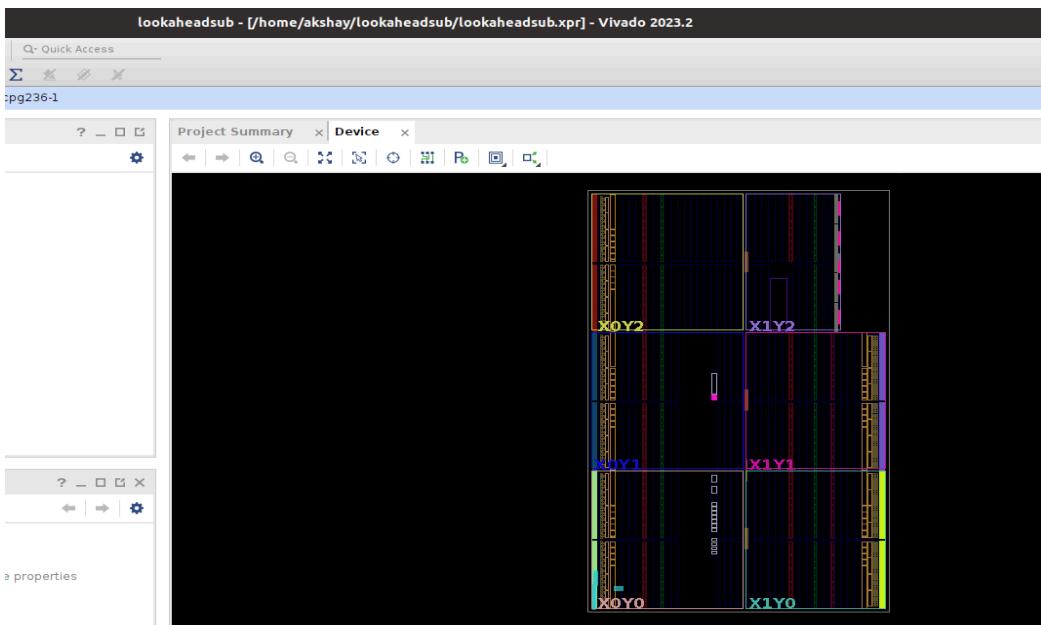
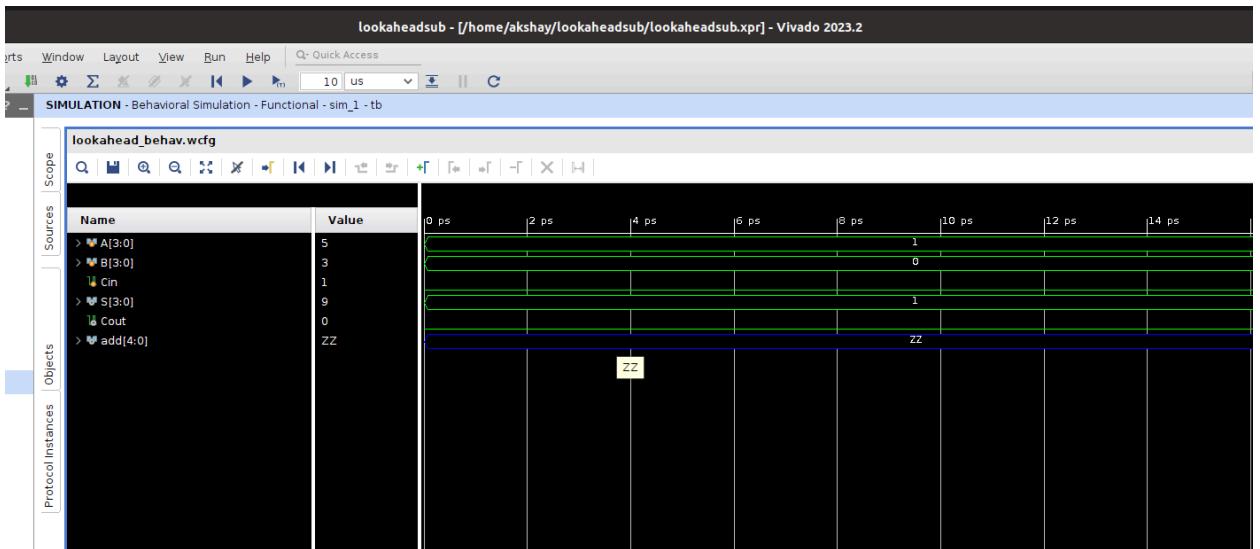
A = 5; B = 3; Cin = 1;

end

```

Endmodule





Q.10.> Write a Verilog Code for

a.> 2:1 MUX b.> 4:1 MUX

Soln a.> for 2:1 MUX

```
/module mux_2_1 (
    // input select,
    // input input0, input1,
    // output out
);
// assign out = select ? input1 : input0;
//endmodule

// module mux_2_1 (
    // input select,
    // input input0, input1,
    // output out
);
//    wire w_sel_and_input0, w_sel_and_input1;
//    wire w_sel_and_not_sel, w_sel_and_input1_and_sel_and_not_sel;
//    and #(1) U1(w_sel_and_input0, select, input0);
//    and #(1) U2(w_sel_and_input1, select, input1);
//    not #(1) U3(w_sel_and_not_sel, select);
//    and #(1) U4(w_sel_and_input1_and_sel_and_not_sel, input1, select,
//    w_sel_and_not_sel);
//    or #(1) U5(out, w_sel_and_input0, w_sel_and_input1_and_sel_and_not_sel);
// endmodule
```

```

module mux_2_1 (
    input select,
    input input0, input1,
    output reg out
);

always @ (*)
begin
    case(select)
        1'b0: out = input0;
        1'b1: out = input1;
        default: out = 1'bx; // Default case for unknown select value
    endcase
end
endmodule

```

Testbench Code:

```

module mux_tb();
    reg input0, input1, select;
    wire out;
    mux_2_1 dut(select, input0, input1, out);
    initial begin
        $monitor("select = %h: input0 = %h, input1 = %h --> out = %h", select, input0, input1, out);
        input0 = 1; input1 = 0;
    end
endmodule

```

```

select = 0;

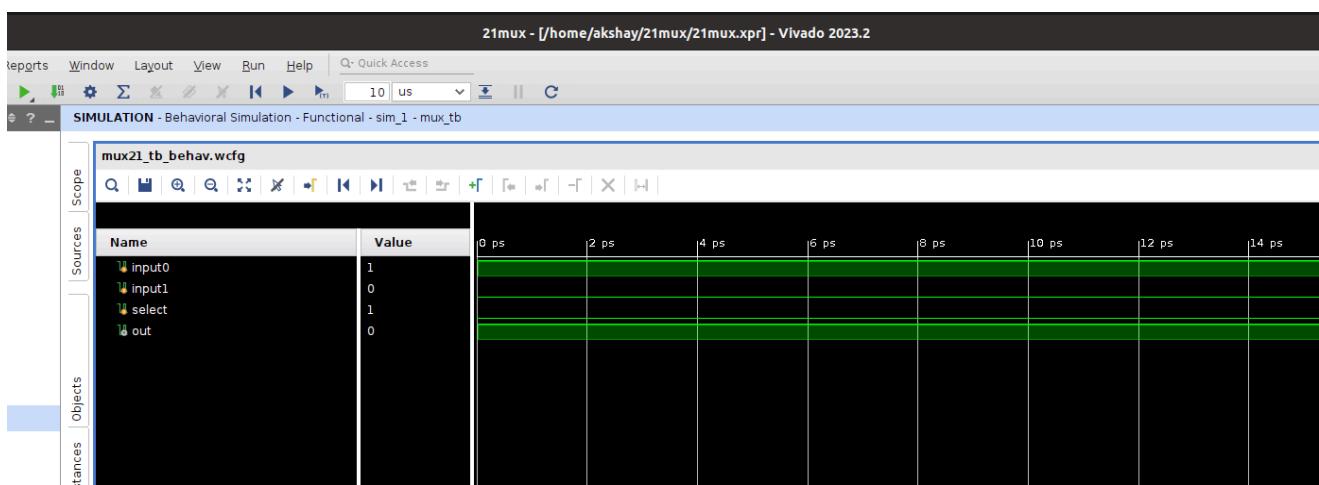
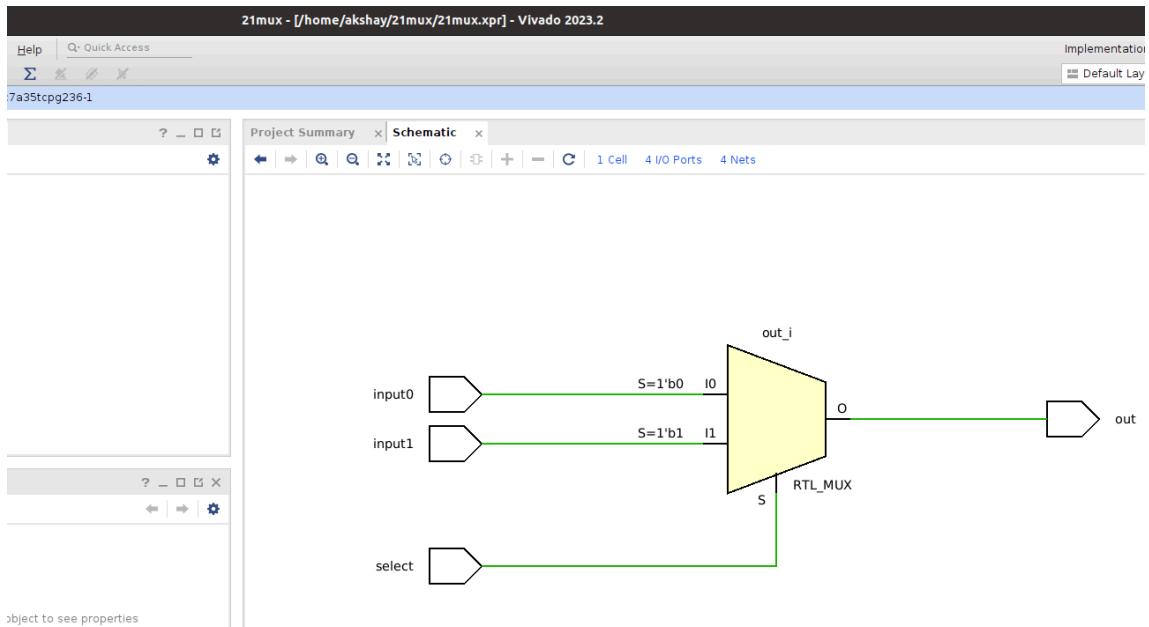
#100;

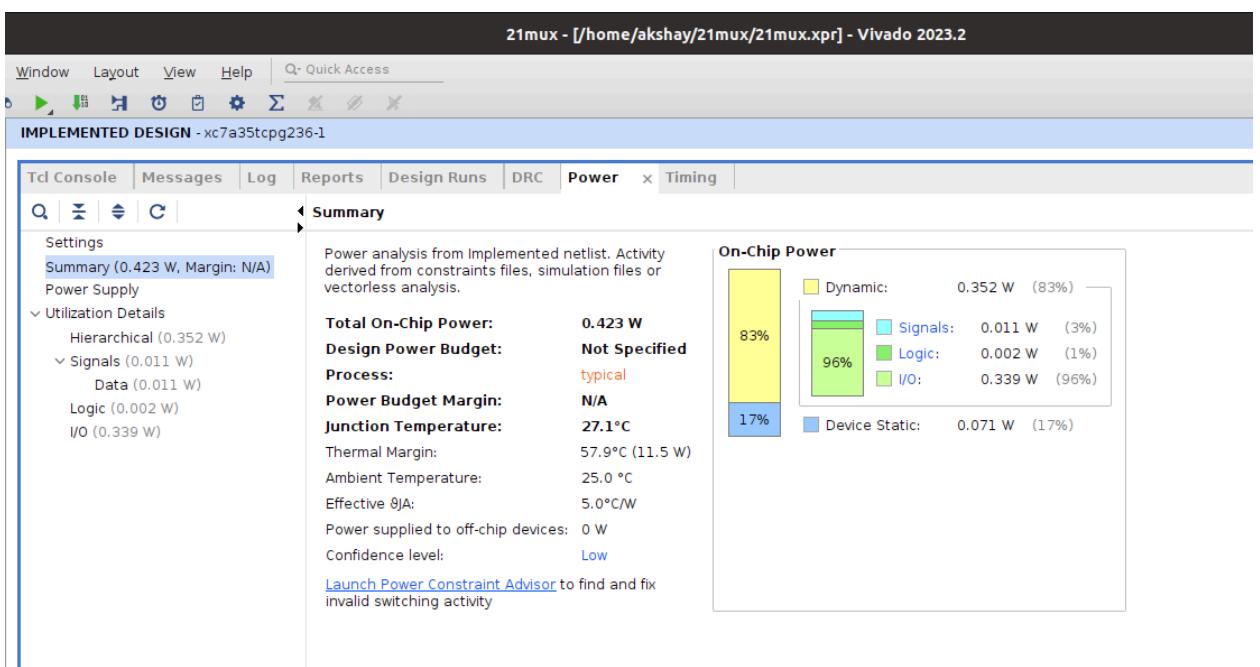
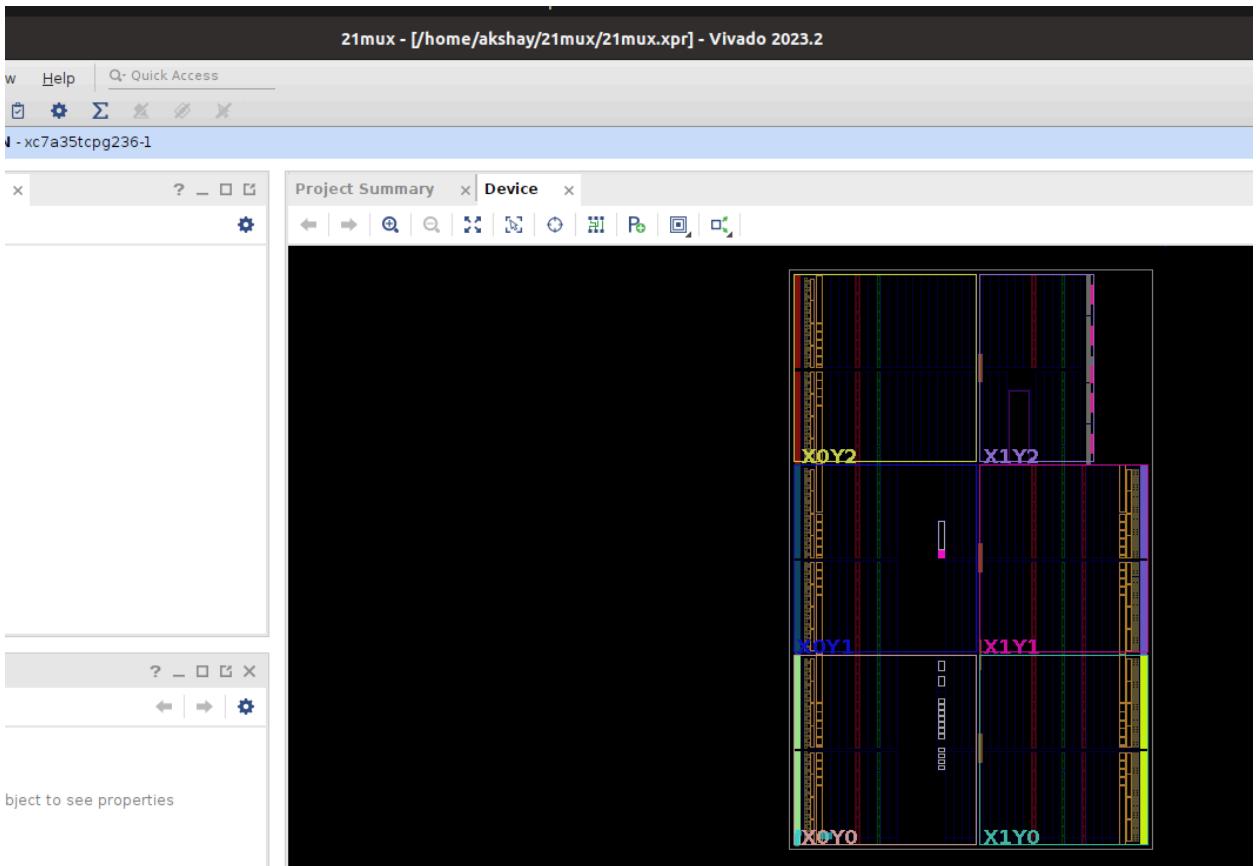
select = 1;

end

endmodule

```





Soln b.> for 4:1 MUX

```
module mux_4x1 (
    input [1:0] sel,
    input a,b,c,d,
    output reg y
);

    always @(*) begin
        case(sel)
            2'h0: y = a;
            2'h1: y = b;
            2'h2: y = c;
            2'h3: y = d;
            default: $display("Invalid sel input");
        endcase
    end

endmodule

//module mux_4x1 (
//    input [1:0] sel,
//    input a, b, c, d,
//    output reg y
//);

//    wire w_sel_inv_0, w_sel_inv_1;
//    wire w_sel_and_a, w_sel_and_b, w_sel_and_c, w_sel_and_d;
//    wire w_sel_and_inv_0, w_sel_and_inv_1;
```

```

// // Inverters for sel[0] and sel[1]
    // not #(1) U_sel_inv_0(w_sel_inv_0, sel[0]);
    // not #(1) U_sel_inv_1(w_sel_inv_1, sel[1]);

// // AND gates for sel[0] and sel[1] with inputs
    // and #(1) U_sel_and_a(w_sel_and_a, sel[0], a);
    // and #(1) U_sel_and_b(w_sel_and_b, sel[0], b);
    // and #(1) U_sel_and_c(w_sel_and_c, sel[0], c);
    // and #(1) U_sel_and_d(w_sel_and_d, sel[0], d);

// // AND gates for inverted sel[0] and sel[1]
    // and #(1) U_sel_and_inv_0(w_sel_and_inv_0, w_sel_inv_0, a);
    // and #(1) U_sel_and_inv_1(w_sel_and_inv_1, w_sel_inv_1, b);

// // OR gate for final output
    // or #(1) U_or_y(y, w_sel_and_a, w_sel_and_b, w_sel_and_c, w_sel_and_d,
    // w_sel_and_inv_0, w_sel_and_inv_1);

// endmodule

```

```

//module mux_example(
    // input [1:0] sel,
    // input i0,i1,i2,i3,
    // output reg y);

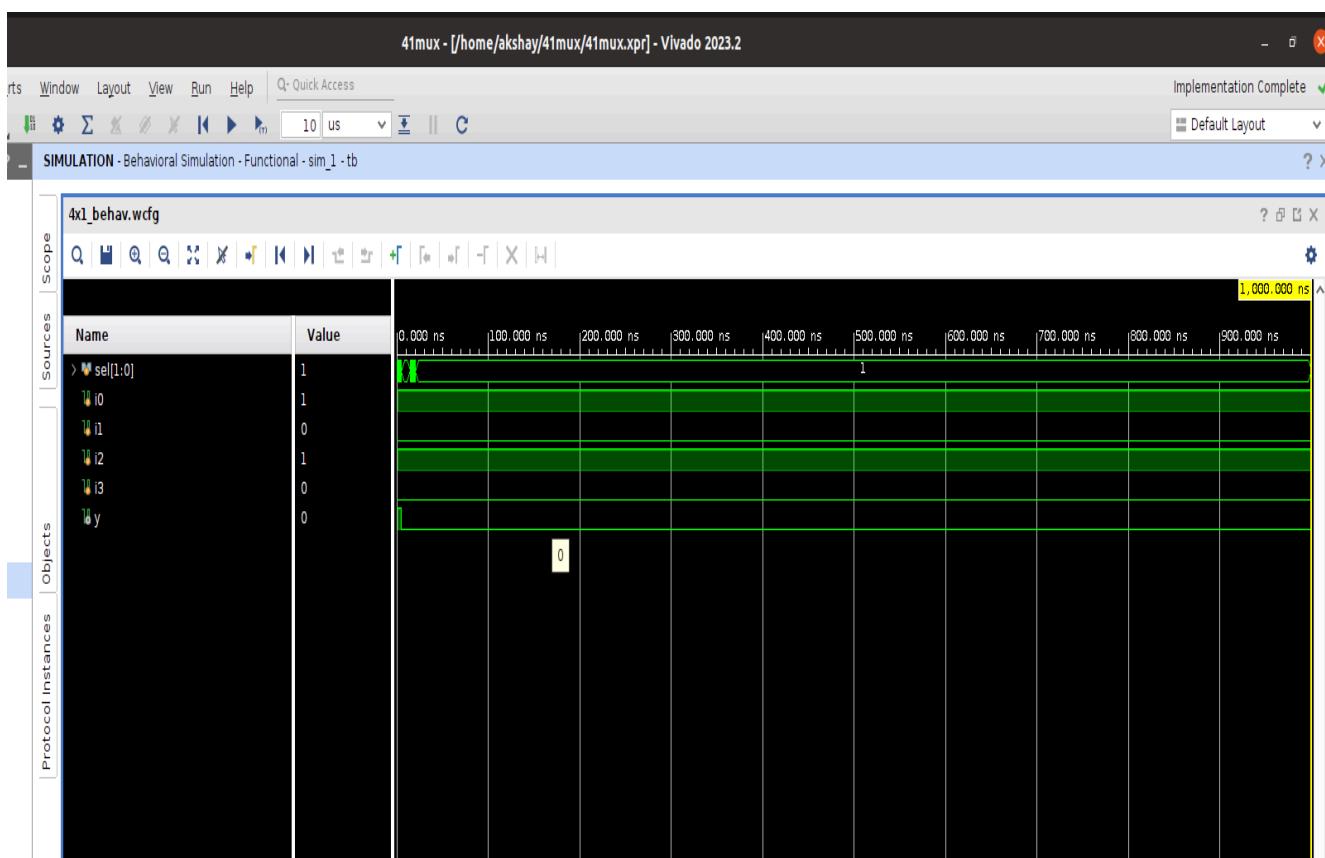
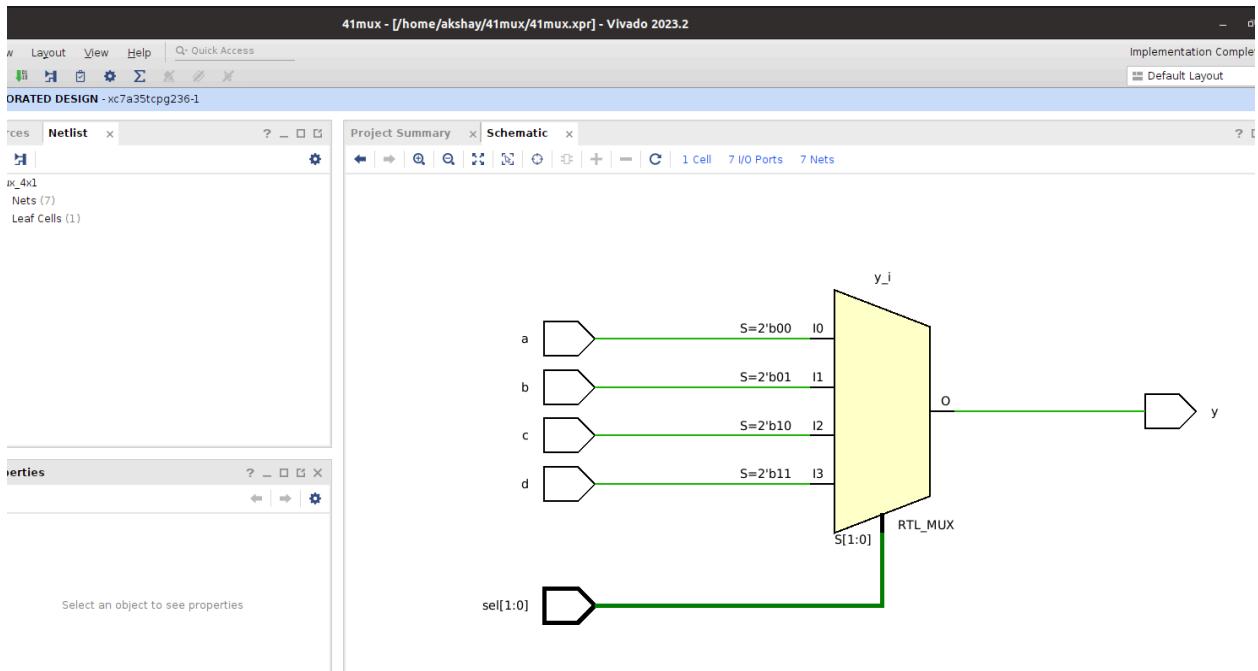
    // always @(*) begin
        // case(sel)
            // 2'h0: y = i0;
            // 2'h1: y = i1;
            // 2'h2: y = i2;

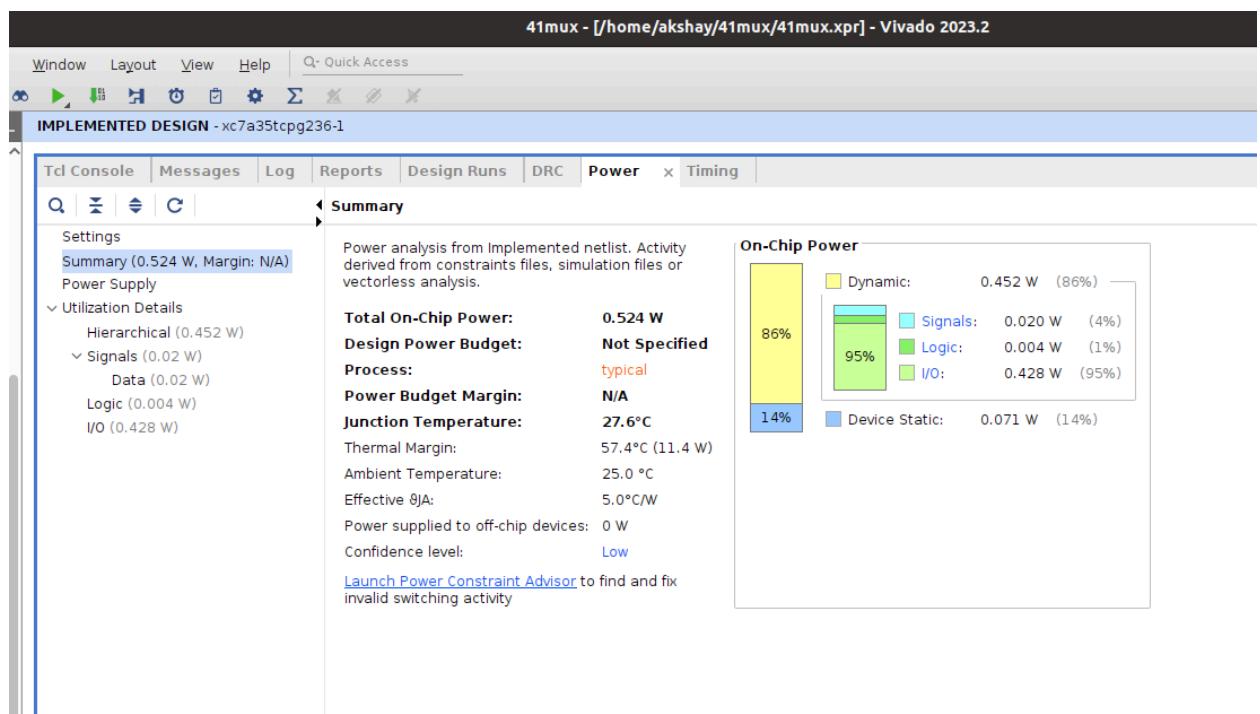
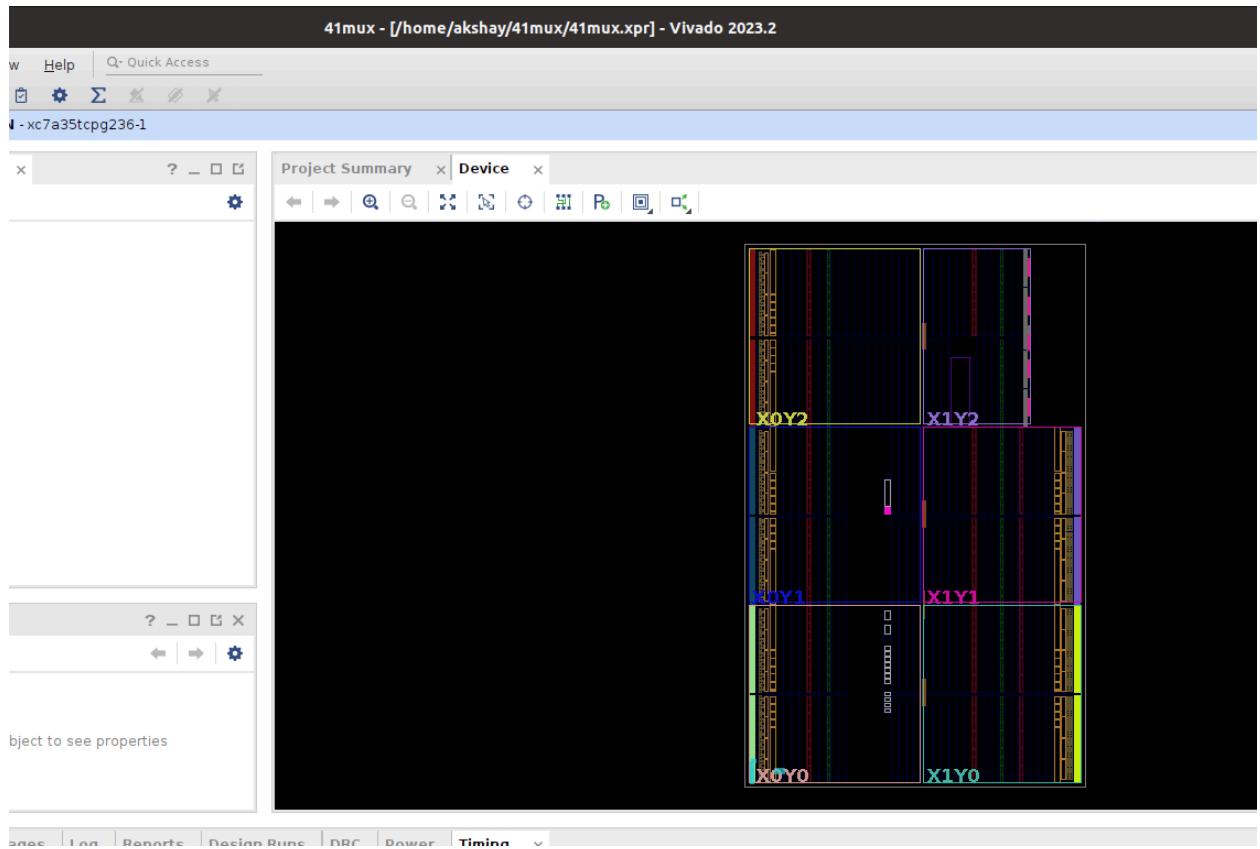
```

```
//      2'h3: y = i3;  
//      default: $display("Invalid sel input");  
//    endcase  
//  end  
//endmodule
```

Testbench Code:

```
module tb;  
  
reg [1:0] sel;  
  
reg i0,i1,i2,i3;  
  
wire y;  
  
mux_example mux(sel, i0, i1, i2, i3, y);  
  
initial begin  
  
  $monitor("sel = %b -> i3 = %0b, i2 = %0b ,i1 = %0b, i0 = %0b ->  
y = %0b", sel,i3,i2,i1,i0, y);  
  
  {i3,i2,i1,i0} = 4'h5;  
  
  repeat(6) begin  
  
    sel = $random;  
  
    #5;  
  
  end  
  
end  
  
endmodule
```





Assignment-4

Q.11 Write a Verilog code for 4:1 MUX using 2:1 Mux.

```
module mux_2_1(  
    input sel,  
    input i0, i1,  
    output y);  
  
    assign y = sel ? i1 : i0;  
  
endmodule
```

```
module mux_4_1(  
    input sel0, sel1,  
    input i0,i1,i2,i3,  
    output y);  
  
    wire y0, y1;  
  
    mux_2_1 m1(sel1, i2, i3, y1);  
    mux_2_1 m2(sel1, i0, i1, y0);  
    mux_2_1 m3(sel0, y0, y1, y);  
  
endmodule
```

Testbench Code:

```
module tb;  
  
    reg sel0, sel1;  
    reg i0,i1,i2,i3;  
    wire y;
```

```

mux_4_1 mux(sel0, sel1, i0, i1, i2, i3, y);

initial begin

$monitor("sel0=%b, sel1=%b -> i3 = %0b, i2 = %0b ,i1 = %0b, i0 = %0b -> y = %0b",
sel0,sel1,i3,i2,i1,i0, y);

{i3,i2,i1,i0} = 4'h5;

repeat(6) begin

{sel0, sel1} = $random;

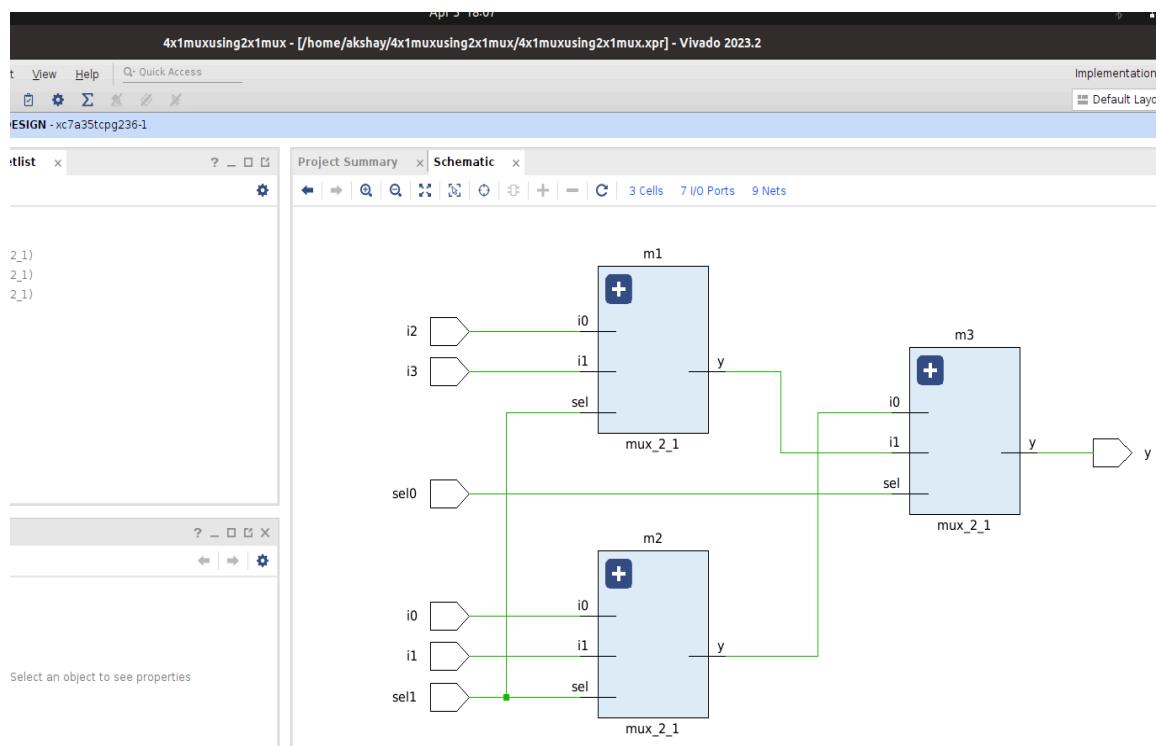
#5;

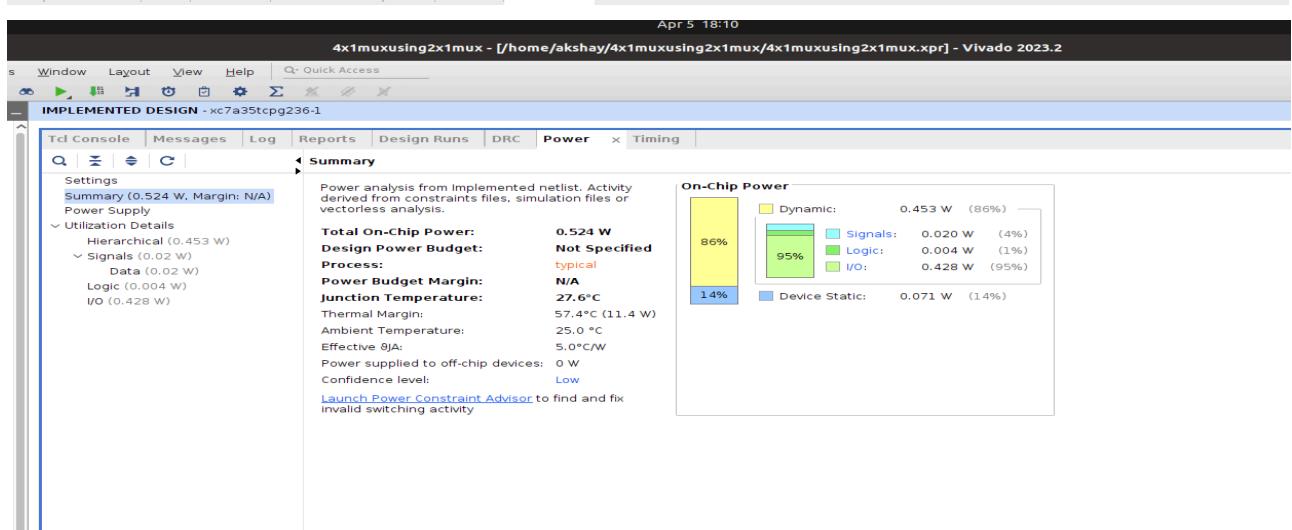
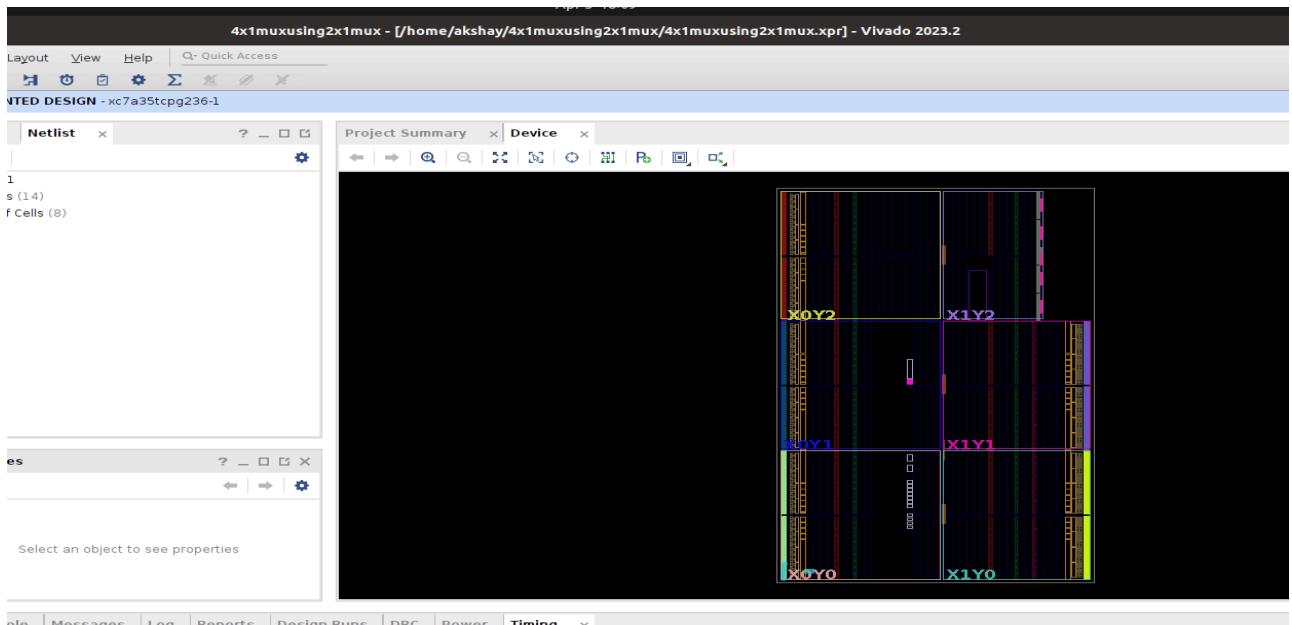
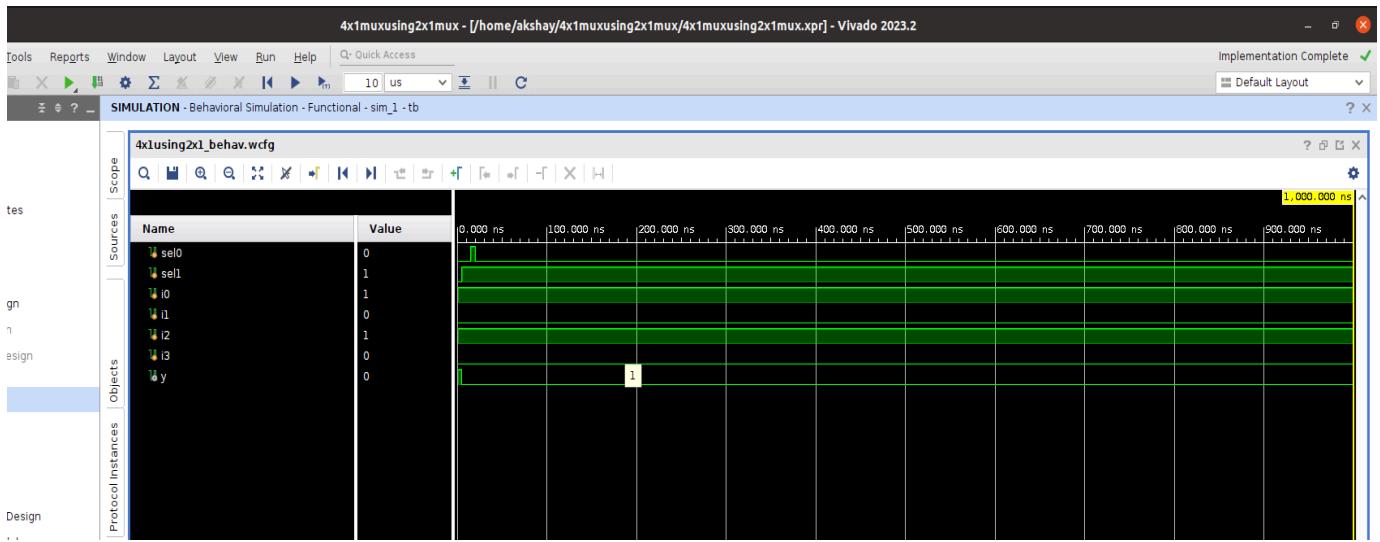
end

end

endmodule

```



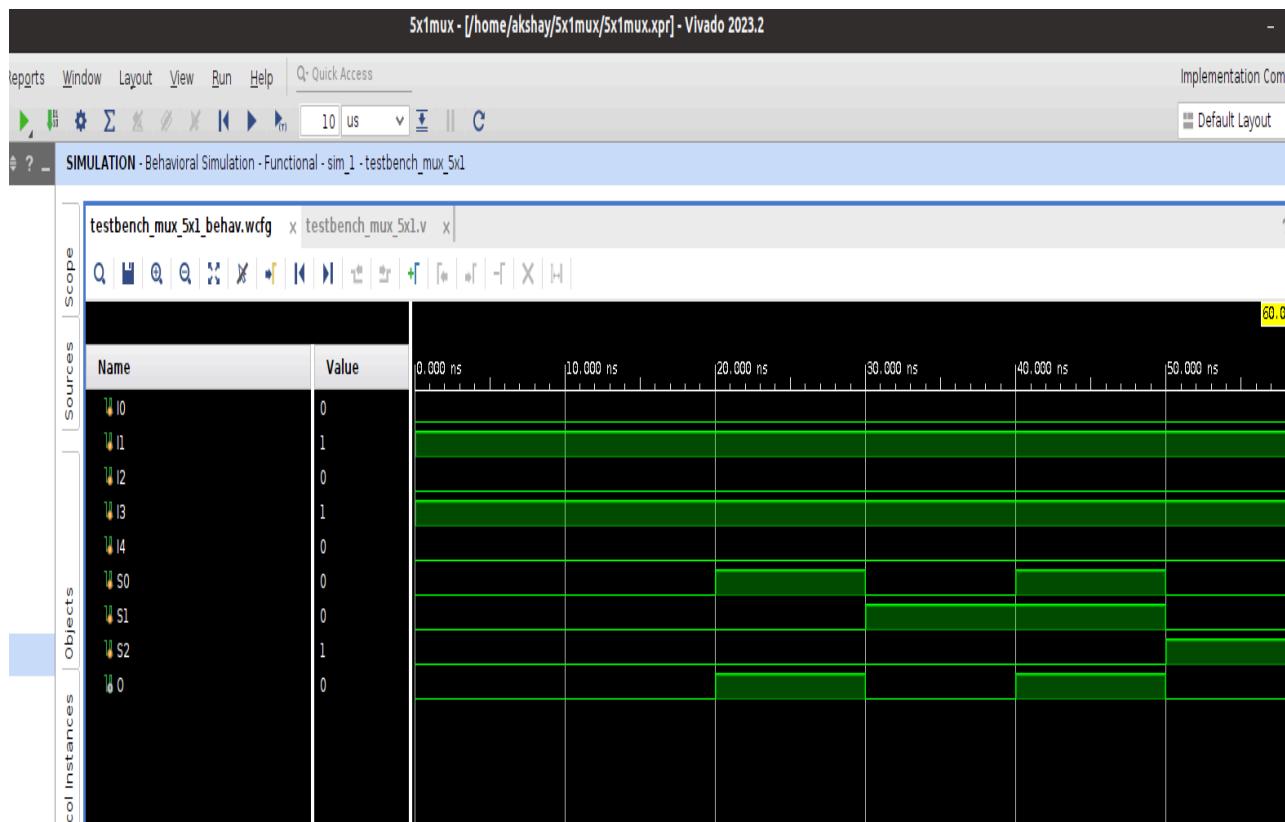
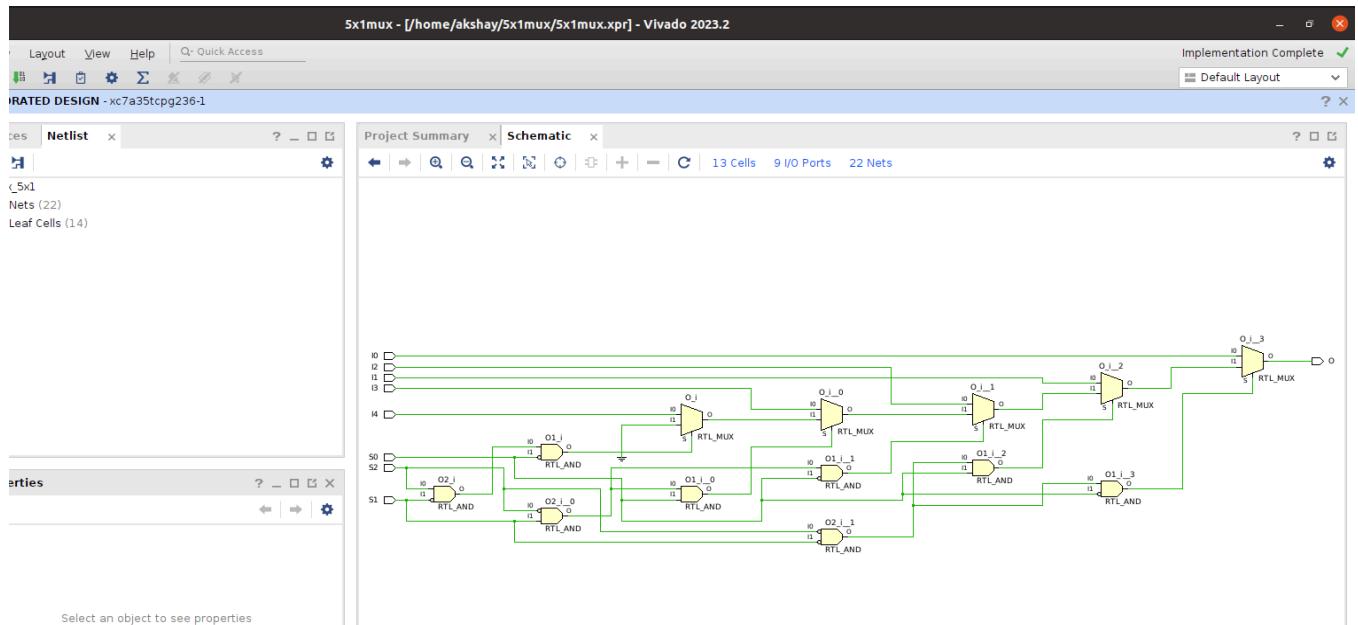


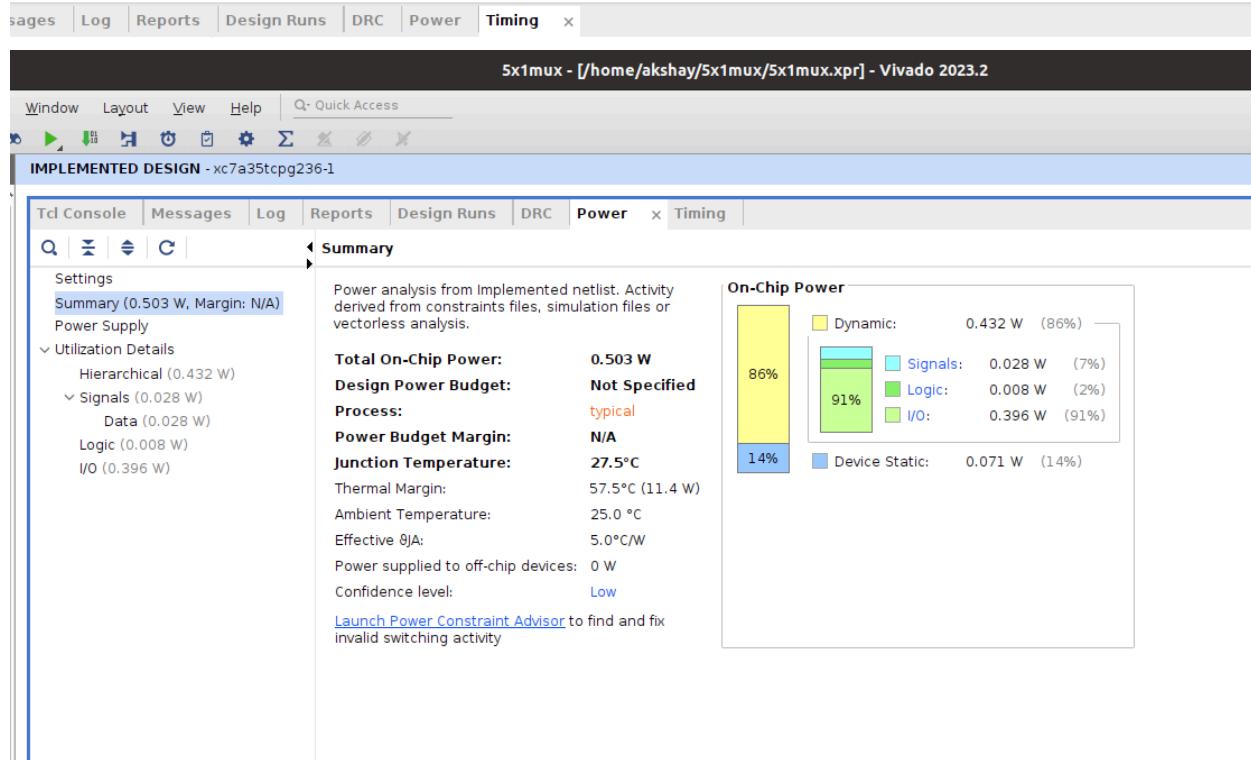
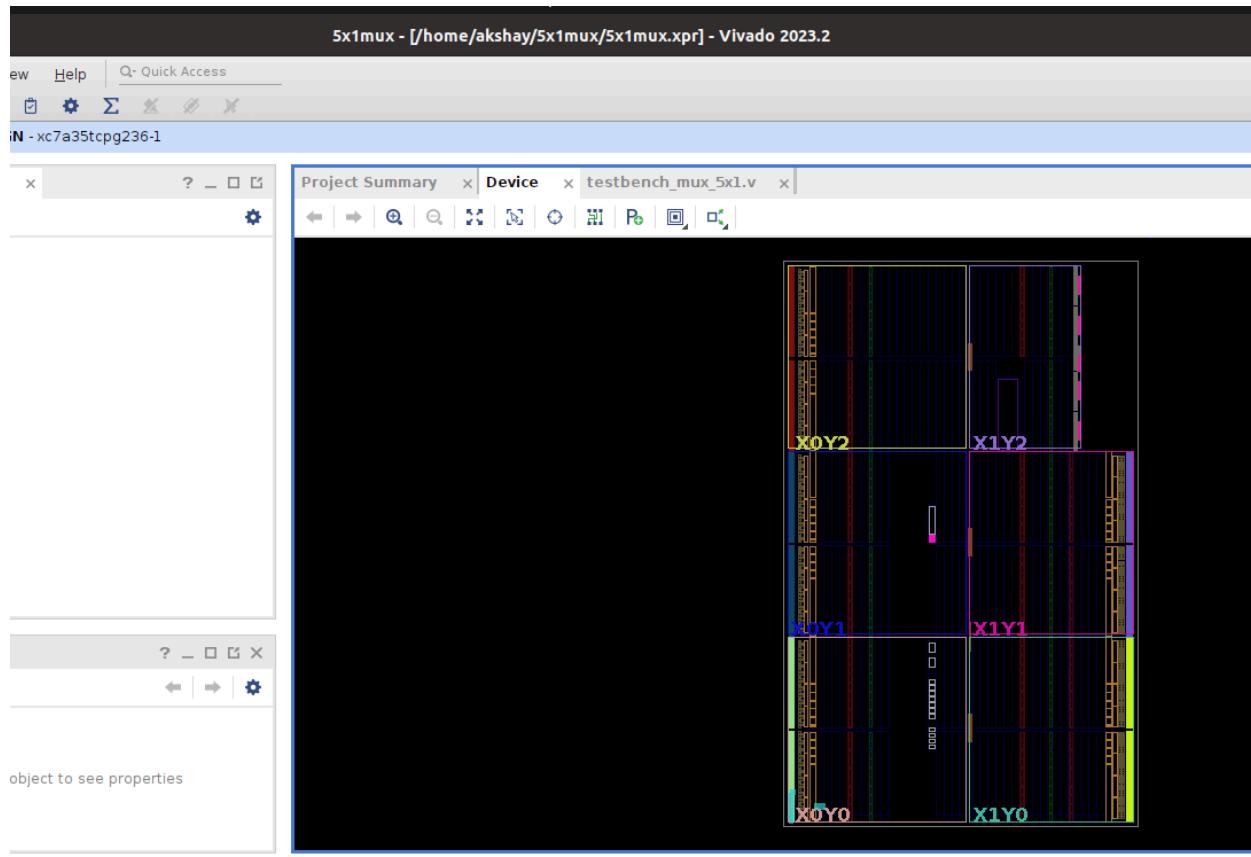
Q.12.> Write a Verilog code for 5:1 MUX.

```
module mux_5x1(  
    input I0, I1, I2, I3, I4, // Inputs to select from  
    input S0, S1, S2,        // Selection lines  
    output reg O            // Output  
);  
  
reg not_S0, not_S1, not_S2;  
  
always @* begin  
  
    not_S0 = ~S0;  
    not_S1 = ~S1;  
    not_S2 = ~S2;  
  
    if (~S2 & ~S1 & ~S0)  
        O = I0;  
    else if (~S2 & ~S1 & S0)  
        O = I1;  
    else if (~S2 & S1 & ~S0)  
        O = I2;  
    else if (~S2 & S1 & S0)  
        O = I3;  
    else if (S2 & ~S1 & ~S0)  
        O = I4;  
    else  
        O = 0; // Default case  
end  
  
Endmodule
```

Testbench Code:

```
module testbench_mux_5x1;  
  
// Inputs reg I0, I1, I2, I3, I4;  
  
    reg S0, S1, S2;  
  
// Output wire O;  
  
// Instantiate the 5x1 multiplexer module  
  
mux_5x1 dut(I0,I1,I2,I3,I4,S0,S1,S2,O);  
  
// Initialize inputs  
  
initial begin  
  
I0 = 1'b0;  
  
I1 = 1'b1;  
  
I2 = 1'b0;  
  
I3 = 1'b1;  
  
I4 = 1'b0;  
  
S0 = 1'b0;  
  
S1 = 1'b0;  
  
S2 = 1'b0; #10;  
  
S0 = 1'b0; S1 = 1'b0; S2 = 1'b0; #10;  
  
S0 = 1'b1; S1 = 1'b0; S2 = 1'b0; #10;  
  
S0 = 1'b0; S1 = 1'b1; S2 = 1'b0; #10;  
  
S0 = 1'b1; S1 = 1'b1; S2 = 1'b0; #10;  
  
S0 = 1'b0; S1 = 1'b0; S2 = 1'b1; #10;  
  
$finish;  
  
end  
  
Endmodule
```





Q.13.> Write a Verilog code for 3:1 MUX using 2:1 MUX.

```
module mux2x1(y,sel,in0,in1);
    input in0,in1,sel;
    output y;
    assign y = sel ? in1 : in0;
endmodule

module mux3x1_using_2x1mux(out,i0,i1,i2,sel0,sel1);
    input i0,i1,i2;
    input sel0,sel1;
    output out;
    wire o1;
    mux2x1 m1(o1,sel0,i0,i1);
    mux2x1 m2(out,sel1,o1,i2);
endmodule
```

Testbench Code:

```
module tb;
    reg i0,i1,i2,sel0,sel1;
    wire out;
    mux3x1_using_2x1mux dut(out,i0,i1,i2,sel0,sel1);
    initial begin #100;
        i0=0 ;i1=1; i2=1;
        sel0 =0; sel1=0;#100;
        sel0 =0; sel1=1;#100;
```

```

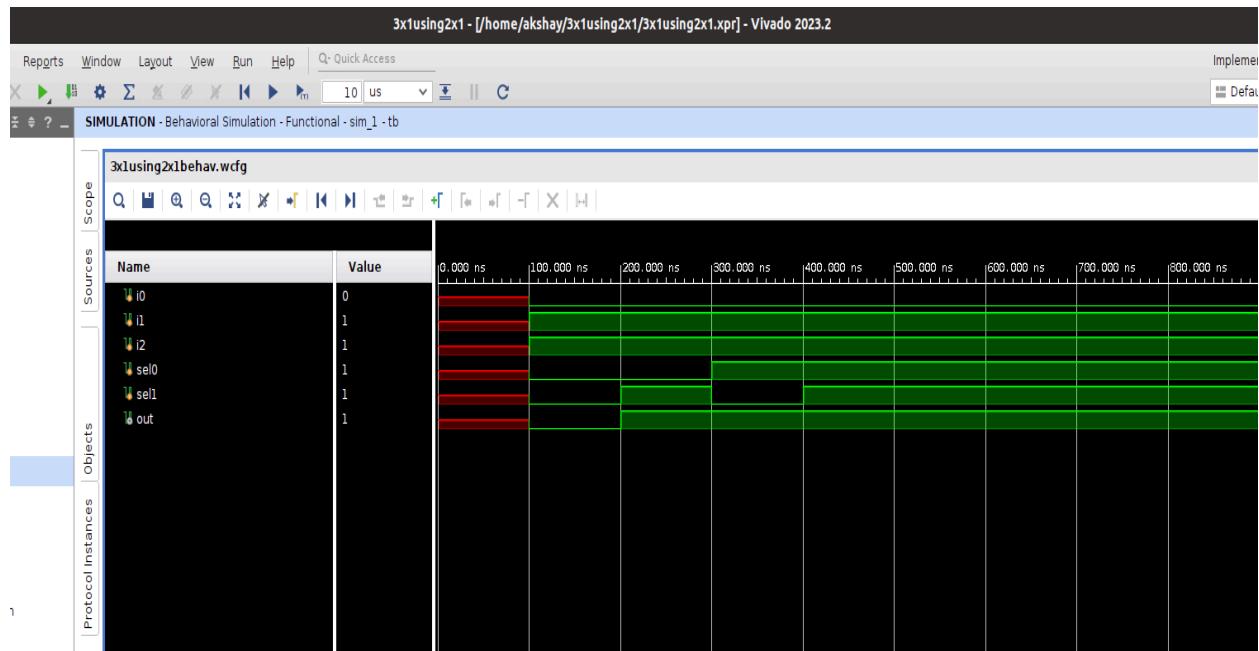
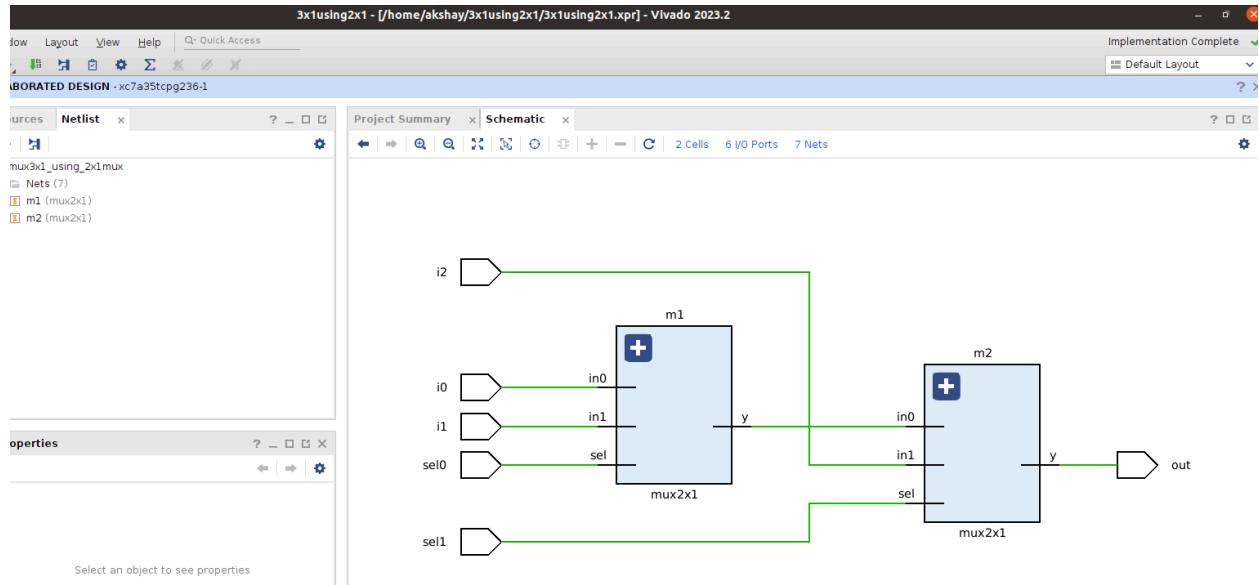
sel0 =1; sel1=0; #100;

sel0 =1; sel1=1; #100;

end

endmodule

```



Apri 5 17:35
3x1using2x1 - [/home/akshay/3x1using2x1/3x1using2x1.xpr] - Vivado 2023.2

Layout View Help Q: Quick Access

IMPLEMENTED DESIGN - xc7a35tcpg236-1

Netlist Project Summary Device

Netlist (12) Leaf Cells (7)

Properties Select an object to see properties

Timing Console Messages Log Reports Design Runs DRC Power Timing

Design Timing Summary

3x1using2x1 - [/home/akshay/3x1using2x1/3x1using2x1.xpr] - Vivado 2023.2

Tcl Console Messages Log Reports Design Runs DRC Power Timing

IMPLEMENTED DESIGN - xc7a35tcpg236-1

Summary

Settings

Summary (0.477 W, Margin: N/A)
Power Supply
Utilization Details
Hierarchical (0.406 W)
Signals (0.017 W)
Data (0.017 W)
Logic (0.004 W)
I/O (0.386 W)

Total On-Chip Power: 0.477 W
Design Power Budget: Not Specified
Process: typical
Power Budget Margin: N/A
Junction Temperature: 27.4°C
Thermal Margin: 57.6°C (11.5 W)
Ambient Temperature: 25.0 °C
Effective θJA: 5.0°C/W
Power supplied to off-chip devices: 0 W
Confidence level: Low

[Launch Power Constraint Advisor](#) to find and fix invalid switching activity

On-Chip Power

Dynamic:	0.406 W (85%)
Signals:	0.017 W (4%)
Logic:	0.004 W (1%)
I/O:	0.386 W (95%)
Device Static:	0.071 W (15%)

The image shows two screenshots of the Vivado 2023.2 software interface. The top screenshot displays the 'Implemented Design' view, showing a grid of logic cells labeled X0Y0, X0Y1, X0Y2, X1Y0, X1Y1, and X1Y2. The bottom screenshot shows the 'Power' tab of the 'Design Runs' panel, providing a detailed breakdown of on-chip power consumption by component type.

Q.14.> Write a Verilog code for DEMUX .

a.> 1:2 Demux

b.> 1:4 Demux

Soln for 1:2 Demux

```
module demux_2_1(
```

```
    input sel,
```

```
    input i,
```

```
    output reg y0, y1
```

```
);
```

```
always @* begin
```

```
    if (sel) begin
```

```
        y0 = 1'b0;
```

```
        y1 = i;
```

```
    end
```

```
    else begin
```

```
        y0 = i;
```

```
        y1 = 1'b0;
```

```
    end
```

```
end
```

```
endmodule
```

Testbench

```
module demux_tb;
```

```
    reg sel, i;
```

```
    wire y0, y1;
```

```
    demux_2_1 dut(sel, i, y0, y1);
```

```
initial begin
```

```

$monitor("sel = %h: i = %h --> y0 = %h, y1 = %h", sel, i, y0, y1);

sel=0; i=0; #100;

sel=0; i=1; #100;

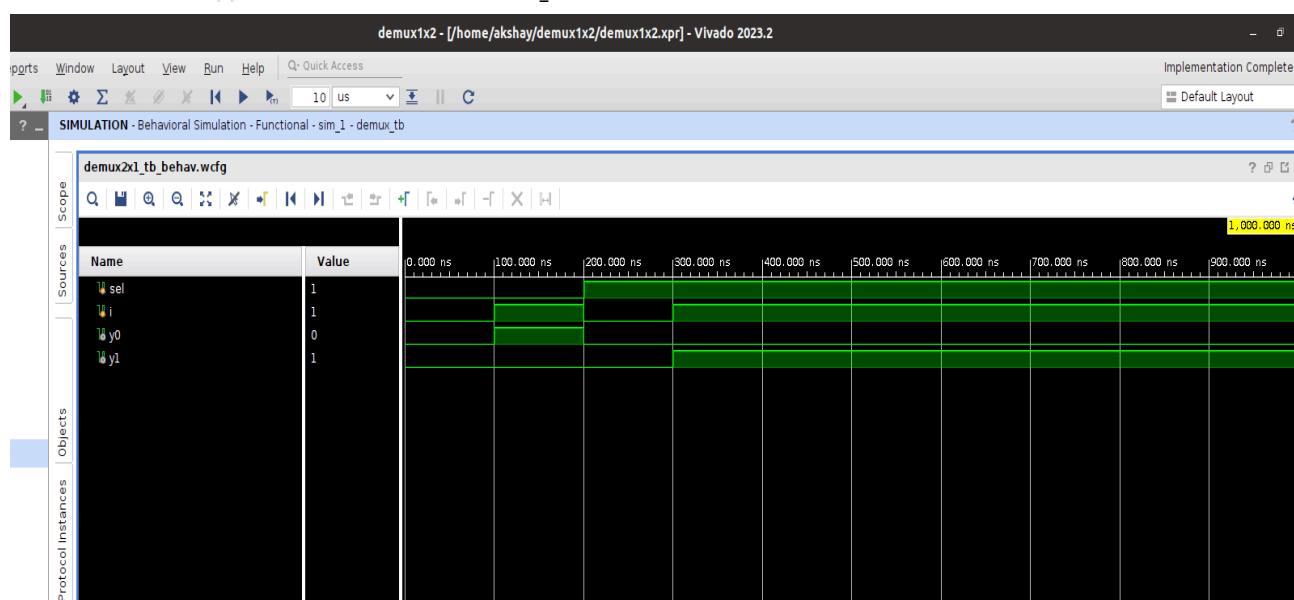
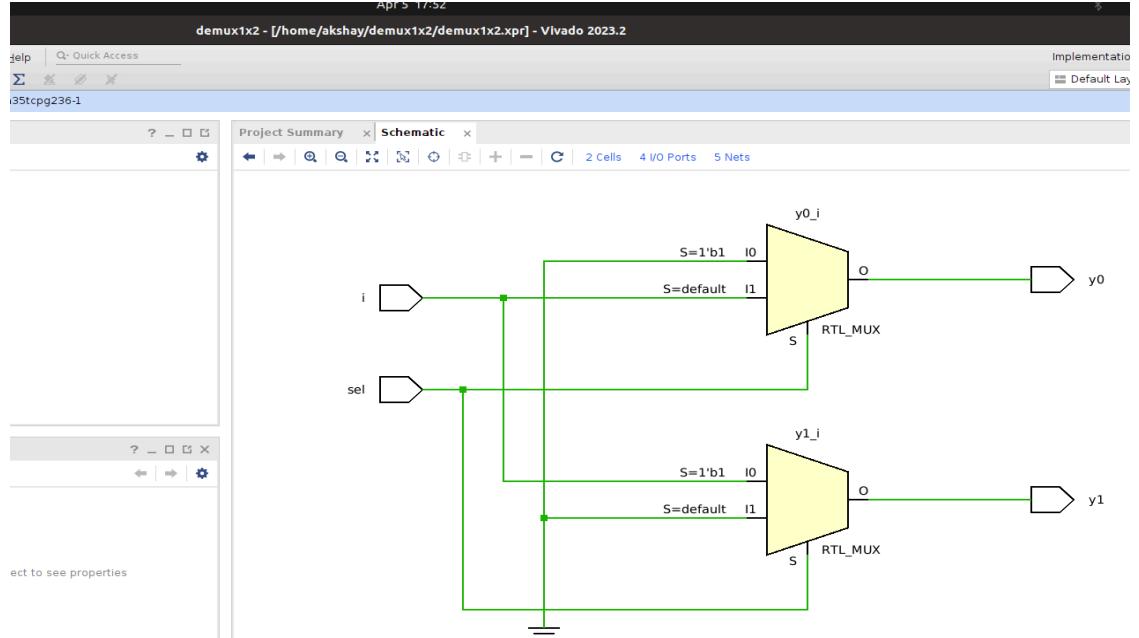
sel=1; i=0; #100;

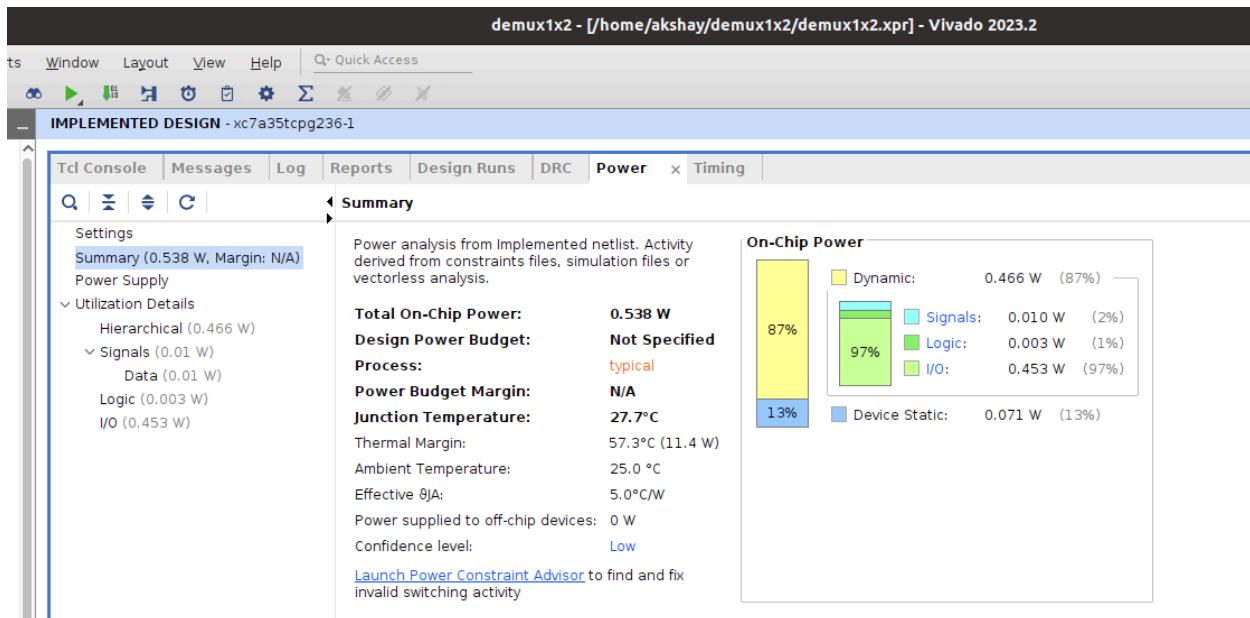
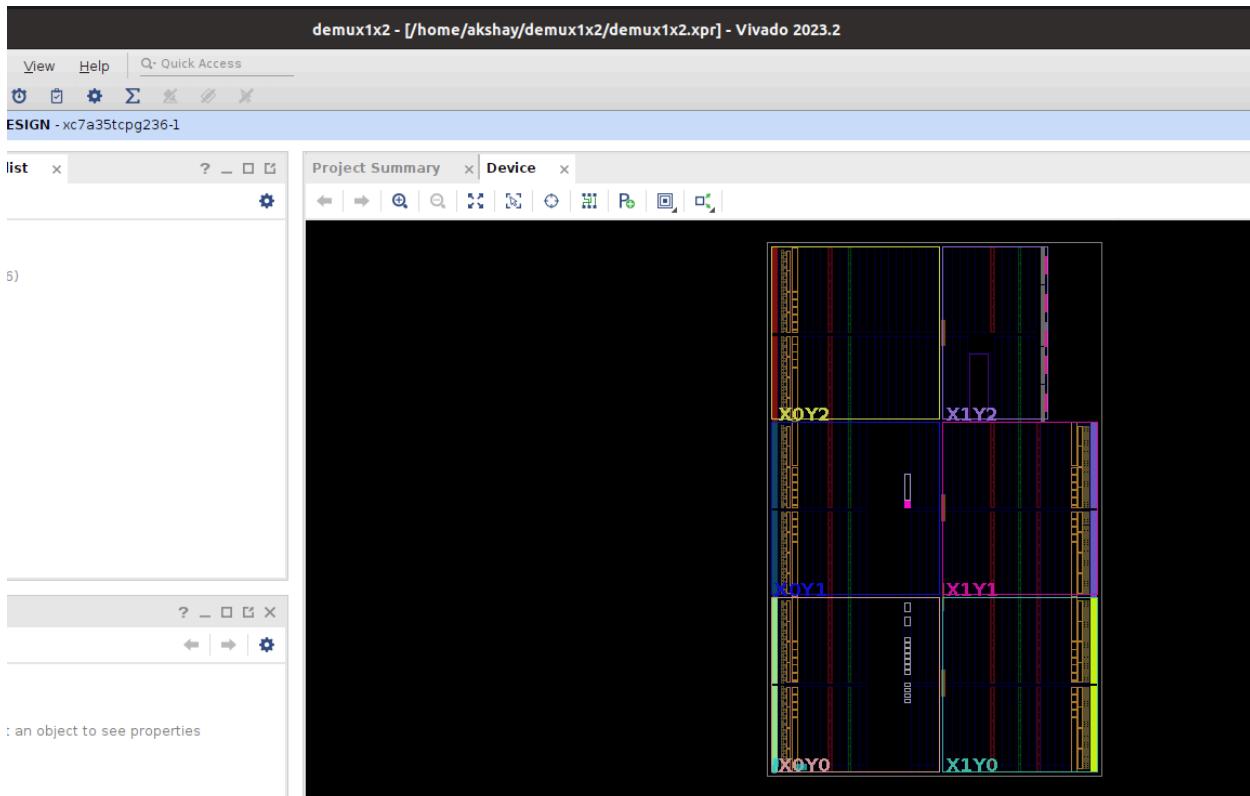
sel=1; i=1; #100;

end

```

Endmodule





Soln for 1:4 Demux.

```
module demux_1_4(
    input [1:0] sel,
    input i,
    output reg y0,y1,y2,y3);
    always @(*) begin
        case(sel)
            2'h0: {y0,y1,y2,y3} = {i,3'b0};
            2'h1: {y0,y1,y2,y3} = {1'b0,i,2'b0};
            2'h2: {y0,y1,y2,y3} = {2'b0,i,1'b0};
            2'h3: {y0,y1,y2,y3} = {3'b0,i};
        default: $display("Invalid sel input");
        endcase
    end
endmodule
```

Testbench

```
module tb;
    reg [1:0] sel;
    reg i;
    wire y0,y1,y2,y3;
    demux_1_4 dut(sel, i, y0, y1, y2, y3);
    initial begin
        $monitor("sel = %b, i = %b -> y0 = %0b, y1 = %0b ,y2 = %0b, y3 = %0b", sel,i, y0,y1,y2,y3);
        sel=2'b00; i=0; #100;      sel=2'b00; i=1; #100;
        sel=2'b01; i=0; #100;      sel=2'b01; i=1; #100;
    end
endmodule
```

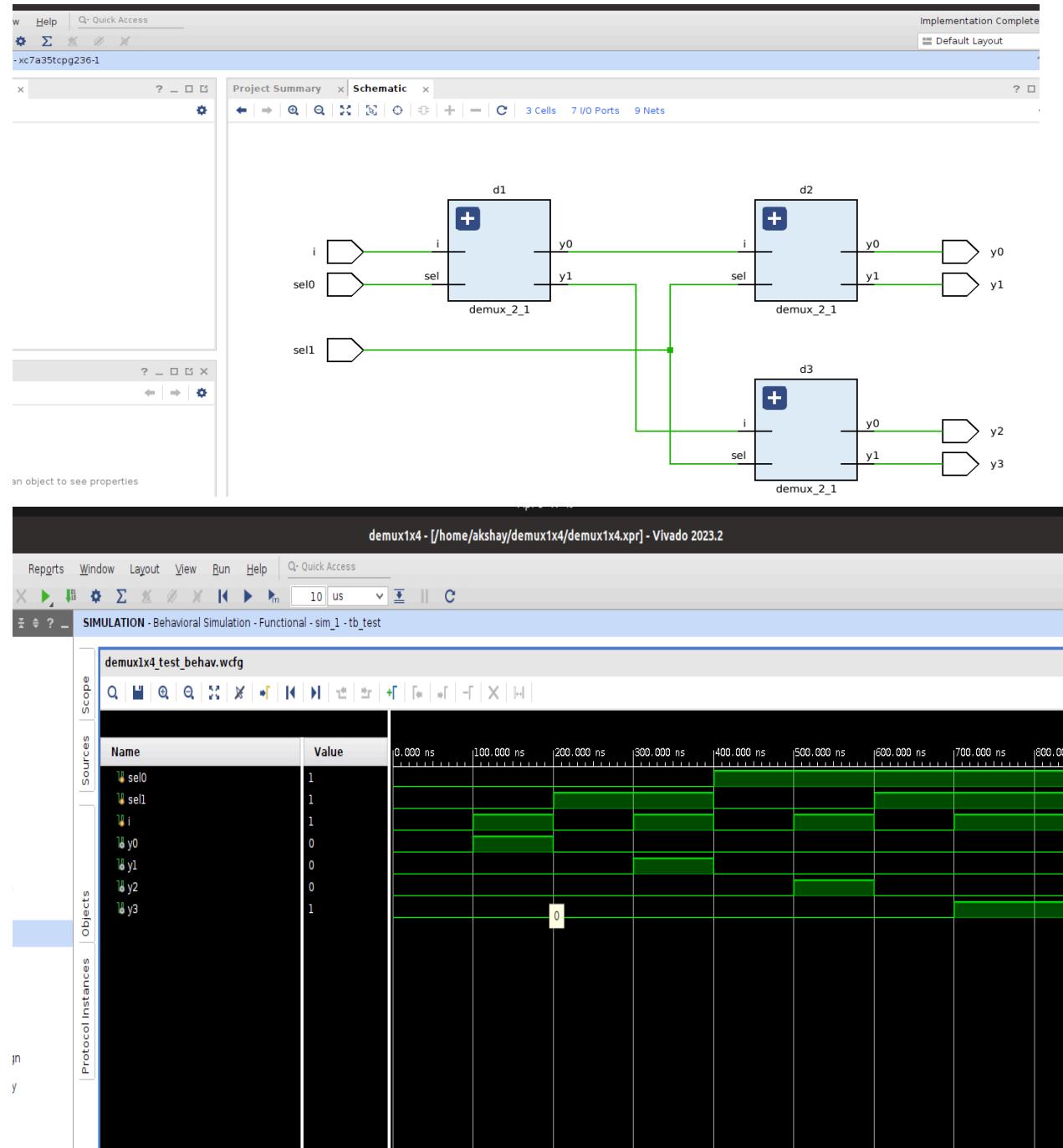
```

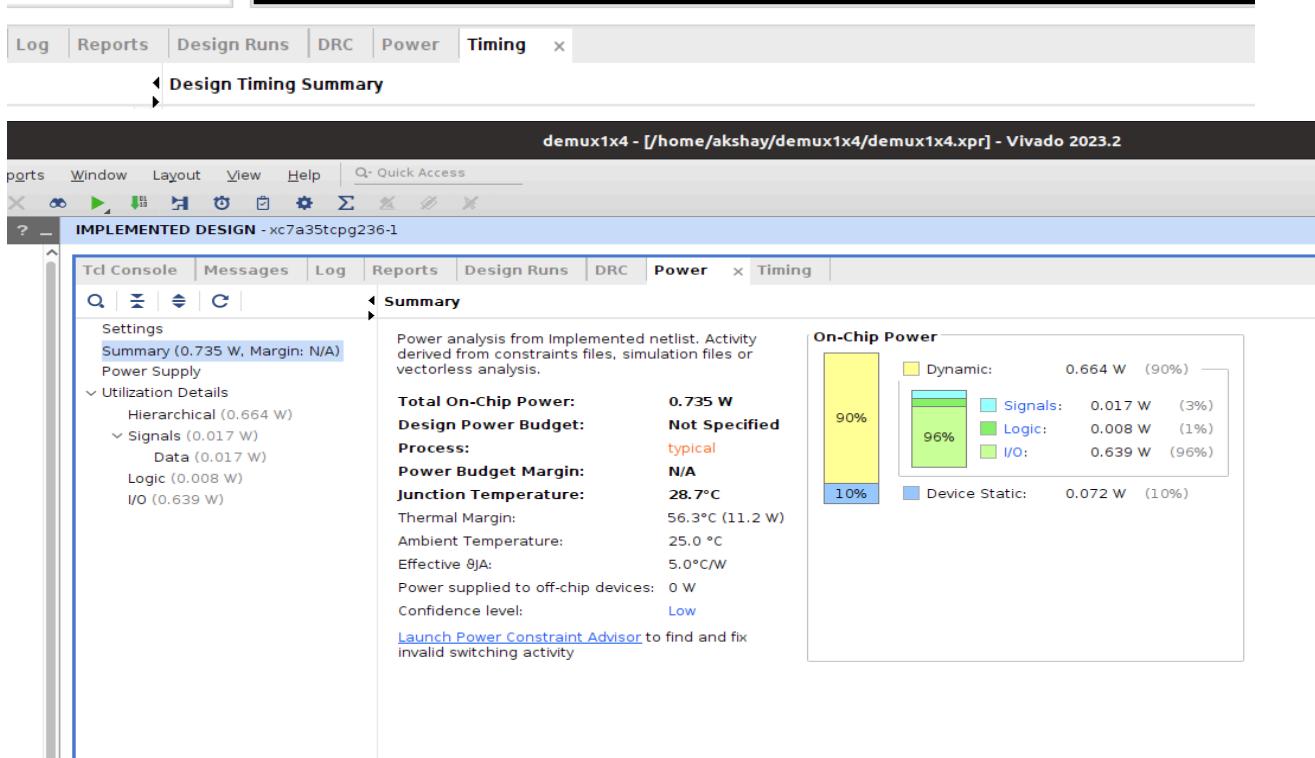
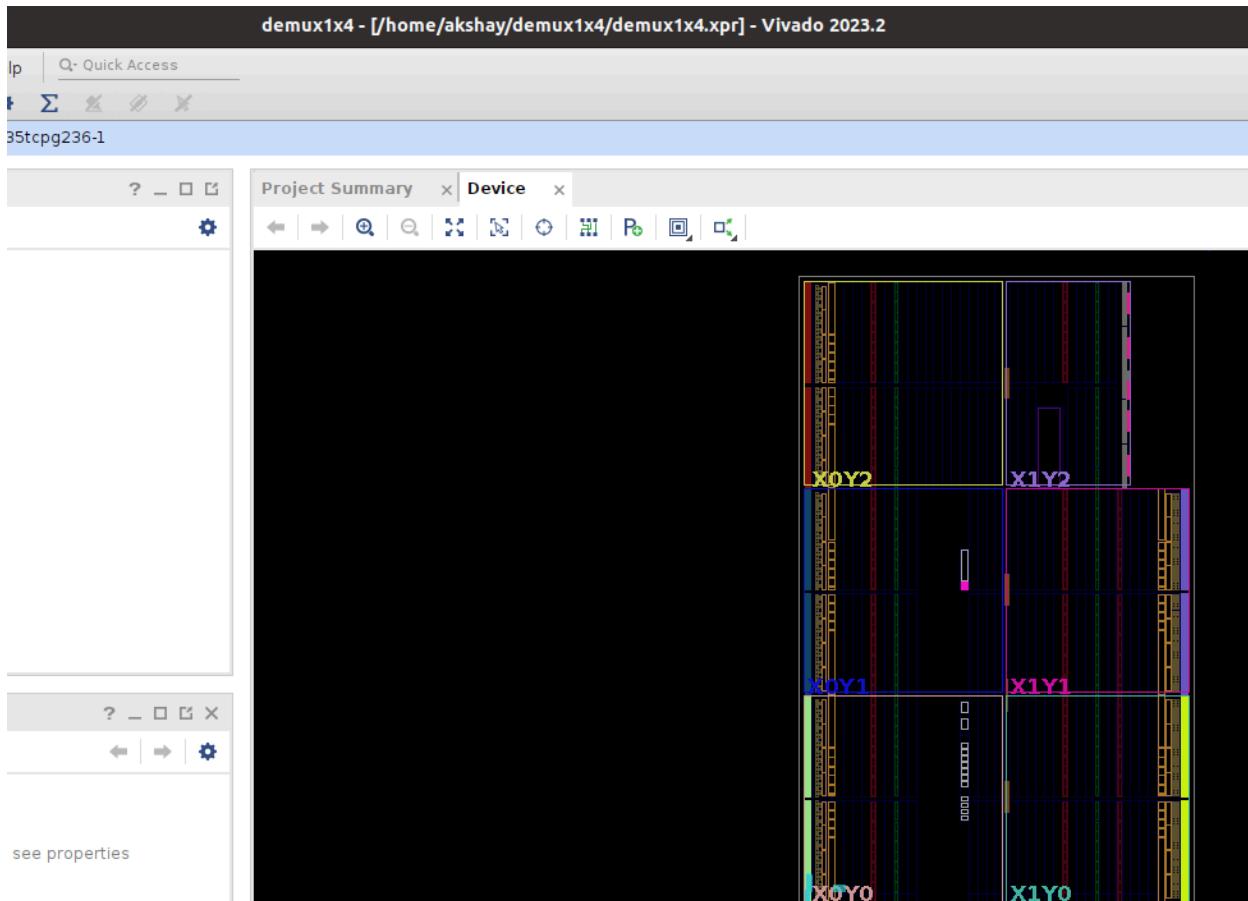
sel=2'b10; i=0; #100;    sel=2'b10; i=1; #100;
sel=2'b11; i=0; #100;    sel=2'b11; i=1; #100;

end

Endmodule

```





Q.15.> Write a Verilog code for 1:4 DEMUX using 1:2 DEMUX.

```
module mux_2_1(  
    input sel,  
    input i0, i1,  
    output y);  
  
    assign y = sel ? i1 : i0;  
  
endmodule
```

```
module mux_4_1(  
    input sel0, sel1,  
    input i0,i1,i2,i3,  
    output y);  
  
    wire y0, y1;  
  
    mux_2_1 m1(sel1, i2, i3, y1);  
    mux_2_1 m2(sel1, i0, i1, y0);  
    mux_2_1 m3(sel0, y0, y1, y);  
  
endmodule
```

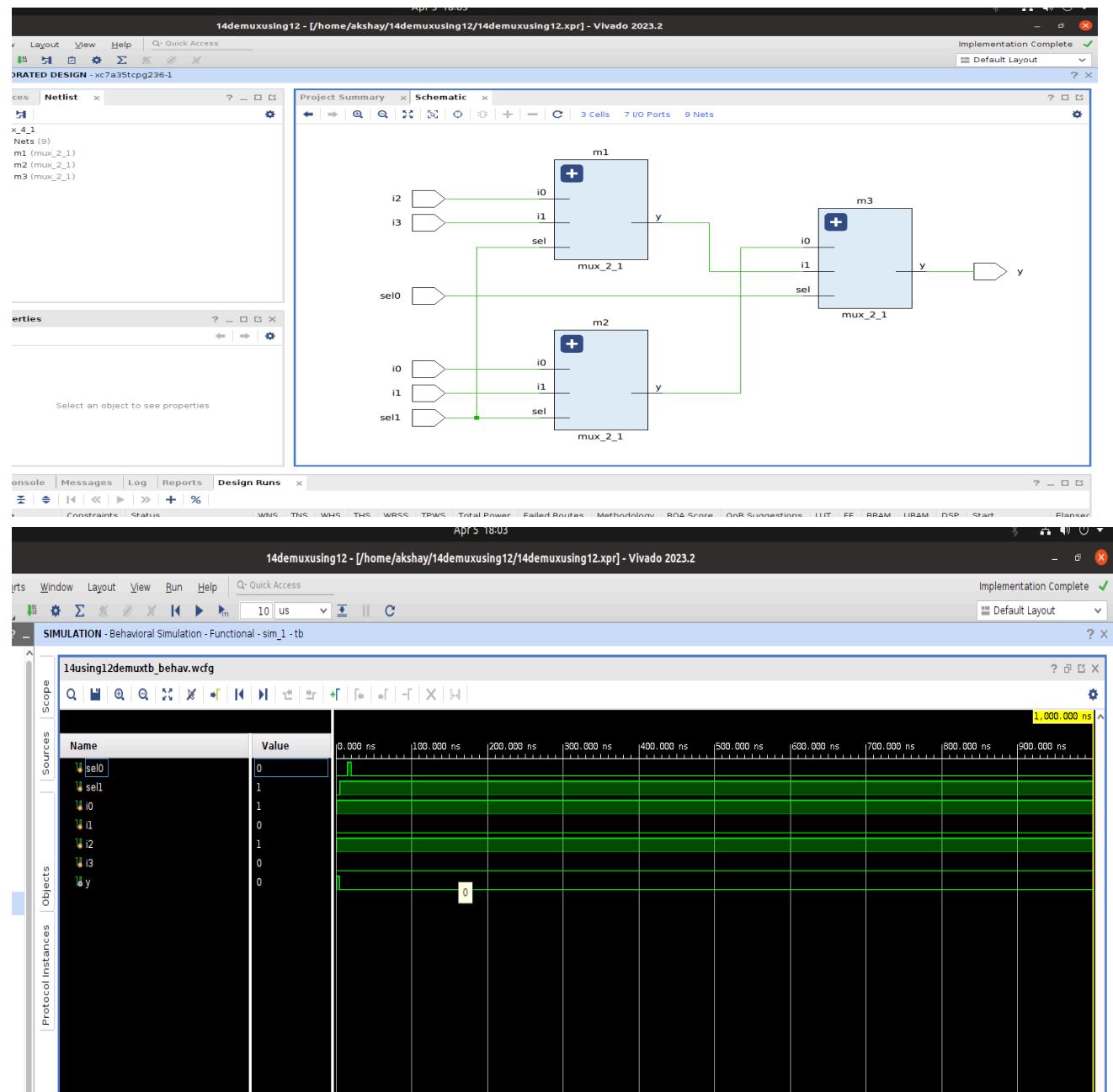
Testbench

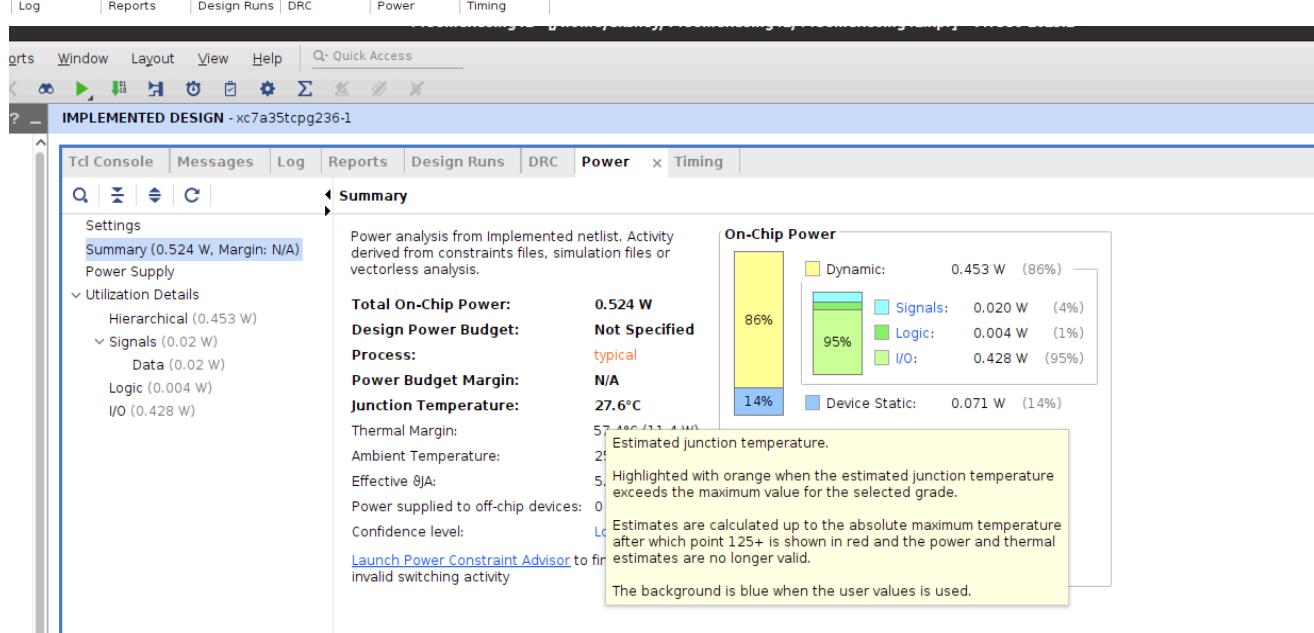
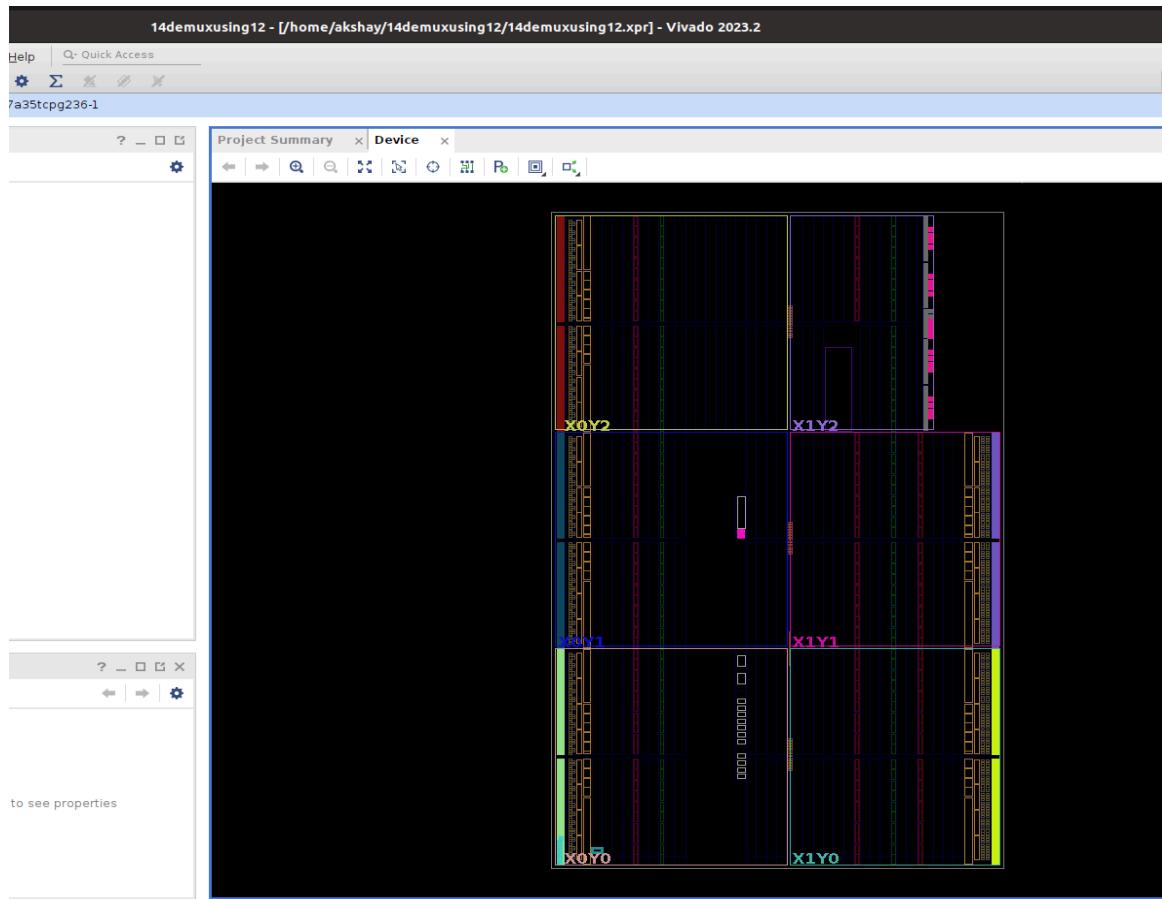
```
module tb; reg sel0, sel1; reg i0,i1,i2,i3;  
wire y; mux_4_1 mux(sel0, sel1, i0, i1, i2, i3, y);  
  
initial begin  
  
    $monitor("sel0=%b, sel1=%b -> i3 = %0b, i2 = %0b ,i1 = %0b, i0 = %0b -> y = %0b",  
    sel0,sel1,i3,i2,i1,i0, y);  
  
    {i3,i2,i1,i0} = 4'h5;  
  
    repeat(6) begin
```

```

{sel0, sel1} = $random; #5;
end
end
Endmodule

```





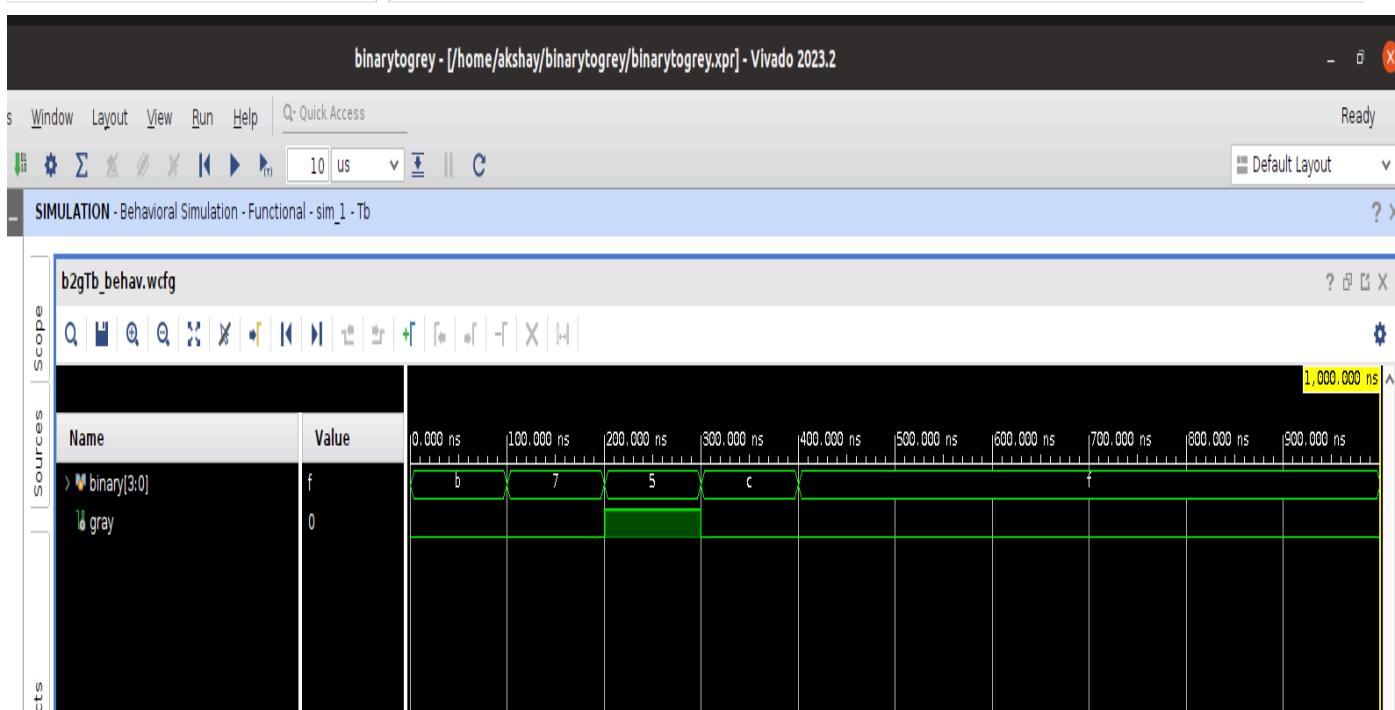
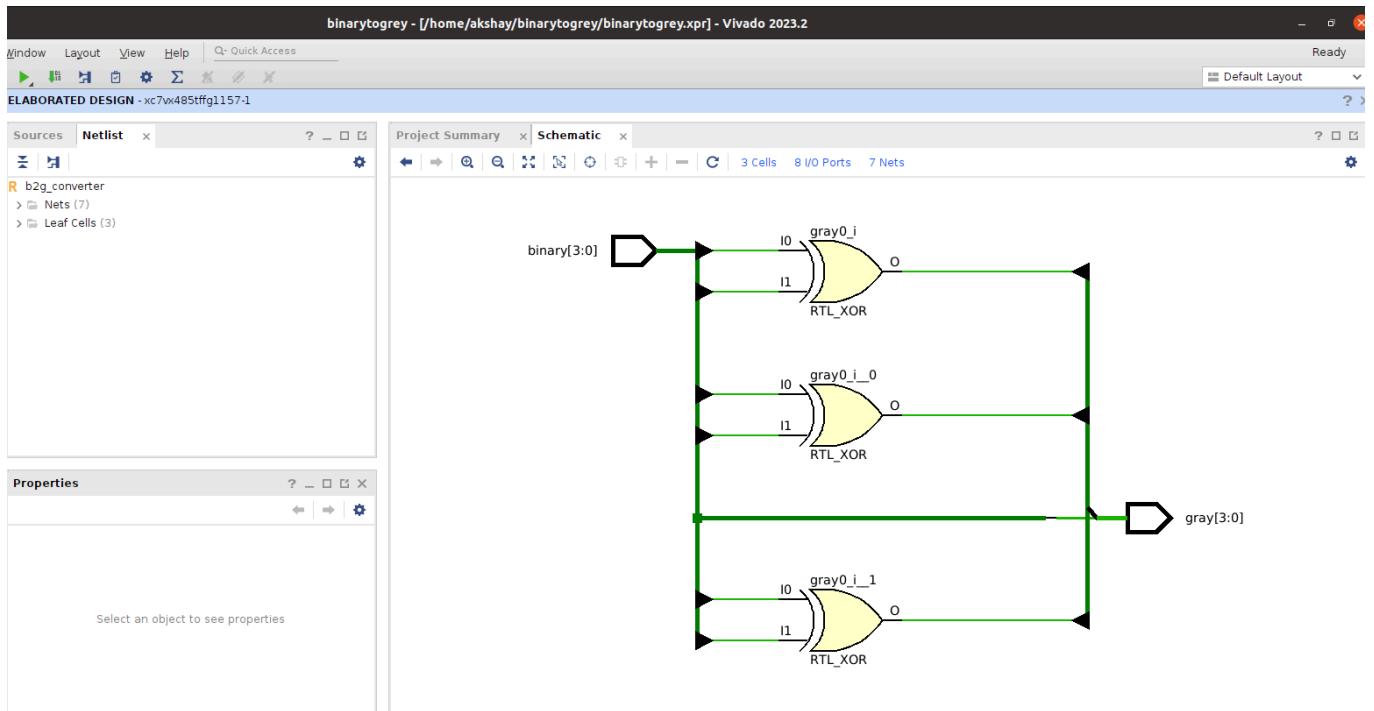
Q.16 Write Verilog code for the following code converters.

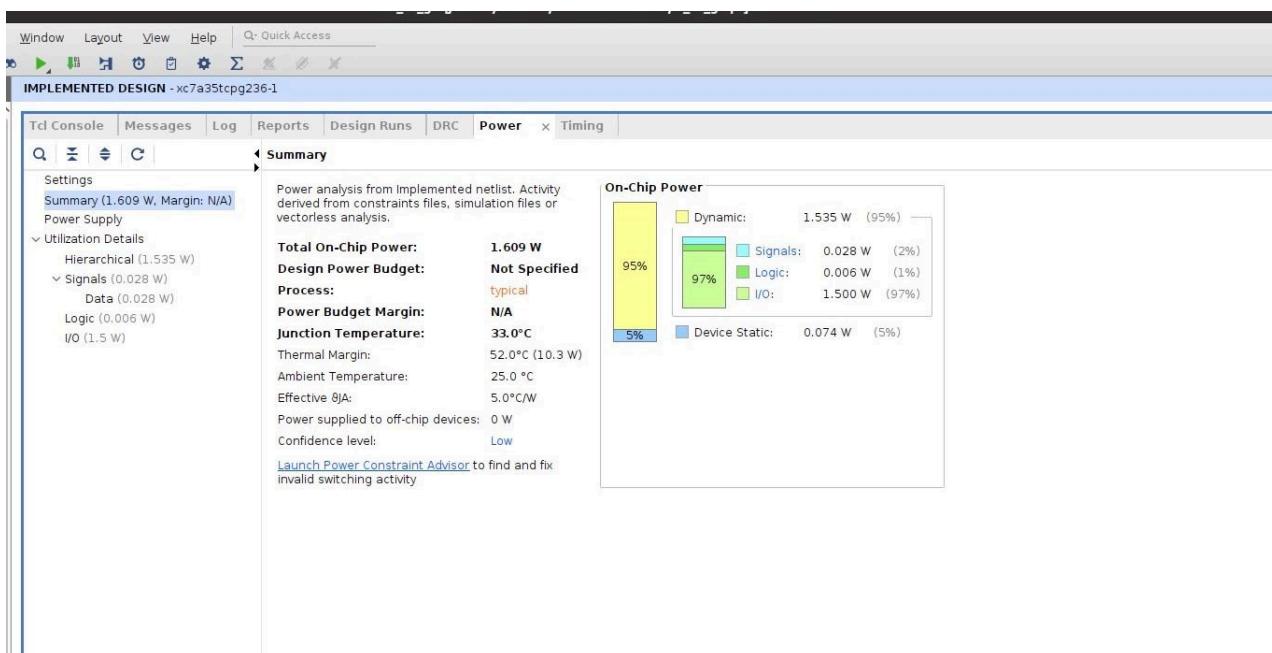
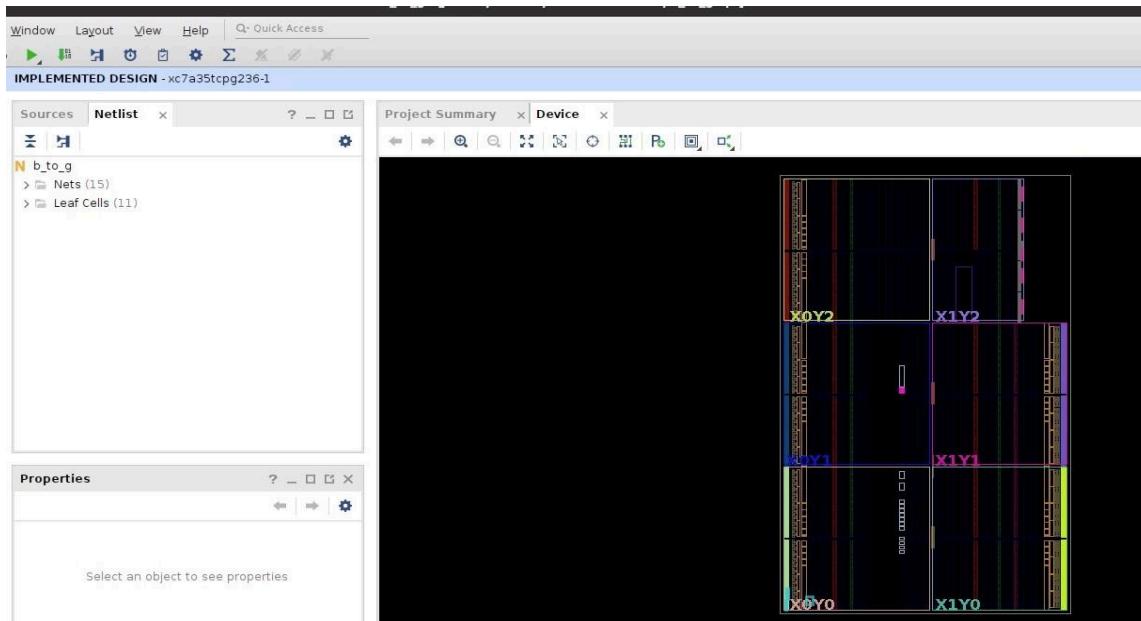
a. Binary to Gray Converter:

```
module b2g_converter #(parameter WIDTH=4) (input [WIDTH-1:0] binary, output [WIDTH-1:0] gray);  
    genvar i;  
    generate  
        for(i=0;i<WIDTH-1;i=i+1) begin  
            assign gray[i] = binary[i] ^ binary[i+1];  
        end  
    endgenerate  
    assign gray[WIDTH-1] = binary[WIDTH-1];  
endmodule
```

Testbench

```
module Tb();  
    reg [3:0] binary;  wire gray;  
    b2g_converter b2g(binary, gray);  
    initial begin  
        $monitor("Binary = %b --> Gray = %b", binary, gray);  
        binary = 4'b1011; #100;  
        binary = 4'b0111; #100;  
        binary = 4'b0101; #100;  
        binary = 4'b1100; #100;  
        binary = 4'b1111;  
    End  
endmodule
```





b. Grey to Binary Converter:

```
module g2b_converter #(parameter WIDTH=4) (input [WIDTH-1:0] gray, output [WIDTH-1:0] binary);

genvar i;

generate
    for(i=0;i<WIDTH;i=i+1) begin
        assign binary[i] = ^(gray >> i);
    end
endgenerate

endmodule
```

Testbench

```
module TB();

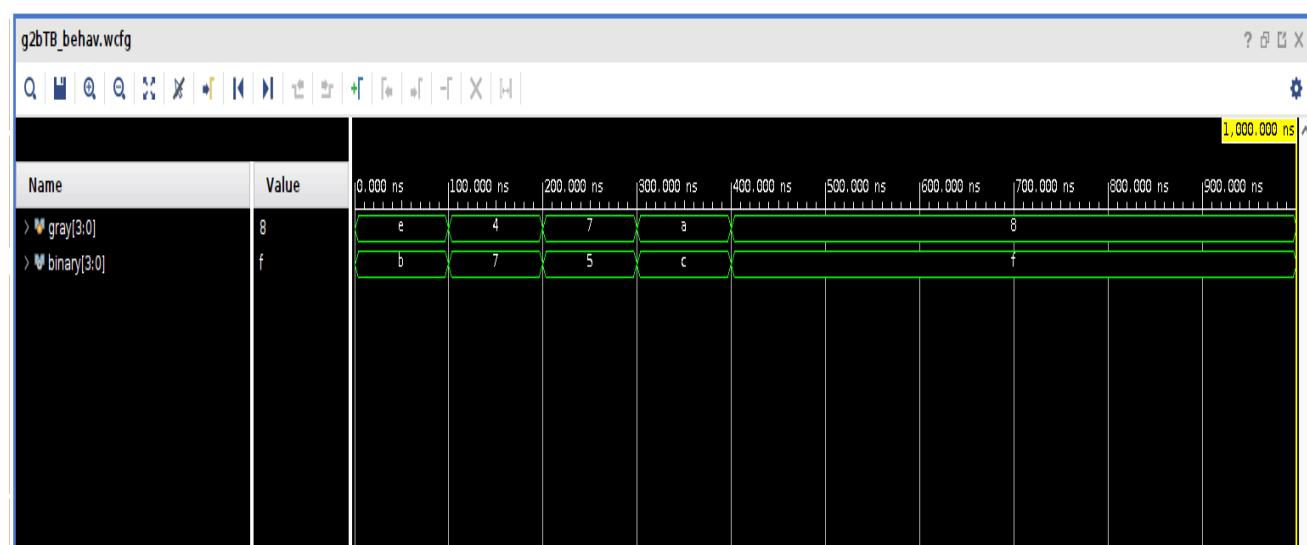
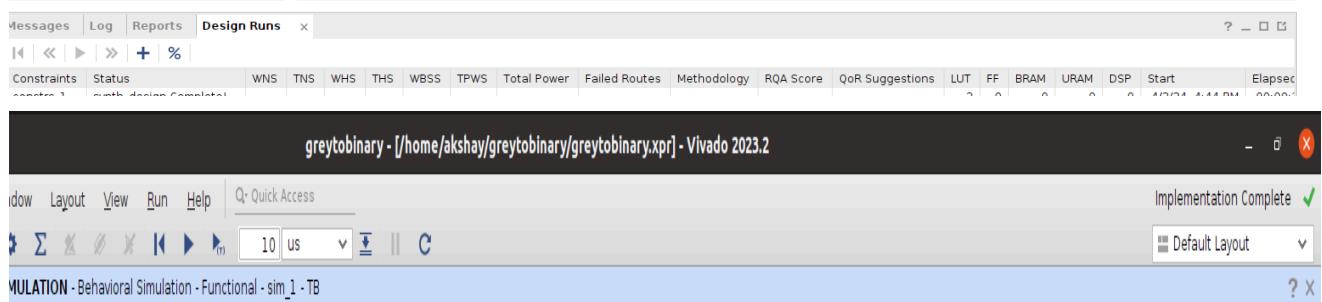
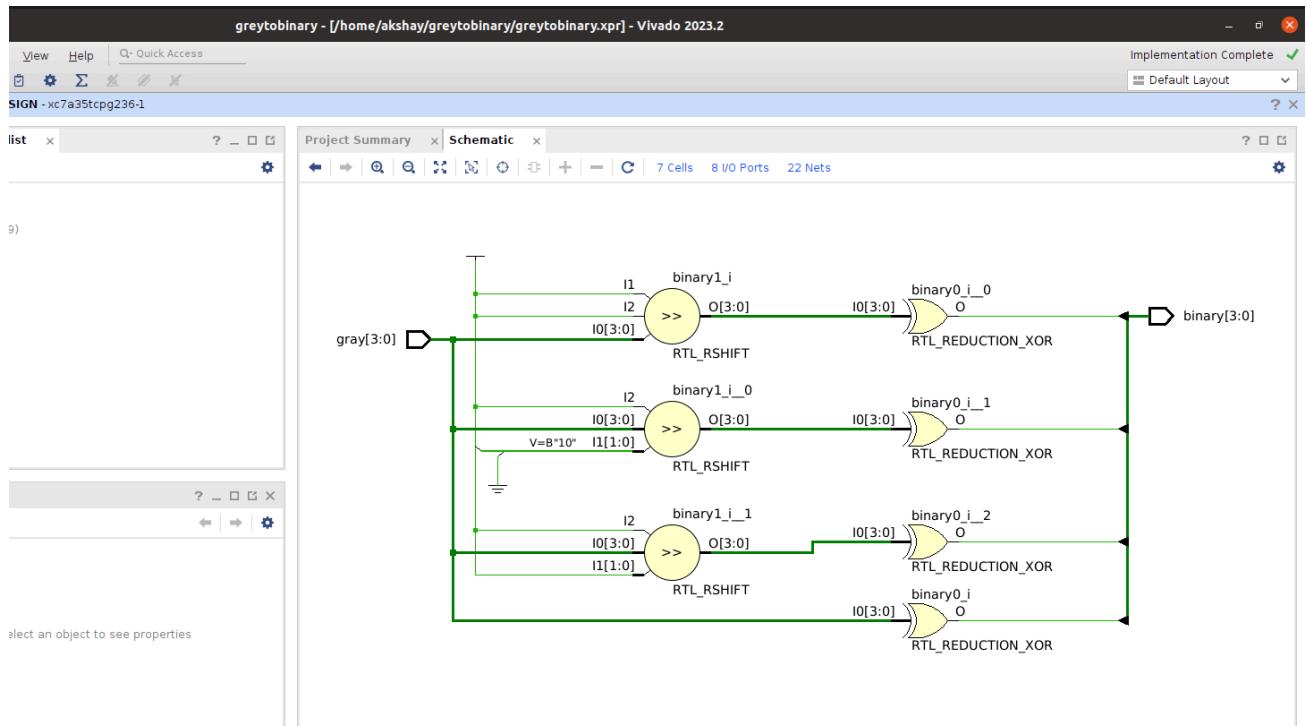
reg [3:0] gray;  wire [3:0] binary;

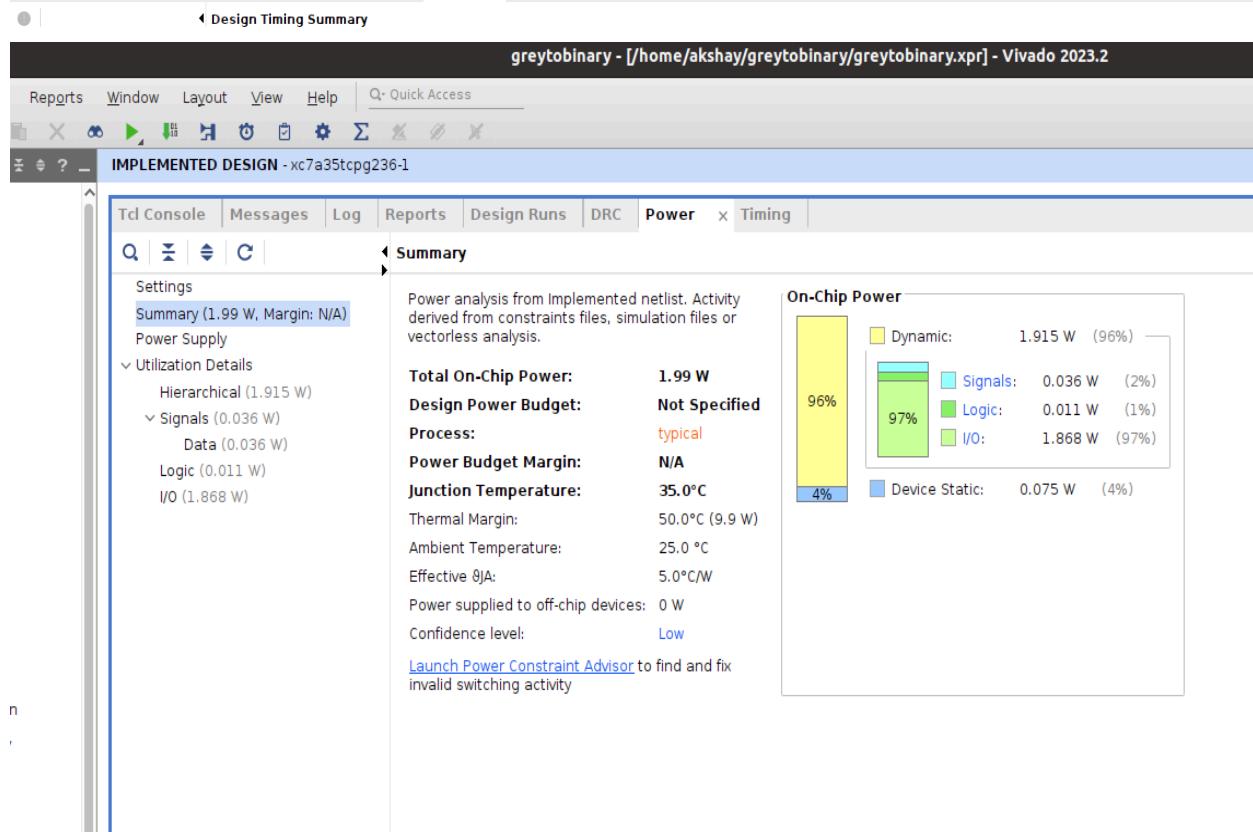
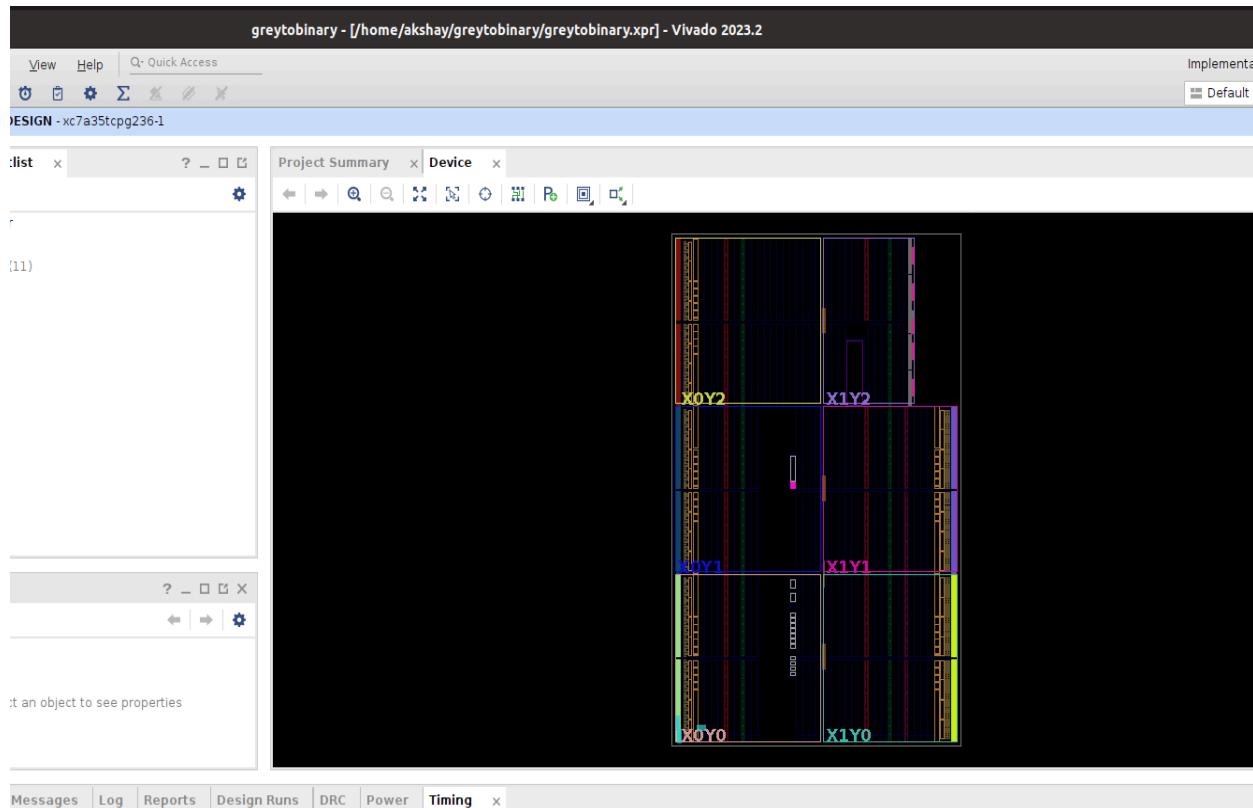
g2b_converter dut(gray, binary);

initial
begin
    $monitor("Gray = %b --> Binary = %b", gray, binary);

    gray = 4'b1110; #100;
    gray = 4'b0100; #100;
    gray = 4'b0111; #100;
    gray = 4'b1010; #100;
    gray = 4'b1000;
end

endmodule
```





c. BCD to Excess -3:

```
module BCD2Ex3(A,B,C,D,W,X,Y,Z);  
  
input A,B,C,D;  
  
output W,X,Y,Z;  
  
assign W = A|(B&C)|(B&D);  
  
assign X = (~B&C) | (~B&D) | (B&~C&~D);  
  
assign Y = ~(C^D);  
  
assign Z = ~D;  
  
endmodule
```

Testbench

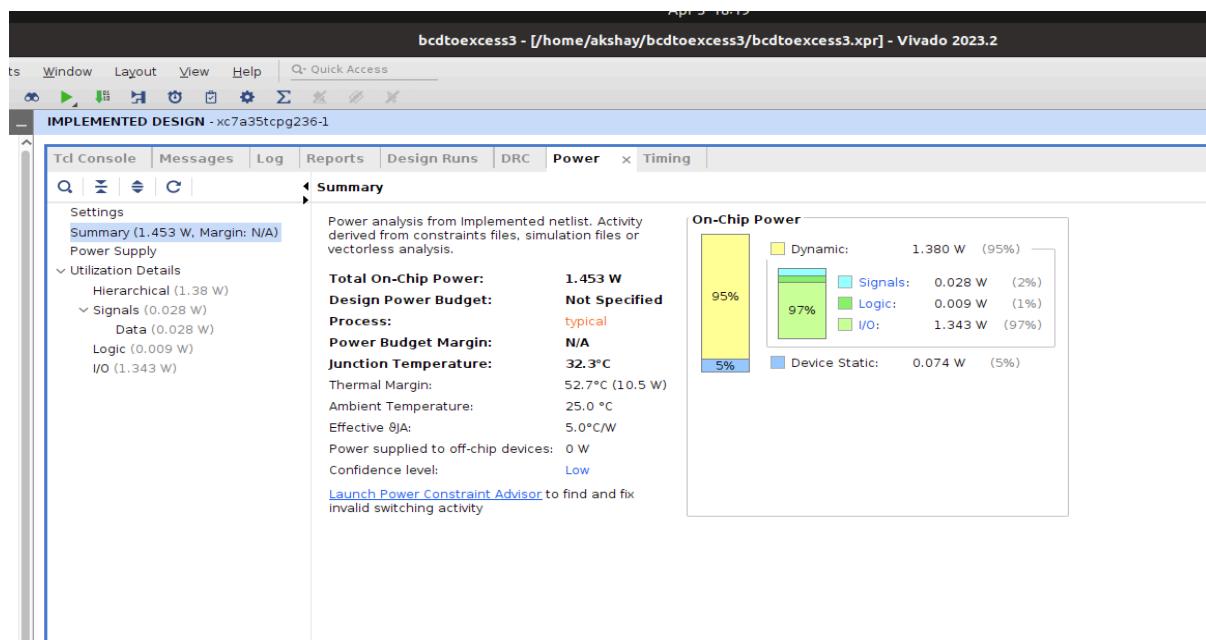
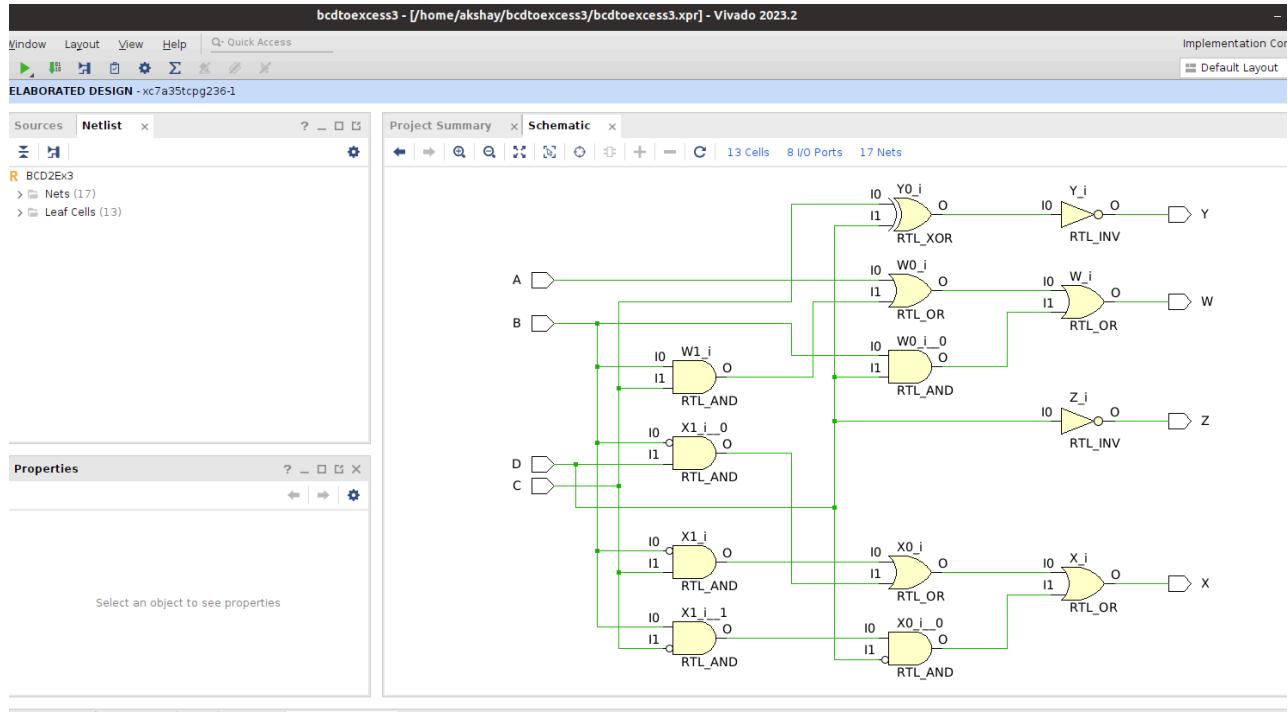
```
module test();  
  
wire W,X,Y,Z;  
  
reg A,B,C,D;  
  
BCD2Ex3 dut(A,B,C,D,W,X,Y,Z);  
  
initial  
  
begin  
  
A = 0; B = 0; C = 0; D = 0; #100;  
  
A = 0; B = 0; C = 0; D = 1; #100;  
  
A = 0; B = 0; C = 1; D = 0; #100;  
  
A = 0; B = 0; C = 1; D = 1; #100;  
  
A = 0; B = 1; C = 0; D = 0; #100;  
  
A = 0; B = 1; C = 0; D = 1; #100;  
  
A = 0; B = 1; C = 1; D = 0; #100;  
  
A = 0; B = 1; C = 1; D = 1; #100;  
  
A = 1; B = 0; C = 0; D = 0; #100;
```

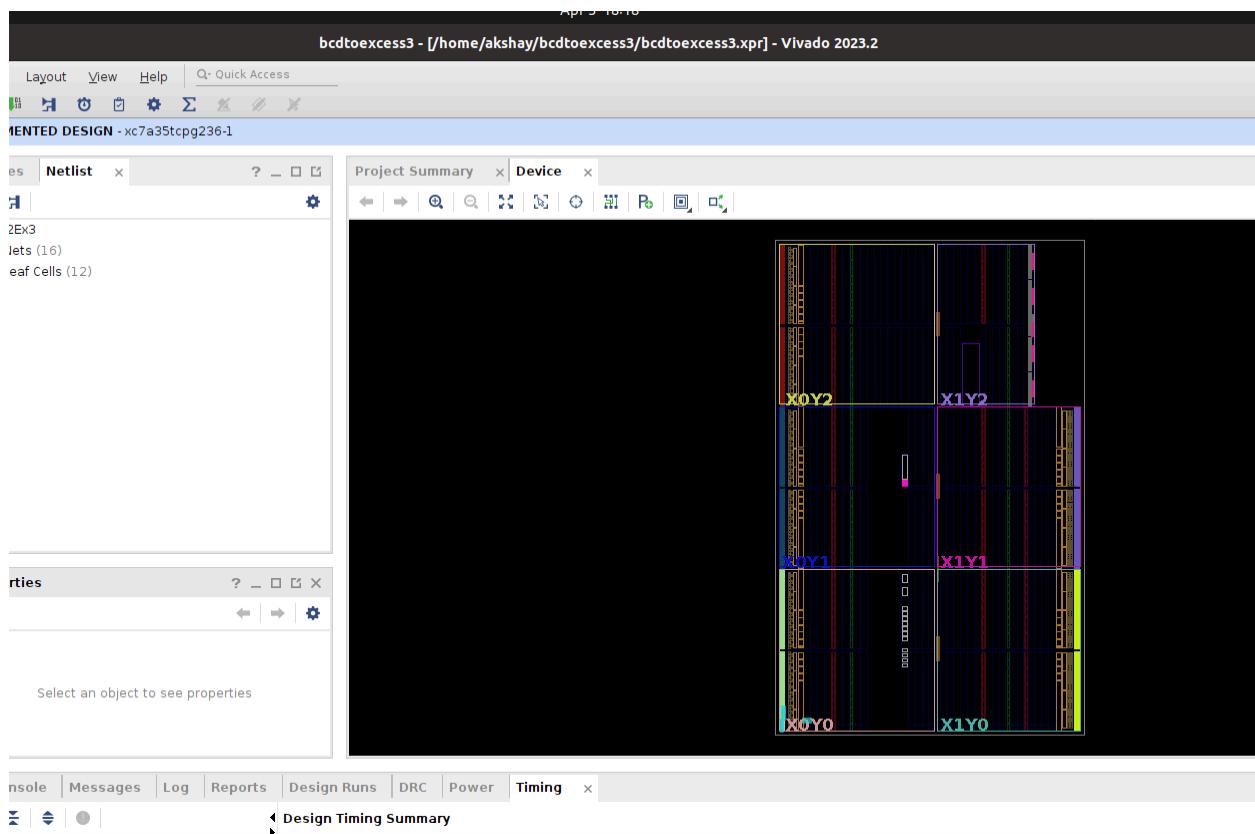
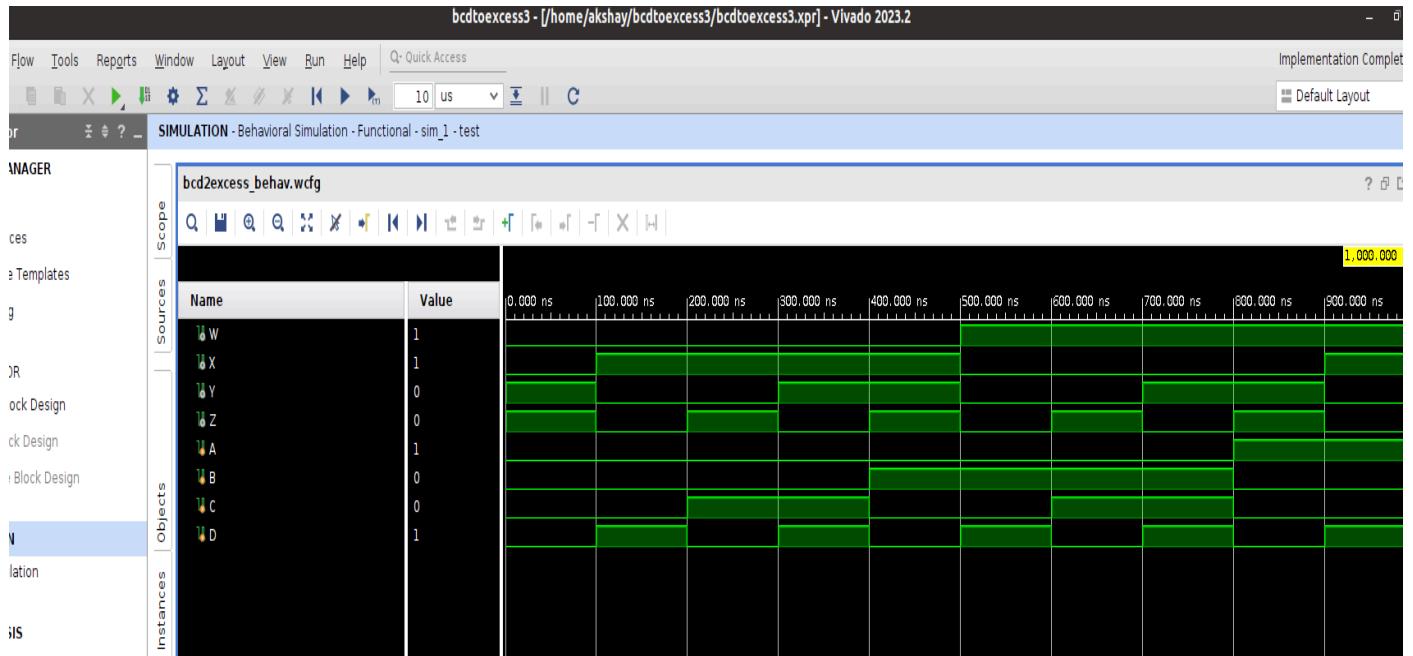
A = 1; B = 0; C = 0; D = 1; #100;

end

```
initial $monitor("A=%b, B=%b, C=%b, D=%b, W=%b, X=%b, Y=%b, Z=%b", A, B, C, D, W, X,  
Y, Z);
```

Endmodule





Assignment-5

Q.17. Write Verilog code for 2:4 decoder.

```
module decoder(  
    input [1:0] sel,  
    output reg [3:0] out );  
  
    always @(*)  
        case(sel)  
            2'b00: out = 4'b0001;  
            2'b01: out = 4'b0010;  
            2'b10: out = 4'b0100;  
            2'b11: out = 4'b1000;  
            default: out = 4'bxxxx; // Handle undefined input  
        endcase  
    endmodule
```

Testbench

```
module tb_decoder();
```

```
    reg [1:0] sel;
```

```
    wire [3:0] out;
```

```
    decoder dut (
```

```
        sel,
```

```
        out
```

```
    );
```

```
initial begin

    // Test case 1: sel = 00

    sel = 2'b00;

    #10; // Wait for 10 time units

    $display("sel = %b, out = %b", sel, out);

    // Test case 2: sel = 01

    sel = 2'b01;

    #10; // Wait for 10 time units

    $display("sel = %b, out = %b", sel, out);

    // Test case 3: sel = 10

    sel = 2'b10;

    #10; // Wait for 10 time units

    $display("sel = %b, out = %b", sel, out);

    // Test case 4: sel = 11

    sel = 2'b11;

    #10; // Wait for 10 time units

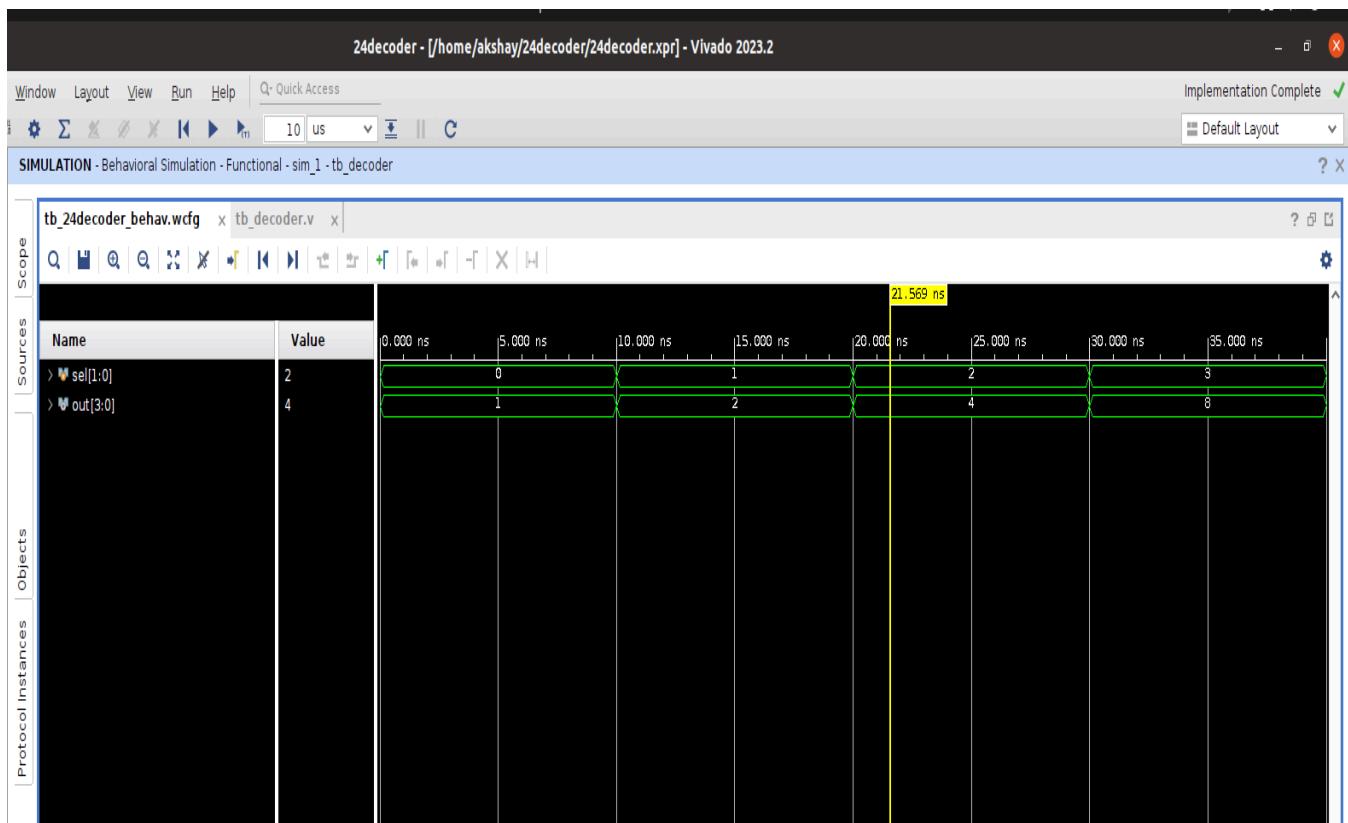
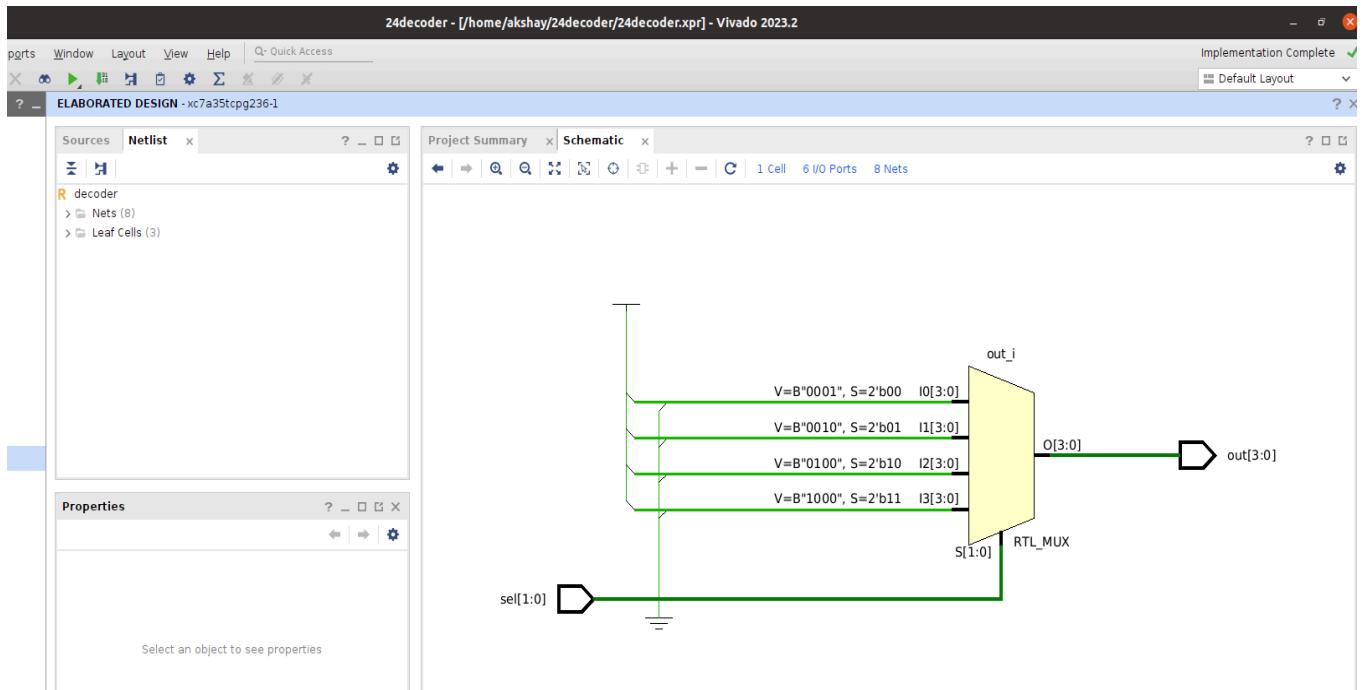
    $display("sel = %b, out = %b", sel, out);

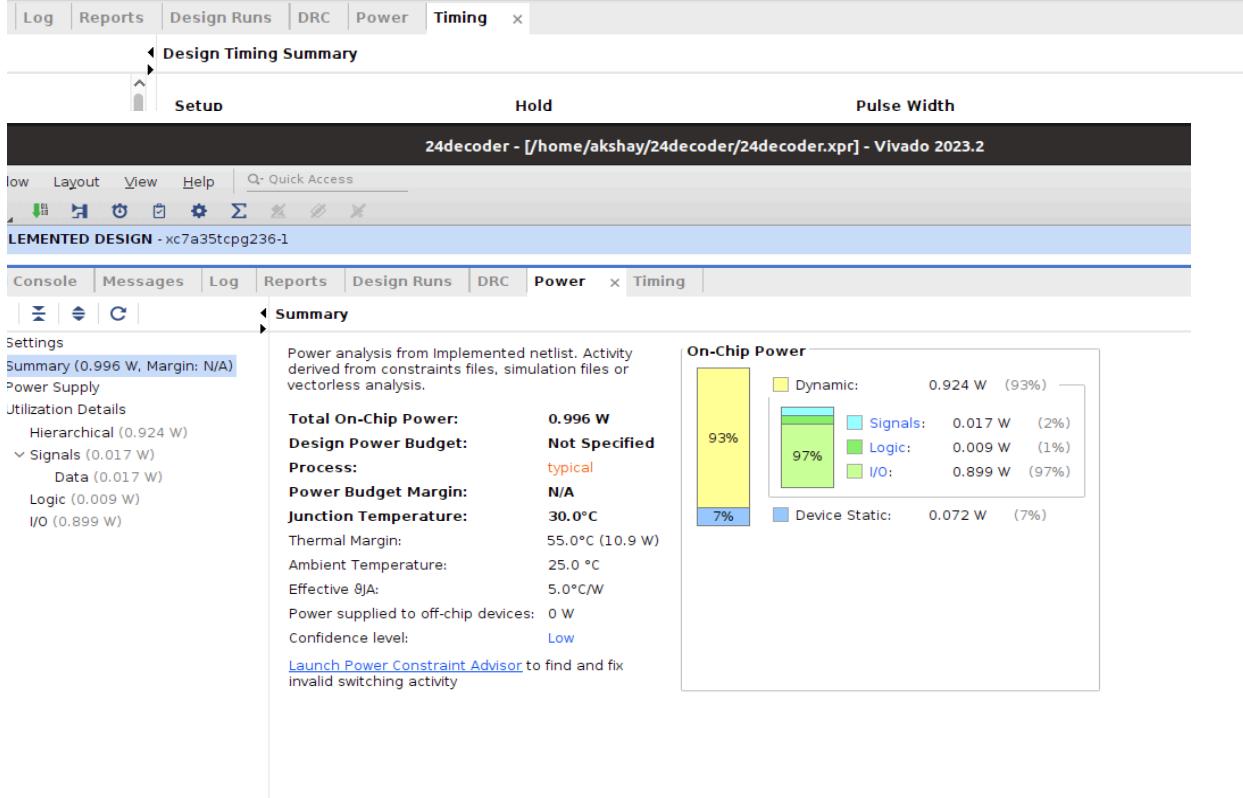
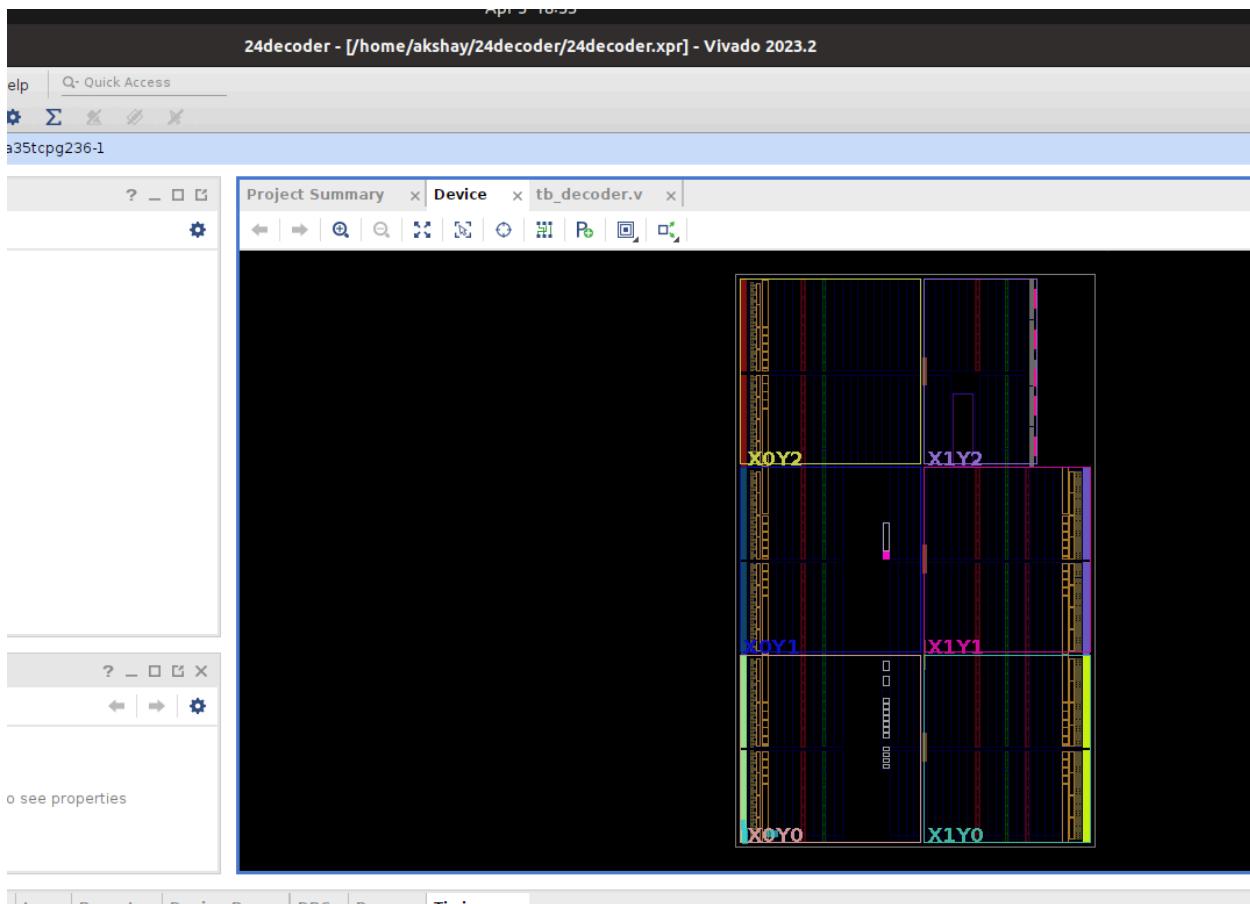
    // Add more test cases as needed

    $finish; // Finish simulation

End

endmodule
```





Q.18. Write Verilog code for 3:8 decoder.

```
module txedecoder(input [2:0] A, output reg [7:0] Y);

always @*
begin

    case (A)

        3'b000: Y = 8'b00000001;
        3'b001: Y = 8'b00000010;
        3'b010: Y = 8'b00000100;
        3'b011: Y = 8'b00001000;
        3'b100: Y = 8'b00010000;
        3'b101: Y = 8'b00100000;
        3'b110: Y = 8'b01000000;
        3'b111: Y = 8'b10000000;

        default: Y = 8'b00000000; // Default case for invalid inputs

    endcase

End

endmodule
```

Testbench

```
module tb_txedecoder;

// Inputs
reg [2:0] A;
// Outputs
wire [7:0] Y;
// Instantiate the module under test
txedecoder dut (
```

```
.A(A),
.Y(Y)
);

// Clock generation

reg clk = 0;
always #5 clk = ~clk; // Toggle clock every 5 time units

// Test stimulus

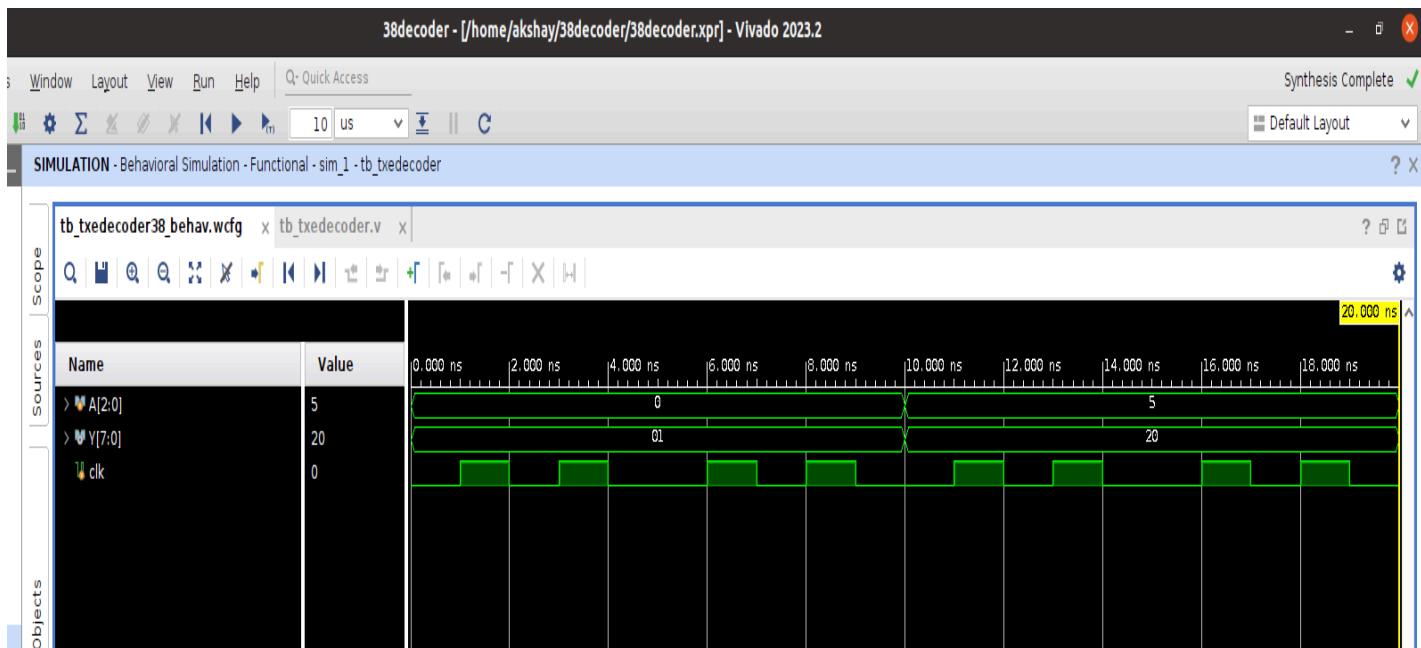
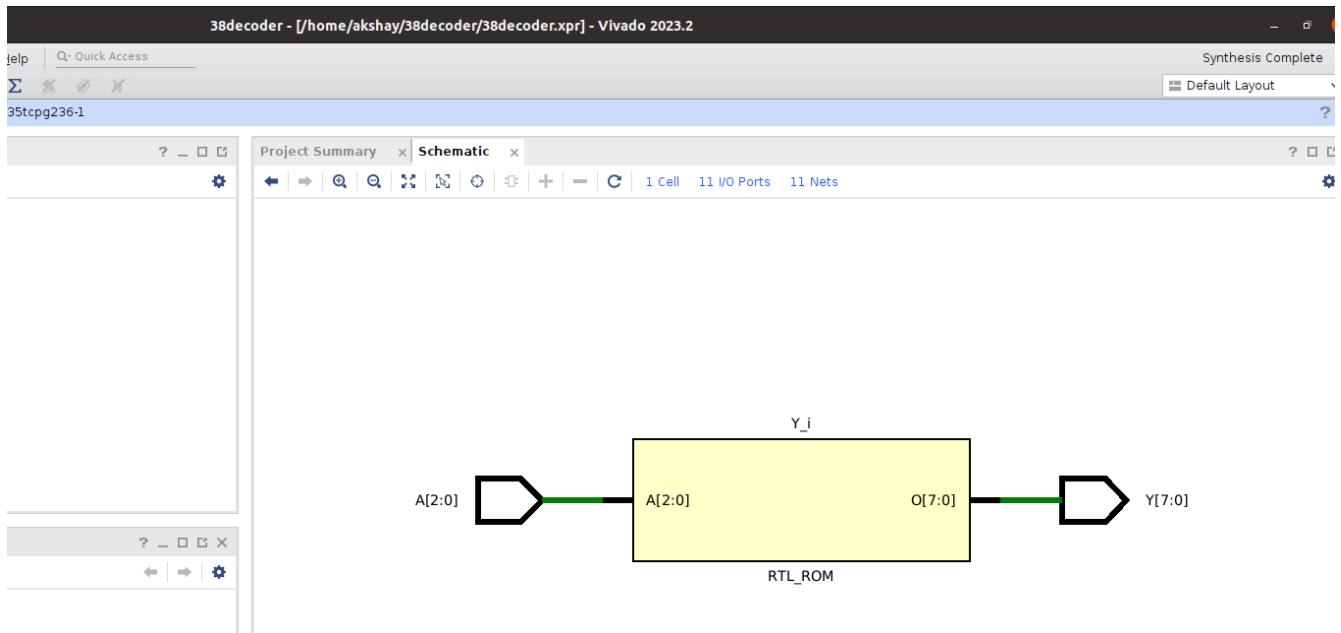
initial begin
$monitor("Time=%t, A=%b, Y=%b", $time, A, Y);
// Test case 1
A = 3'b000;
#10; // Wait for 10 time units

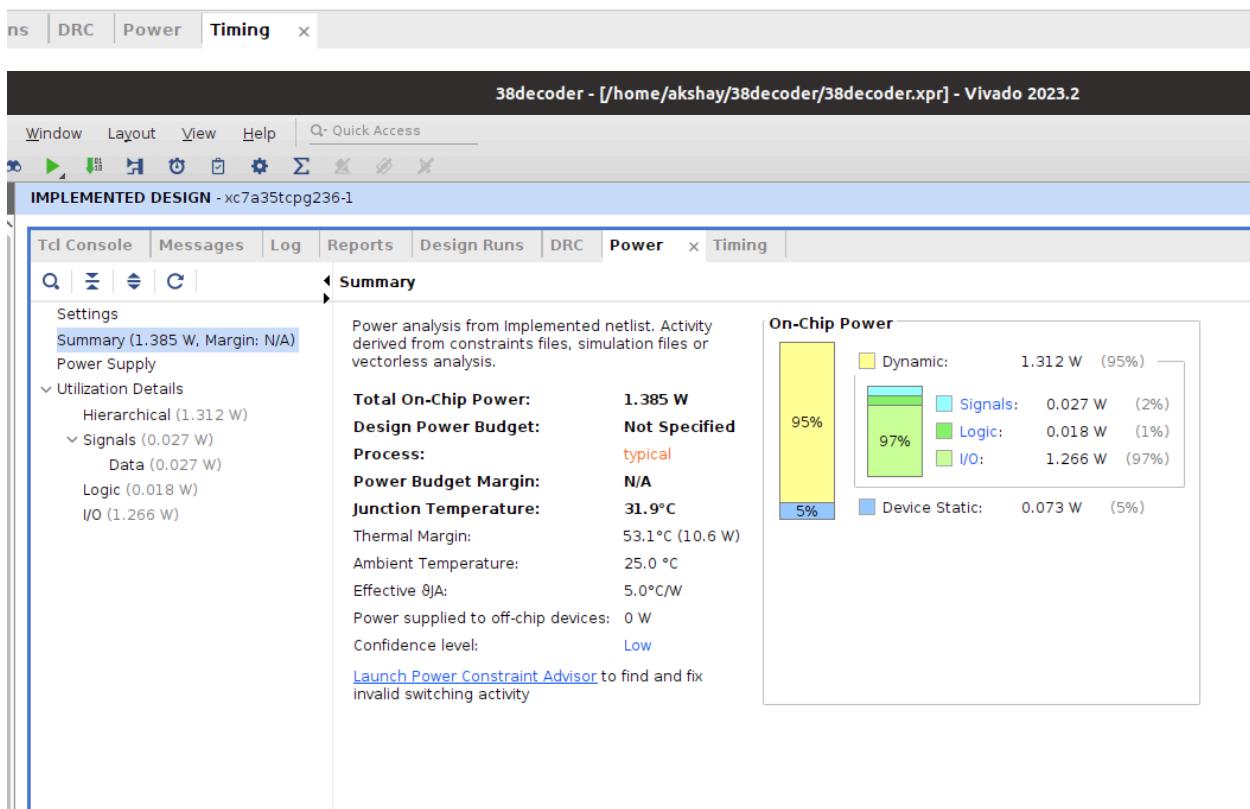
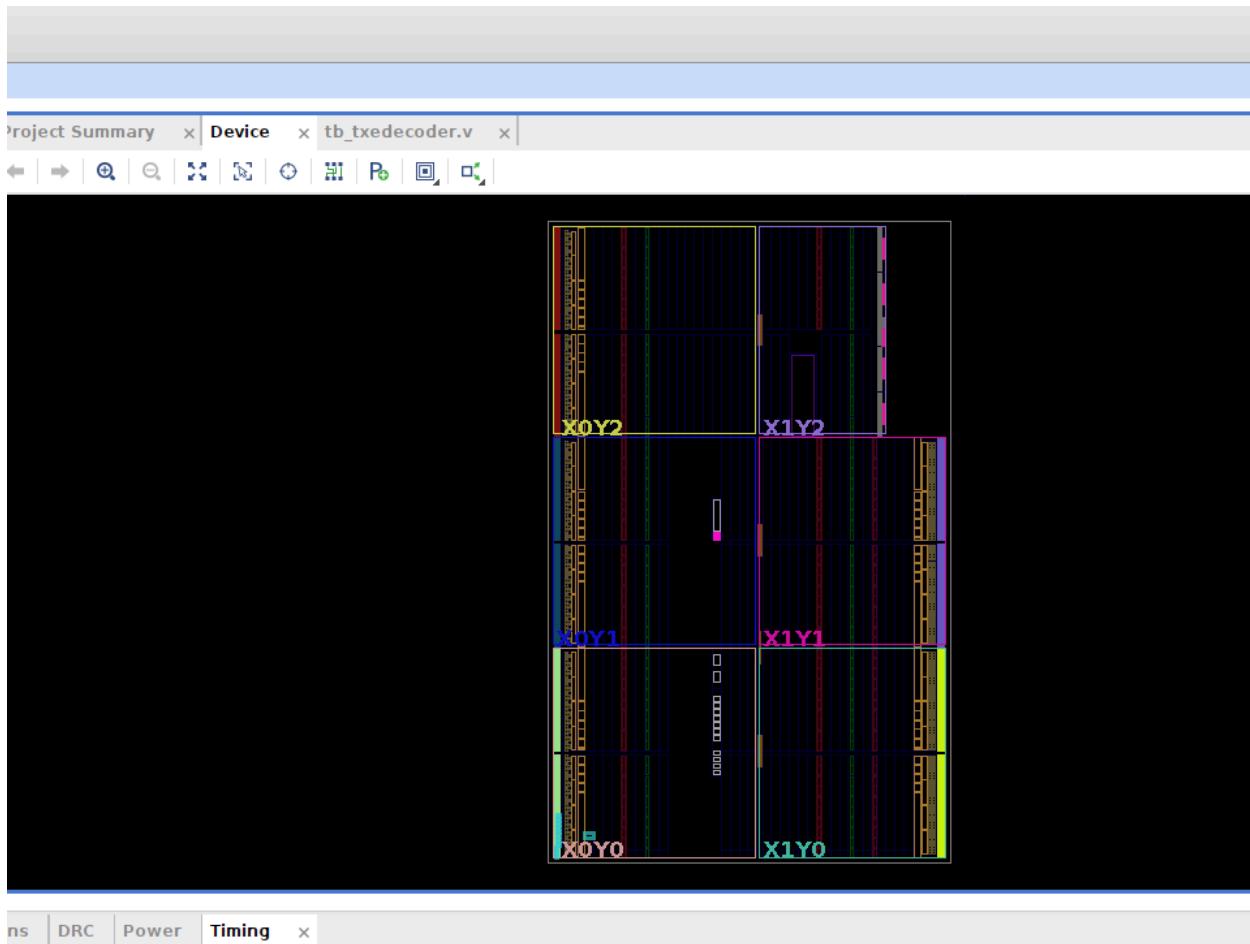
// Test case 2
A = 3'b101;
#10; // Wait for 10 time units
// Add more test cases as needed
$stop; // Stop simulation
end

// Clock driver

always #1 clk = ~clk; // Generate a clock with period 1 time unit

endmodule
```





Q.19 Write Verilog code for 4:2 Binary Encoder.

```
module binary_encoder_4to2 (
    input [3:0] in_data,
    output reg [1:0] out_data
);
    always @* begin
        case (in_data)
            4'b0001: out_data = 2'b00;
            4'b0010: out_data = 2'b01;
            4'b0100: out_data = 2'b10;
            4'b1000: out_data = 2'b11;
            default: out_data = 2'b00; // Handle default case
        endcase
    end
endmodule
```

Testbench

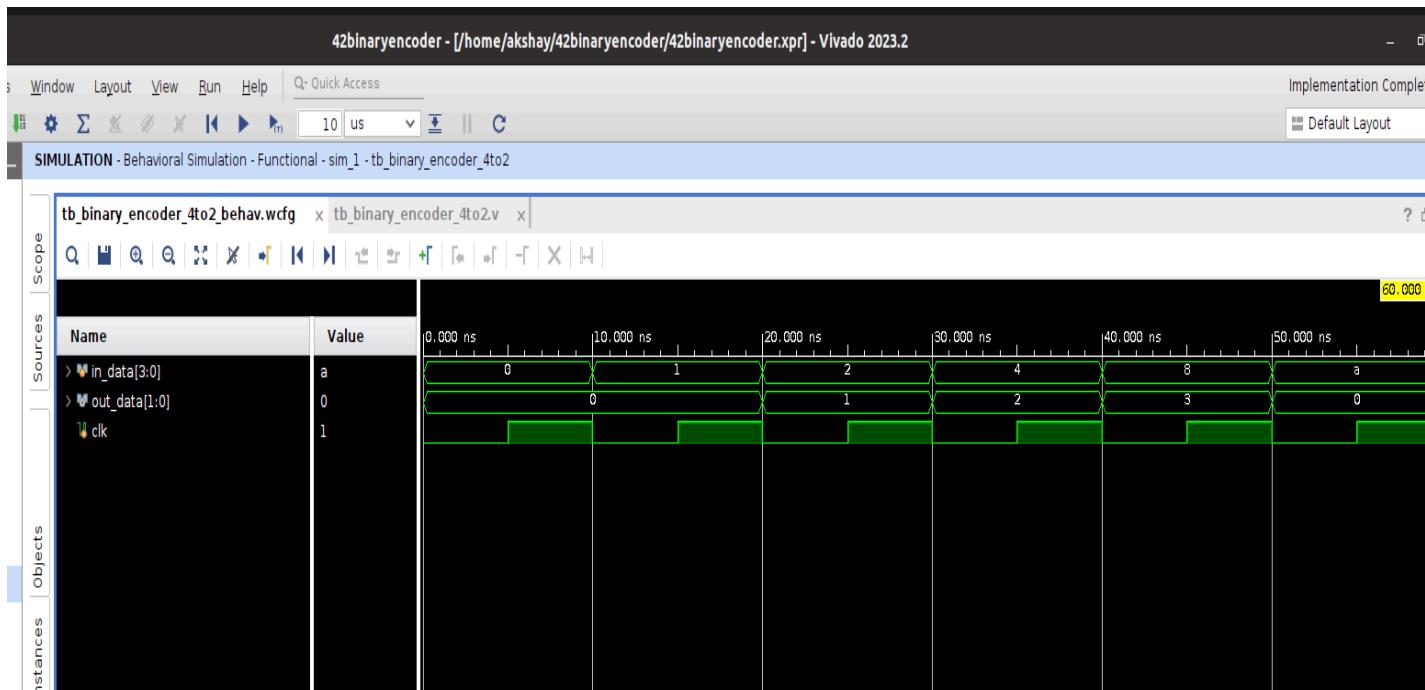
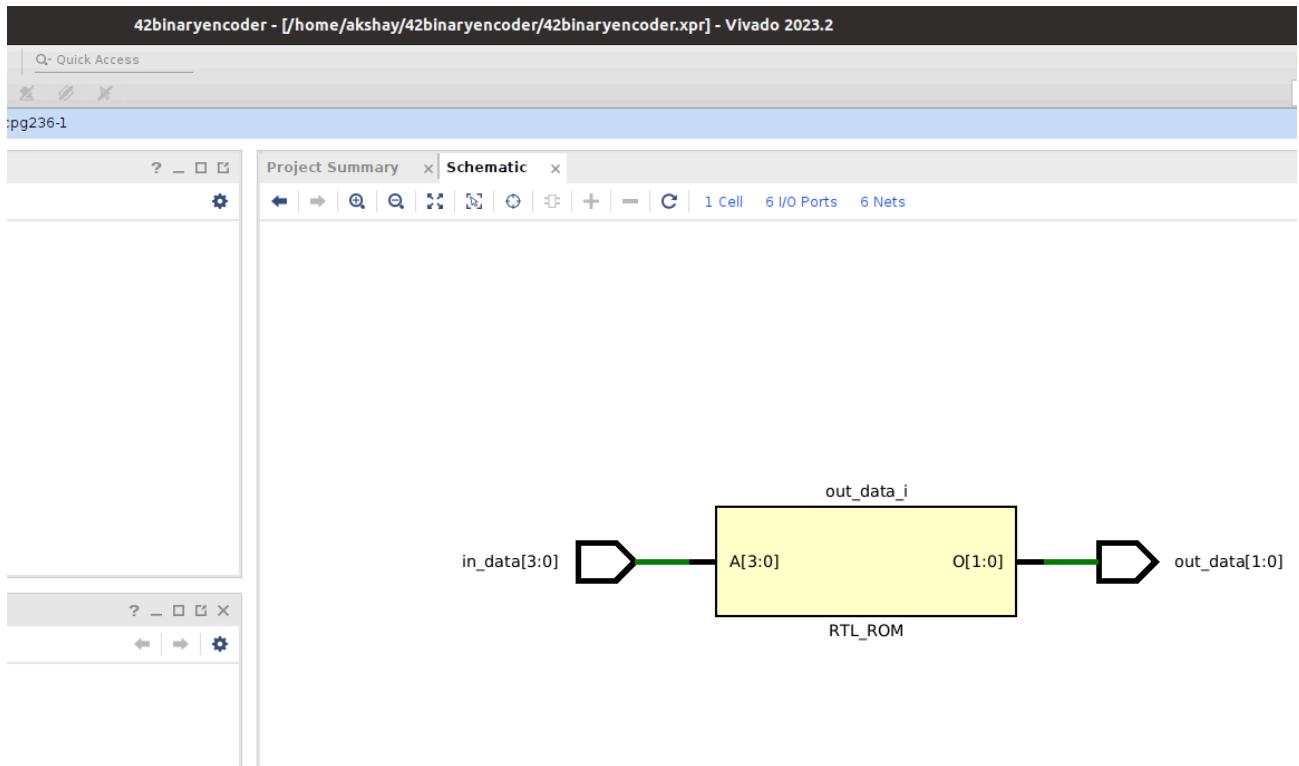
```
module tb_binary_encoder_4to2;
    // Inputs
    reg [3:0] in_data;
    // Outputs
    wire [1:0] out_data;
    // Instantiate the binary encoder module
    binary_encoder_4to2 dut (
        in_data,
        Out_data );
```

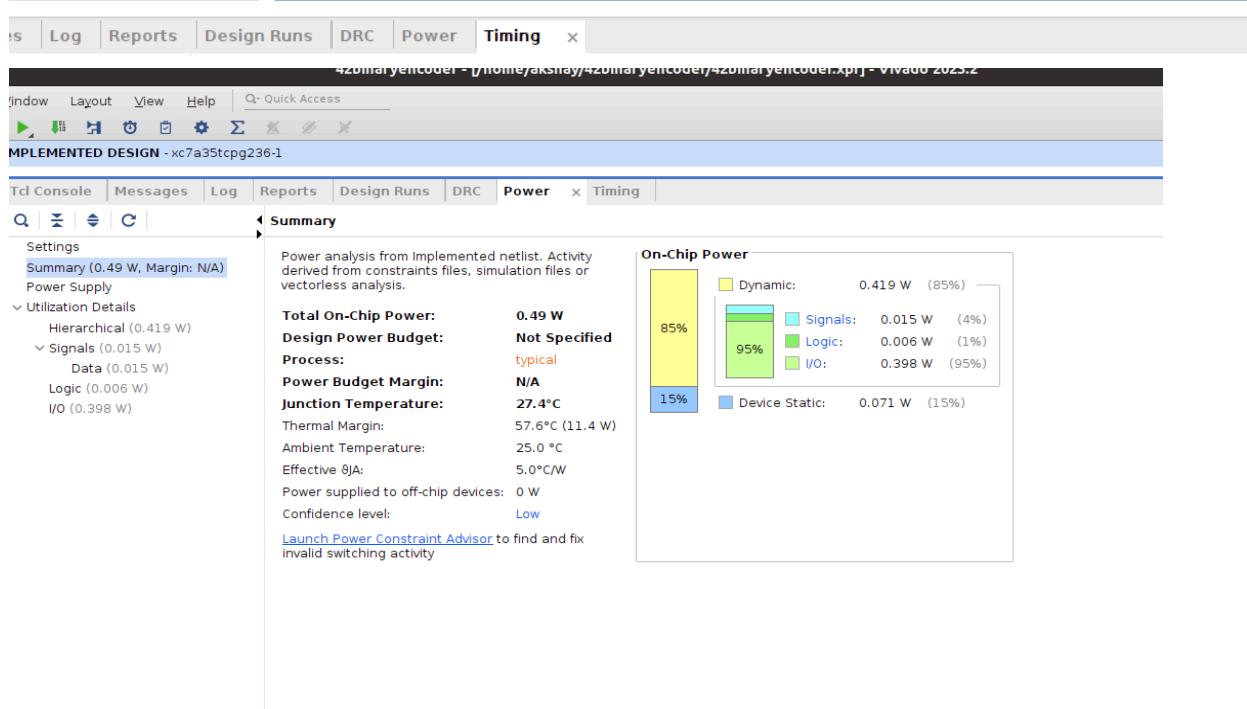
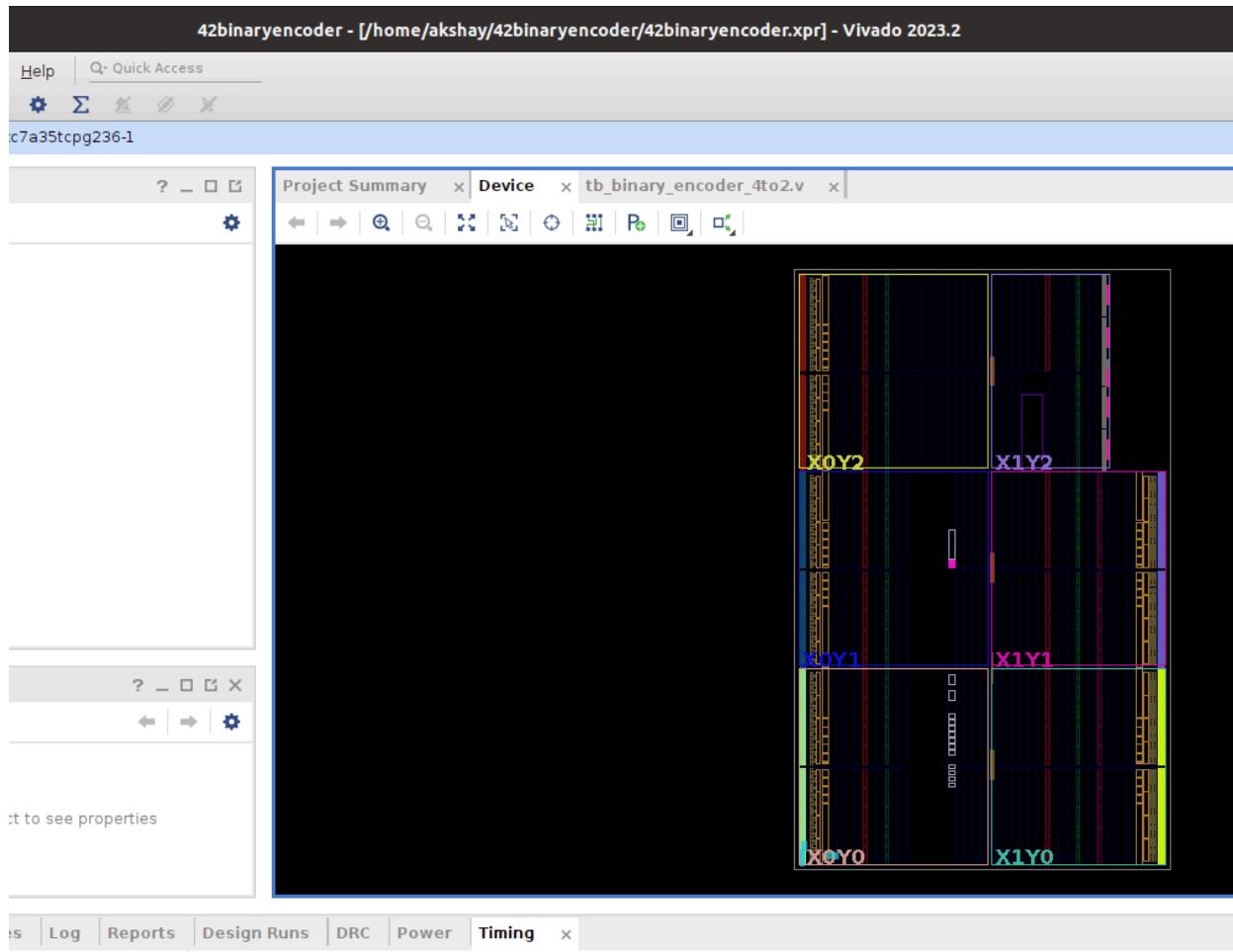
```
// Clock generation
reg clk = 0;
always #5 clk = ~clk;

// Stimulus generation
initial begin
    // Initialize inputs
    in_data = 4'b0000;

    // Apply stimulus
    #10 in_data = 4'b0001;
    #10 in_data = 4'b0010;
    #10 in_data = 4'b0100;
    #10 in_data = 4'b1000;
    #10 in_data = 4'b1010; // Test default case
    // End simulation
    #10 $finish;
end

// Display output
always @(posedge clk) begin
    $display("Input: %b, Output: %b", in_data, out_data);
end
endmodule
```





Q.20. Write Verilog code for 4:2 Priority Encoder.

```
module priority_encoder_4x2 (
    input [3:0] data_in, // Input data lines
    output reg [1:0] out // Output lines );
begin
    always @(*) begin
        case(data_in)
            4'b0000: out = 2'b00;
            4'b0001: out = 2'b01;
            4'b0011: out = 2'b10; // Corrected output assignment
            4'b0110: out = 2'b10;
            4'b1111: out = 2'b11; // Corrected output assignment
            default: out = 2'b00; // Default case
        endcase
    end
endmodule
```

Testbench

```
module tb_priority_encoder_4x2;
parameter DELAY = 20;
reg [3:0] data_in; wire [1:0] out;
priority_encoder_4x2 dut (
    .data_in(data_in),
    .out(out) );
initial begin
    data_in = 4'b0001; #DELAY;
    data_in = 4'b0011; #DELAY;
```

```

data_in = 4'b0110; #DELAY;

data_in = 4'b1111; #DELAY;

$finish;

end

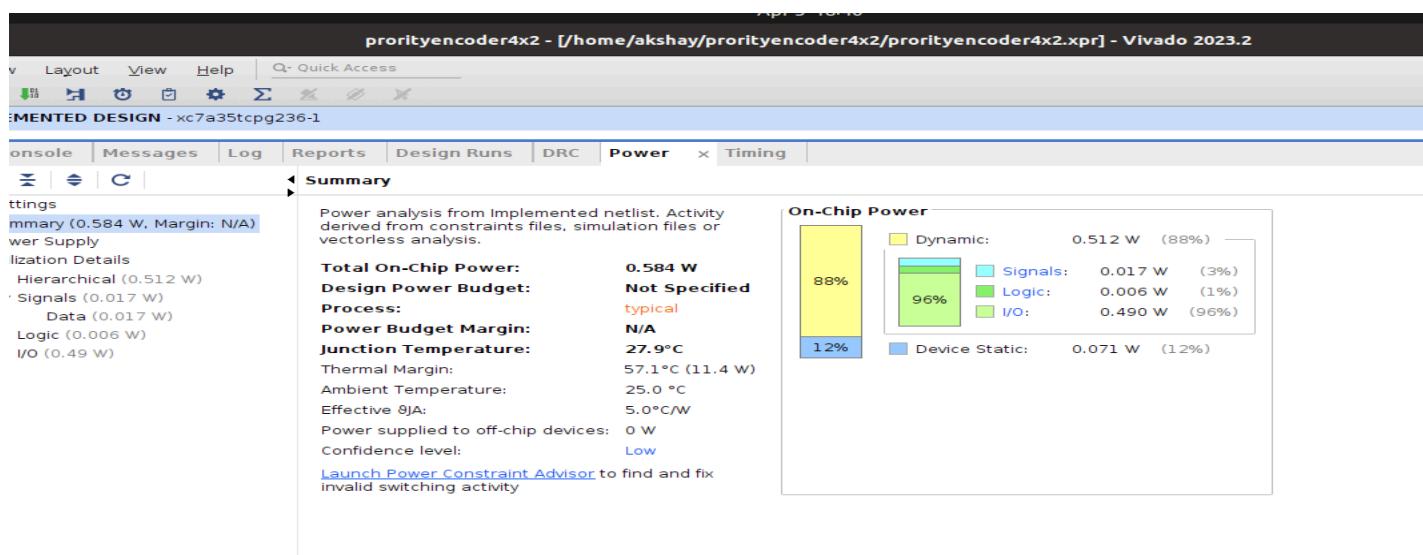
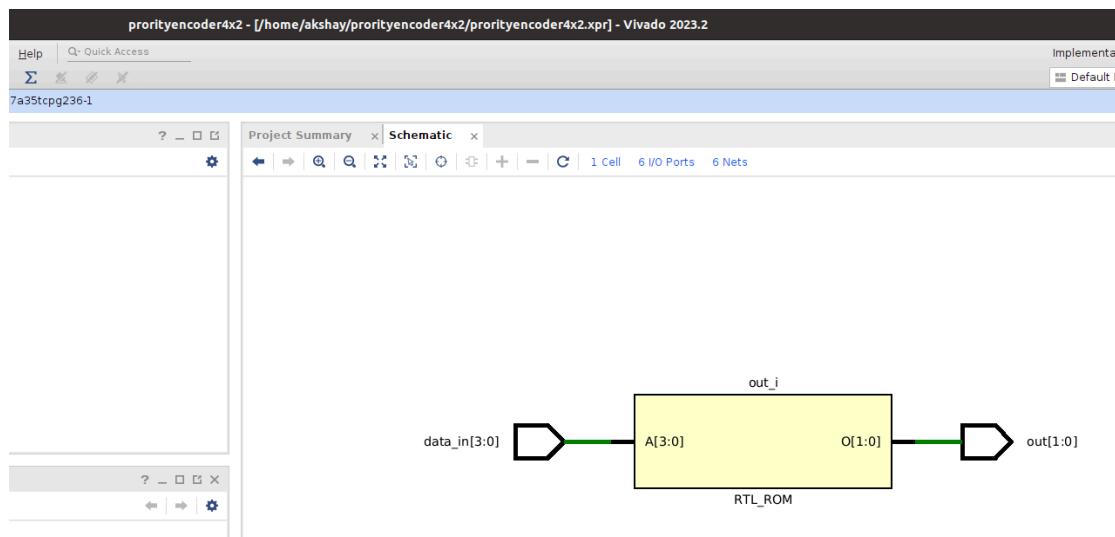
always @(*) begin

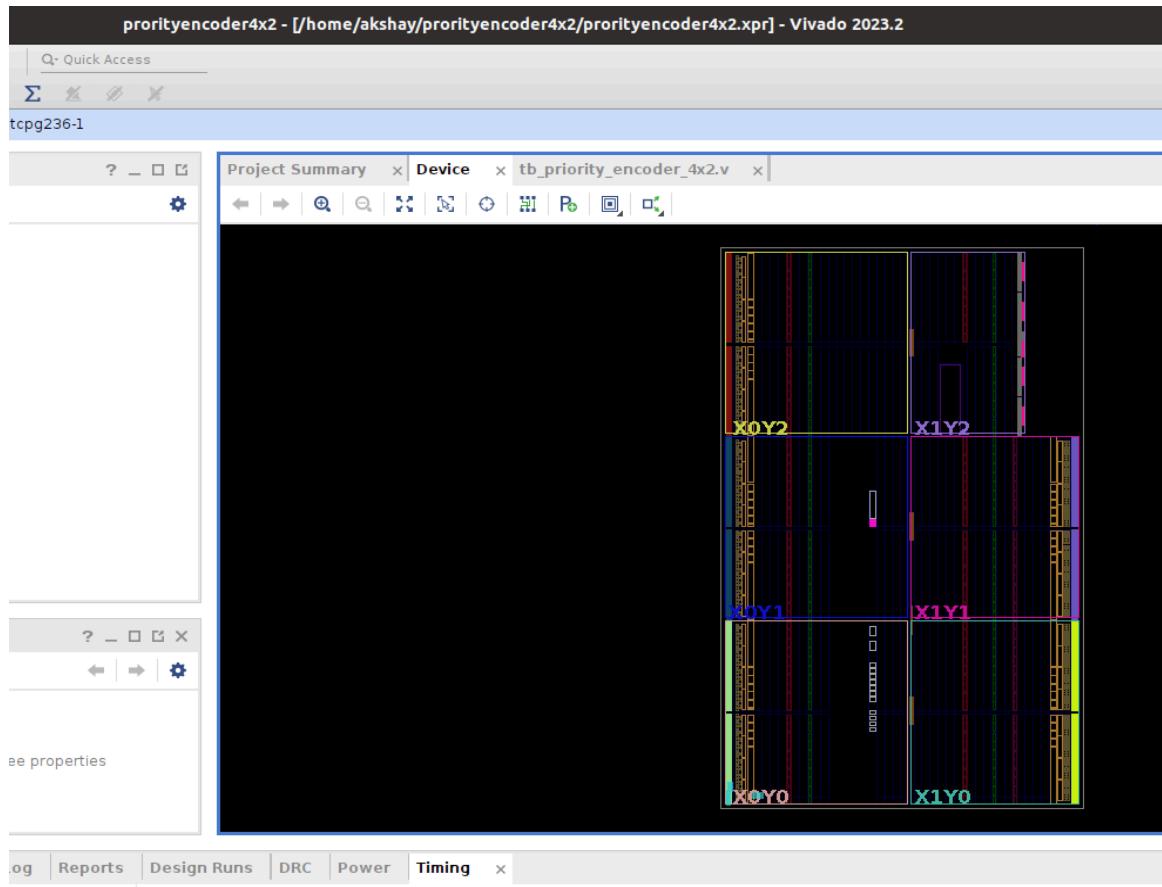
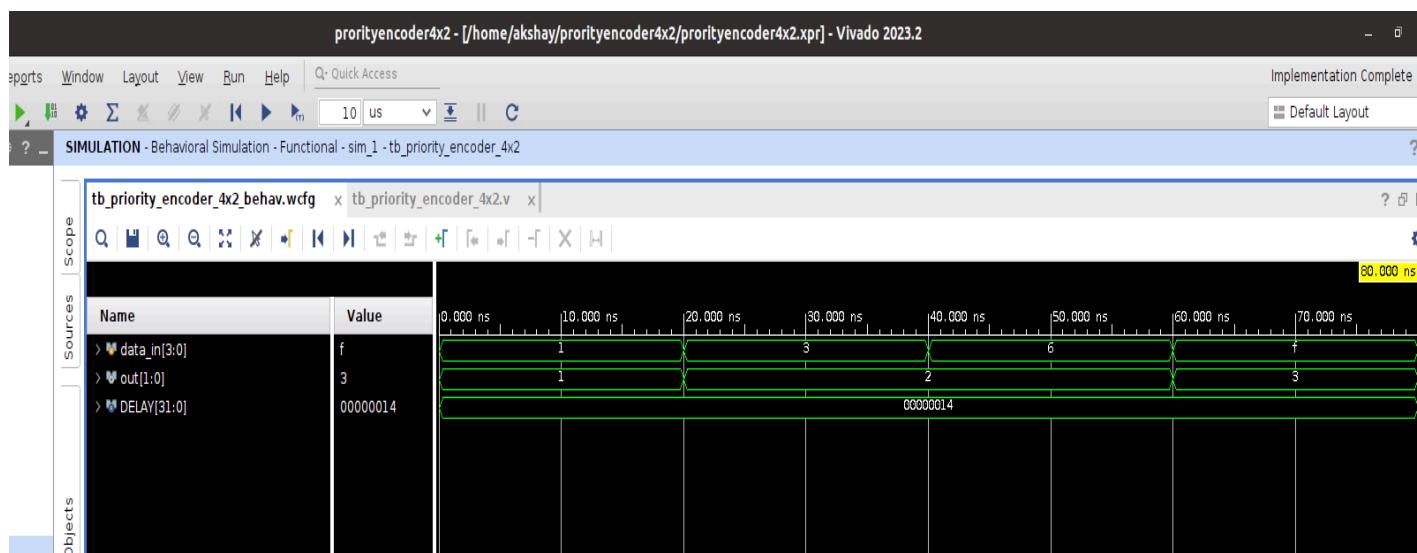
$display("data_in = %b, out = %b", data_in, out);

end

```

Endmodule





Q.21. Write Verilog code for 8:3 Priority Encoder.

```
module priority_encoder_8_3(
    input [7:0] inputs,
    output reg [2:0] priority );
    always @(*) begin
        case(inputs)
            8'b00000001: priority = 3'b000; // Input 0 has highest priority
            8'b00000010: priority = 3'b001; // Input 1 has higher priority than Input 0
            8'b00000100: priority = 3'b010; // Input 2 has higher priority than Input 0 and Input 1
            8'b00001000: priority = 3'b011; // Input 3 has higher priority than Input 0, 1, and 2
            8'b00010000: priority = 3'b100; // Input 4 has higher priority than Input 0-3
            8'b00100000: priority = 3'b101; // Input 5 has higher priority than Input 0-4
            8'b01000000: priority = 3'b110; // Input 6 has higher priority than Input 0-5
            8'b10000000: priority = 3'b111; // Input 7 has highest priority
            default: priority = 3'b000; // Default priority if no input is active
        endcase
    end
endmodule
```

Testbench

```
module tb;
    reg [7:0] D;
    wire [2:0] y;
    priority_encoder pri_enc(D, y);

    initial begin
```

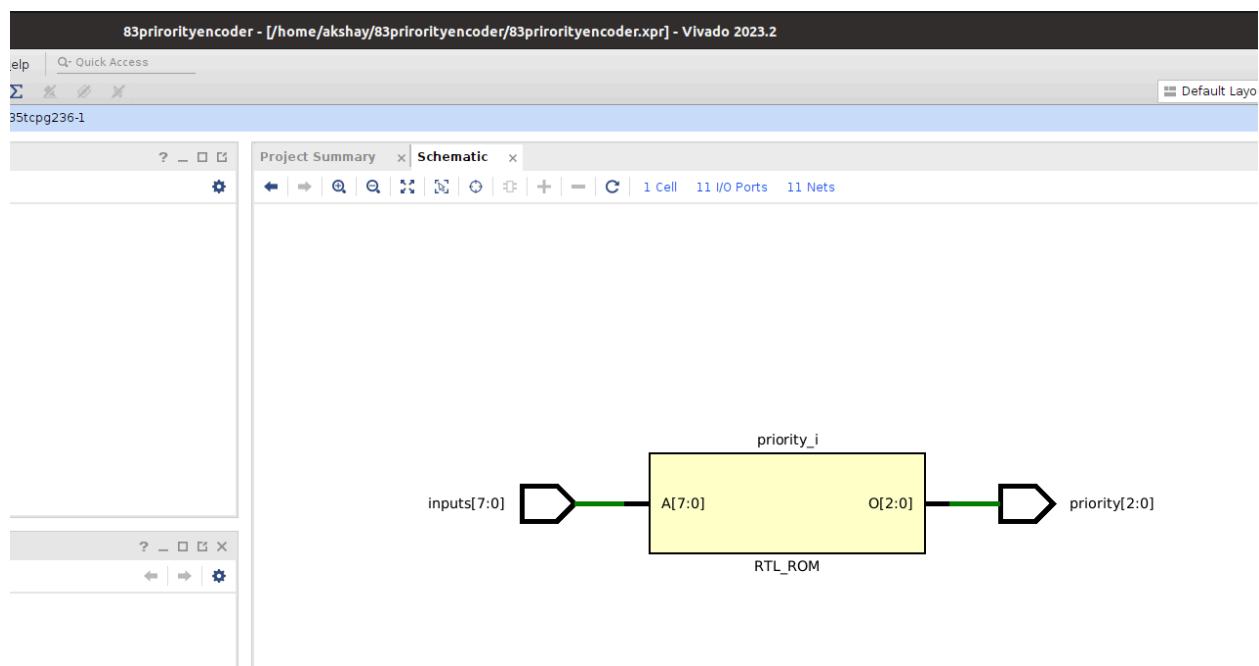
```

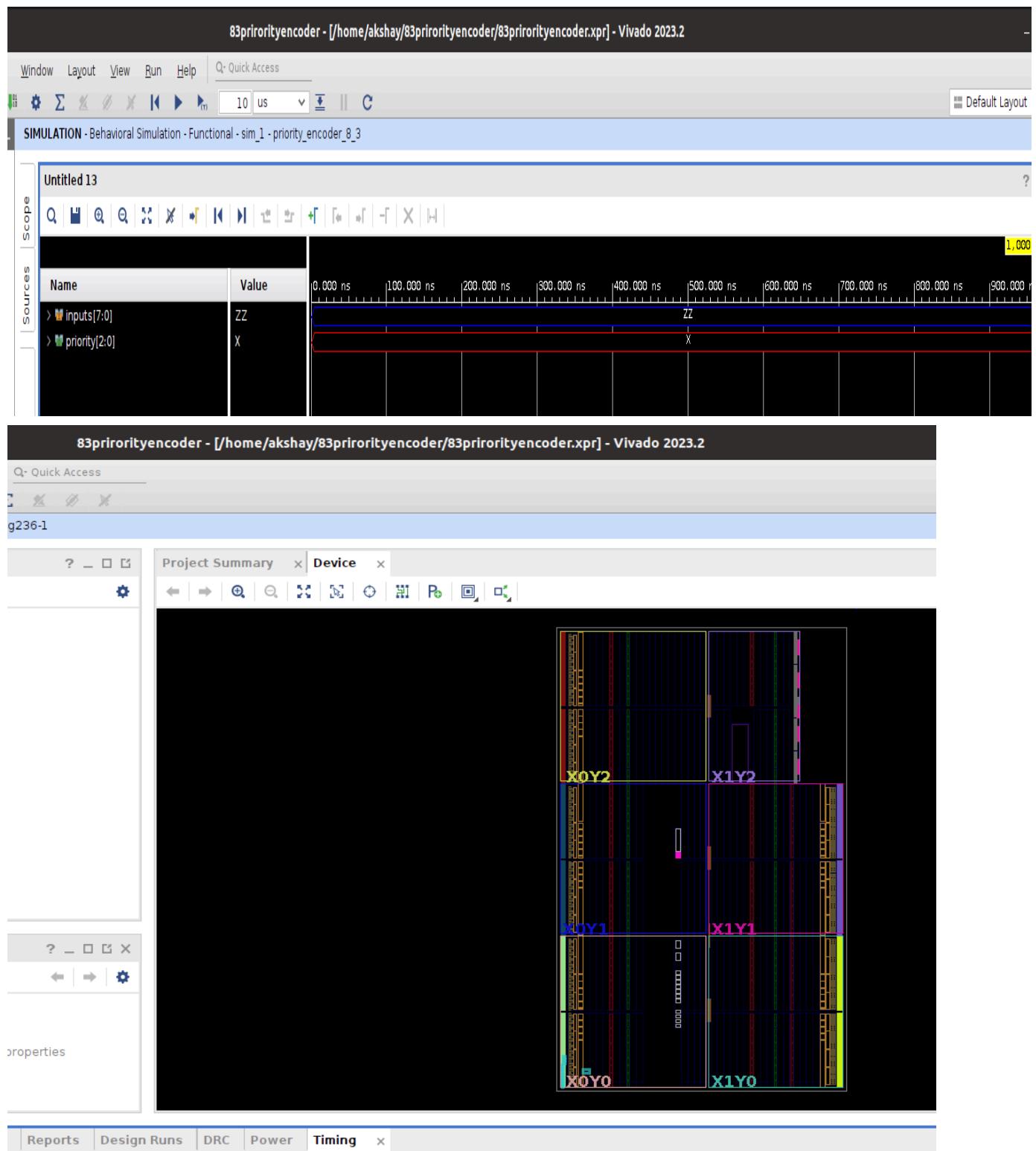
$monitor("D = %b -> y = %0b", D, y);

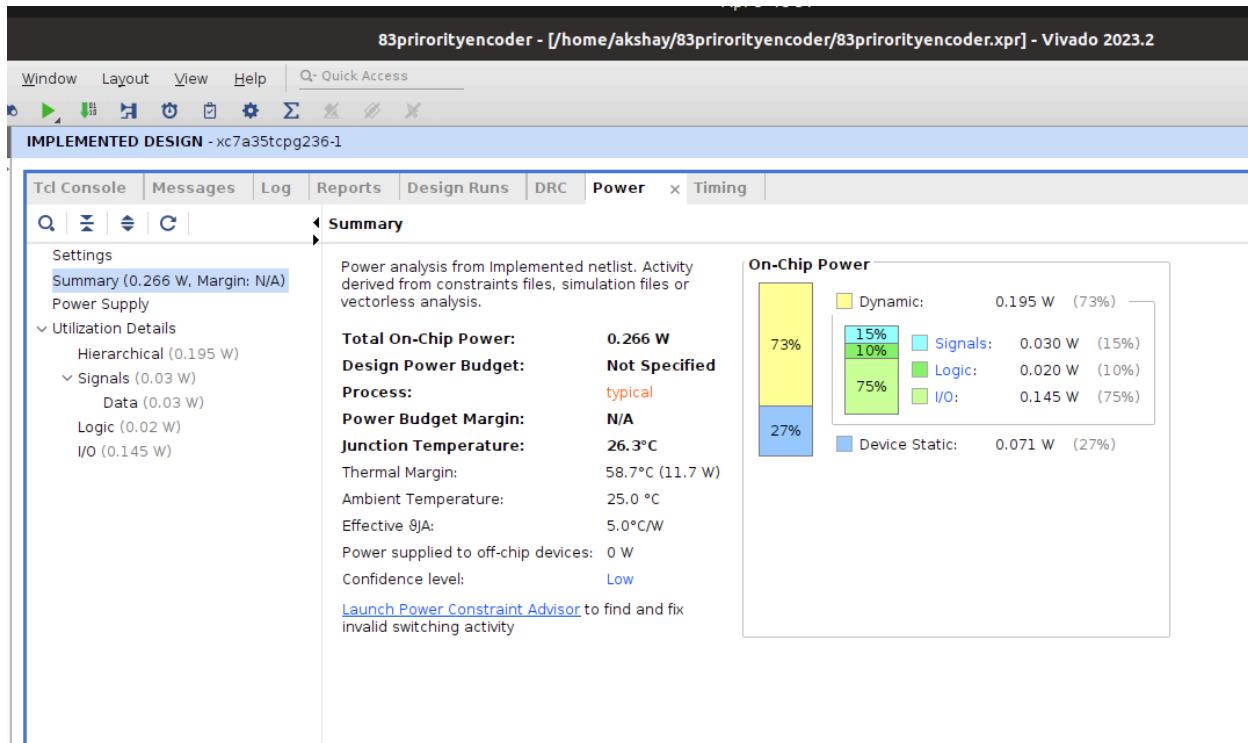
repeat(5) begin
    D=$random; #1;
end

endmodule

```







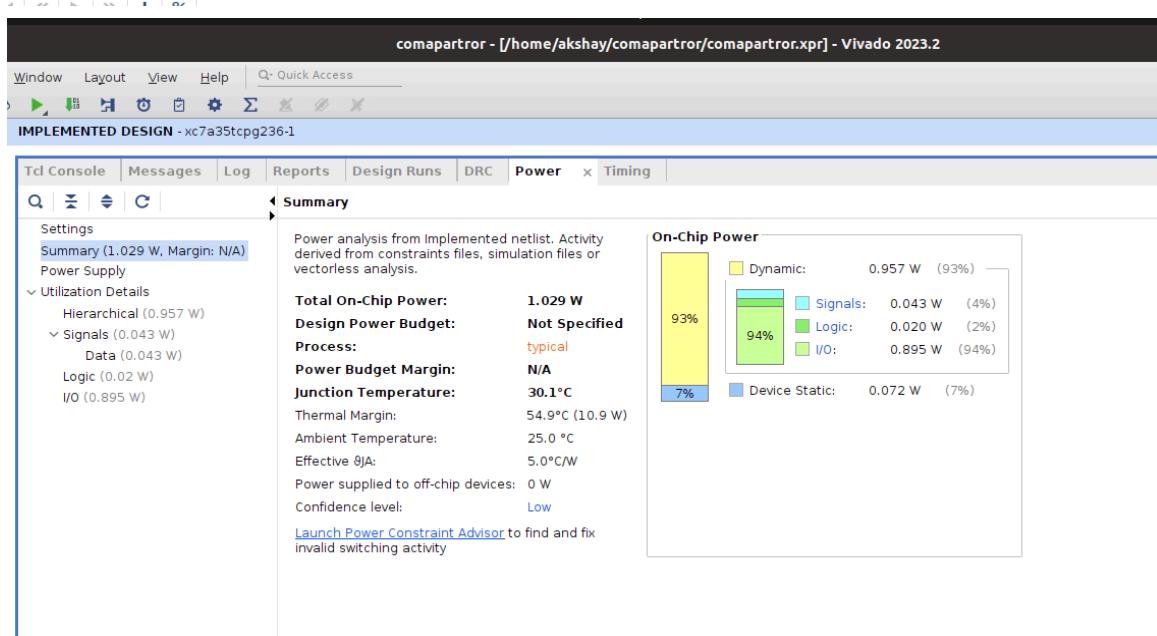
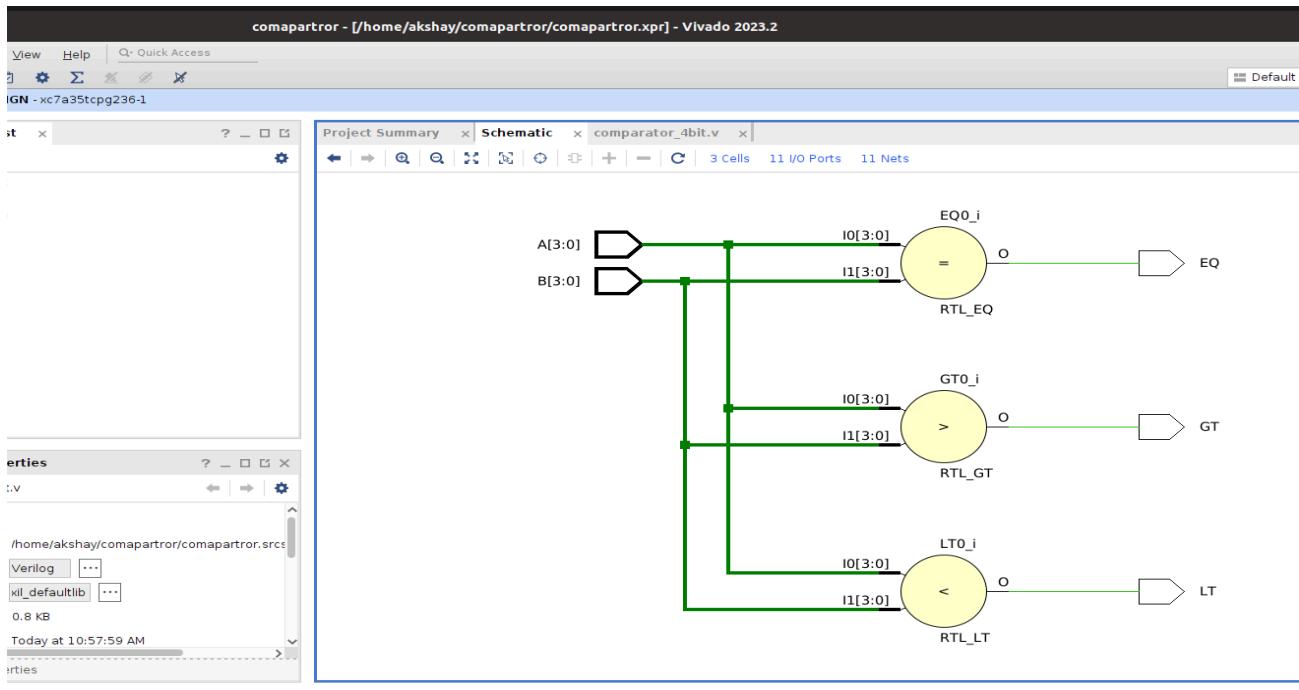
Q.22. Write Verilog code for 4-bit comparator.

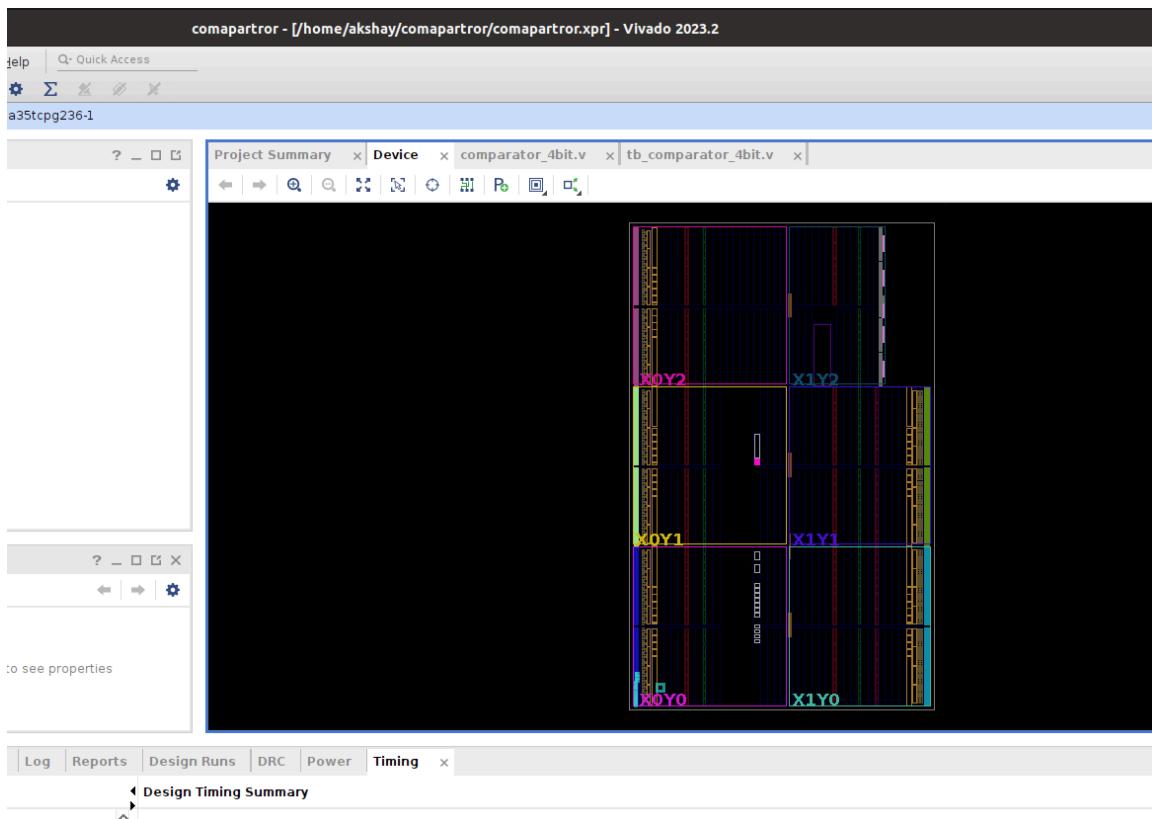
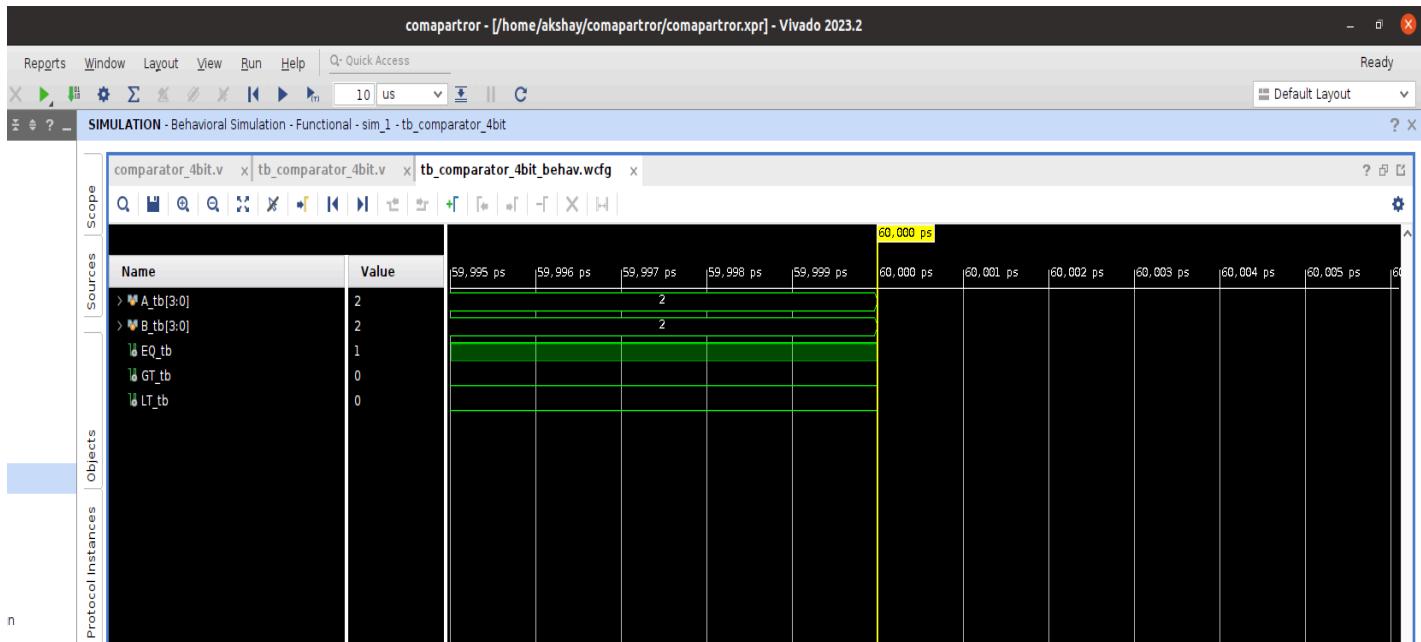
```
module comparator_4bit (
    input [3:0] A, // 4-bit input A
    input [3:0] B, // 4-bit input B
    output reg EQ, // Equal output
    output reg GT, // Greater Than output
    output reg LT // Less Than output );
    always @(*) begin
        EQ = (A == B);
        GT = (A > B);
        LT = (A < B);
    End
endmodule
```

Testbench

```
module tb_comparator_4bit;
    reg [3:0] A_tb, B_tb;
    wire EQ_tb, GT_tb, LT_tb;
    comparator_4bit dut (
        (A_tb), (B_tb), (EQ_tb), (GT_tb), (LT_tb));
    initial begin
        $display("A\tB\tEQ\tGT\tLT");
        A_tb = 4'b0000; B_tb = 4'b0000; #10;
        A_tb = 4'b0000; B_tb = 4'b0001; #10;
        A_tb = 4'b0001; B_tb = 4'b0000; #10;
        A_tb = 4'b0001; B_tb = 4'b0001; #10;
    end
endmodule
```

```
A_tb = 4'b0010; B_tb = 4'b0001; #10;  
A_tb = 4'b0010; B_tb = 4'b0010; #10;  
$finish;  
end  
Endmodule
```





Assignment-6 (sequential circuit)

Q.23. Write Verilog code for the following Latch:

a. SR Latch :

```
module sr_latch (
    input s, r, // Set and Reset inputs
    output reg q, q_bar // Outputs );
always @* begin
    if (r && !s) // Reset has priority
        begin
            q <= 0;
            q_bar <= 1;
        end
    else if (!r && s) // Set
        begin
            q <= 1;
            q_bar <= 0;
        end
    // Else, maintain previous state
end
endmodule
```

Testbench

```
module sr_latch_tb;
// Inputs
reg s, r;
```

```

// Outputs

wire q, q_bar;

// Instantiate the SR latch module

sr_latch dut(
    s, r ,q, q_bar)

// Clock generation

reg clk;

always #5 clk = ~clk; // Toggle clock every 5 time units

// Stimulus generation

initial begin

    // Initialize inputs

    s = 0 ;    r = 0;

    clk = 0;

    // Apply inputs and observe outputs

    #10 s = 1; // Set

    #10 r = 1; // Reset

    #10 s = 0; // Release set

    #10 r = 0; // Release reset

    #10 s = 1; // Set again

    #10 r = 1; // Reset again

    // Add more test cases as needed

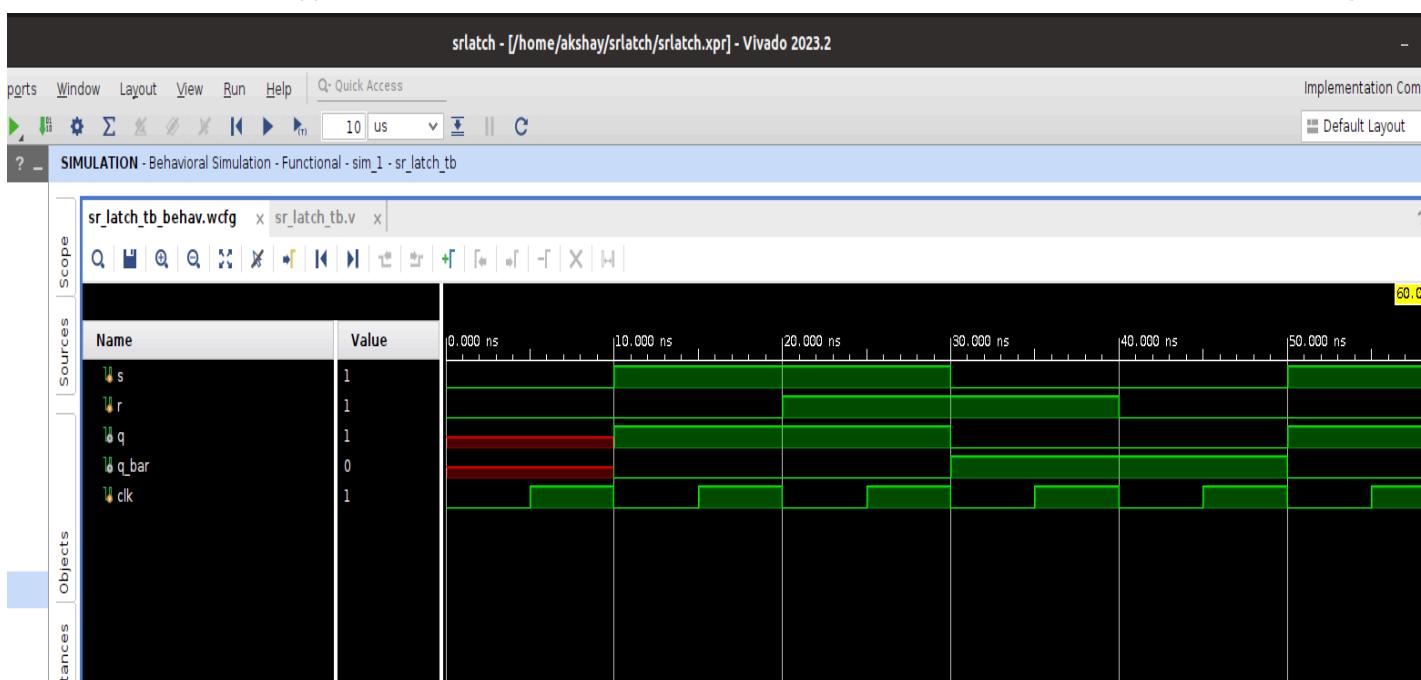
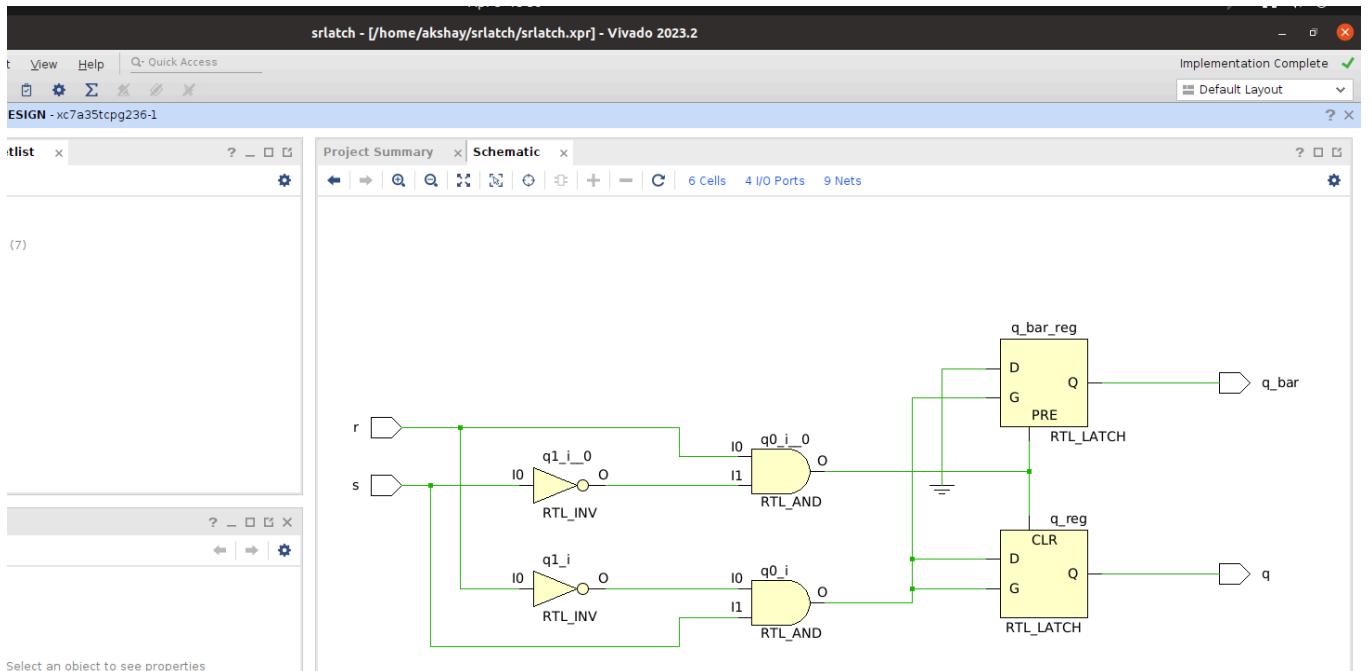
    // Finish simulation

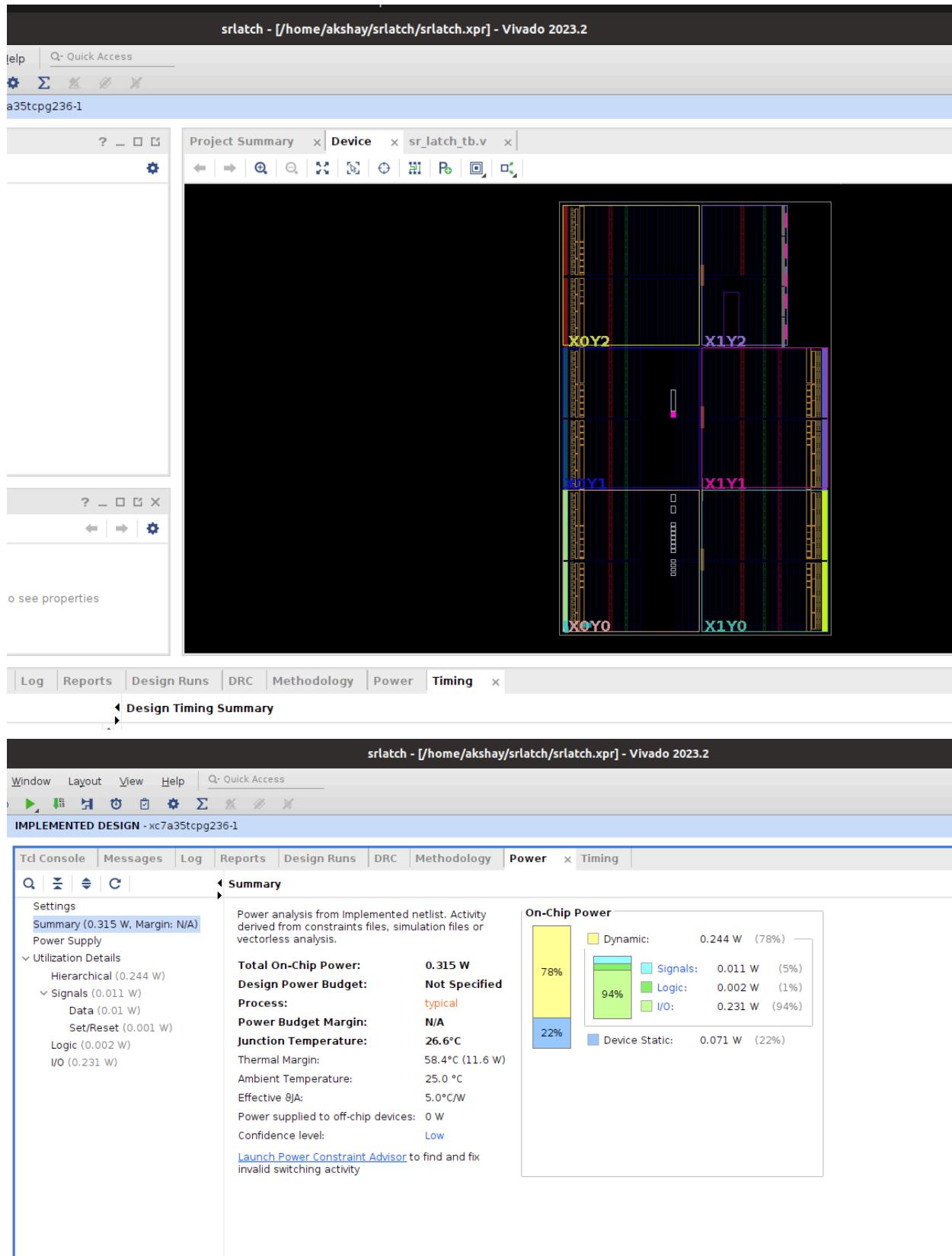
    $finish;

end

endmodule

```





b. D Latch :

```
module D_Latch(  
    input D,      // Data input  
    input clk,    // Clock input  
    input reset,  // Reset input  
    output reg Q   // Output );  
  
always @(posedge clk or posedge reset) begin  
    if (reset) begin  
        Q <= 1'b0; // Reset the latch to 0 when reset is active  
    end else begin  
        Q <= D; // Store D input value on clock rising edge  
    end  
end  
endmodule
```

Testbench

```
module tb;  
    reg D;  
    reg clk;  
    reg reset;  
    wire Q;  
  
    D_Latch dut (  
        D,  
        (clk),  
        (reset),  
        (Q)    );
```

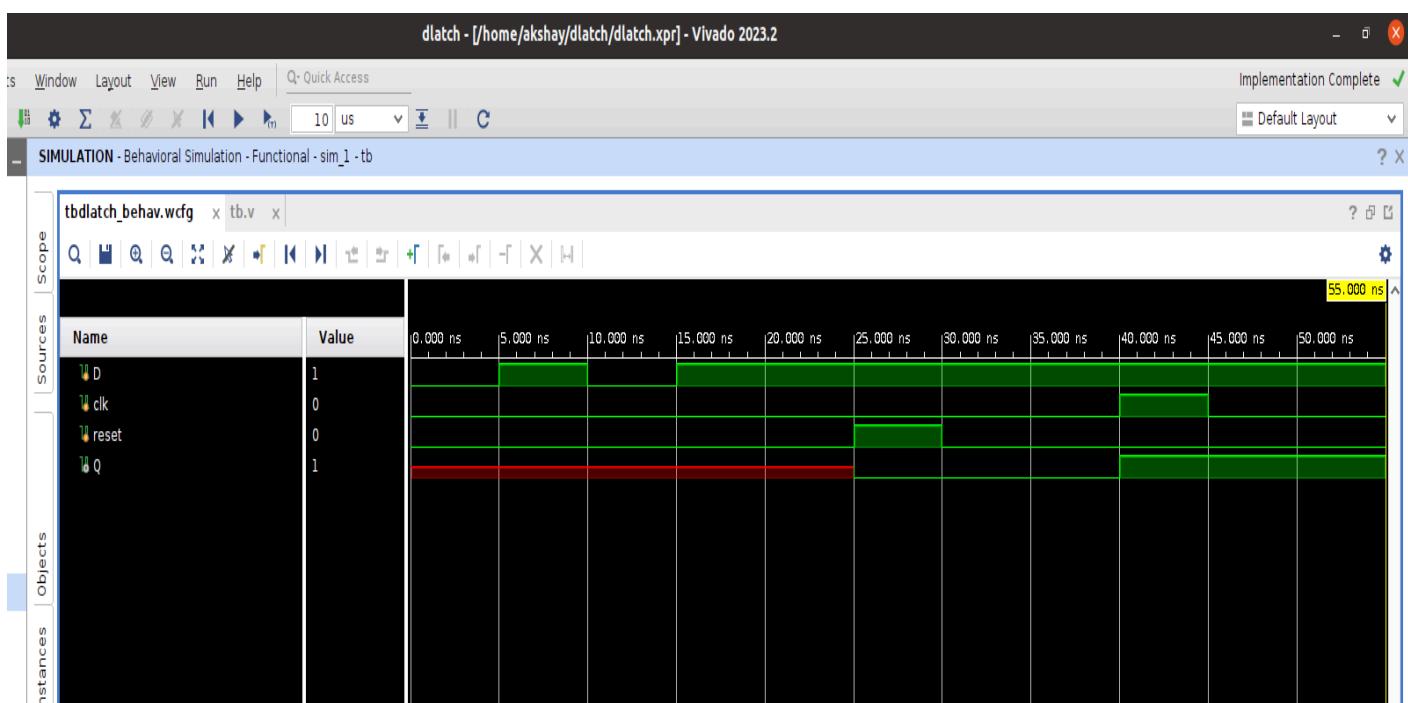
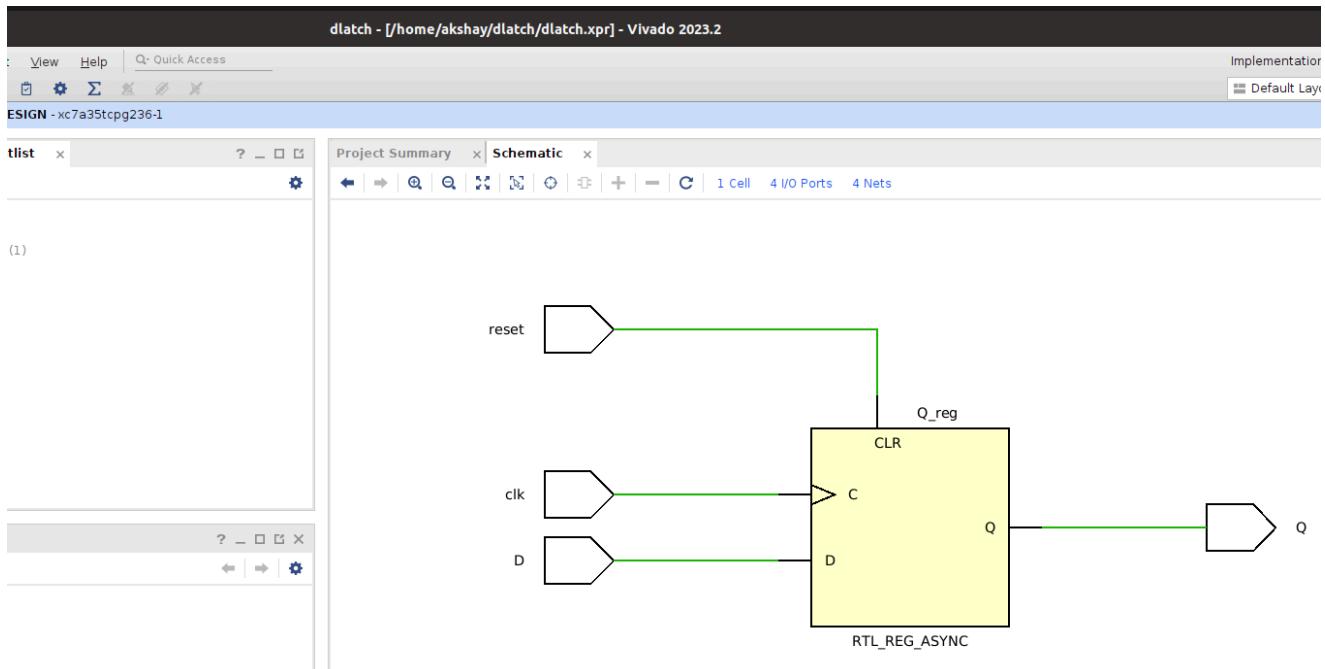
```
initial begin
    // Initialize inputs
    D = 1'b0;
    clk = 1'b0;
    reset = 1'b0;

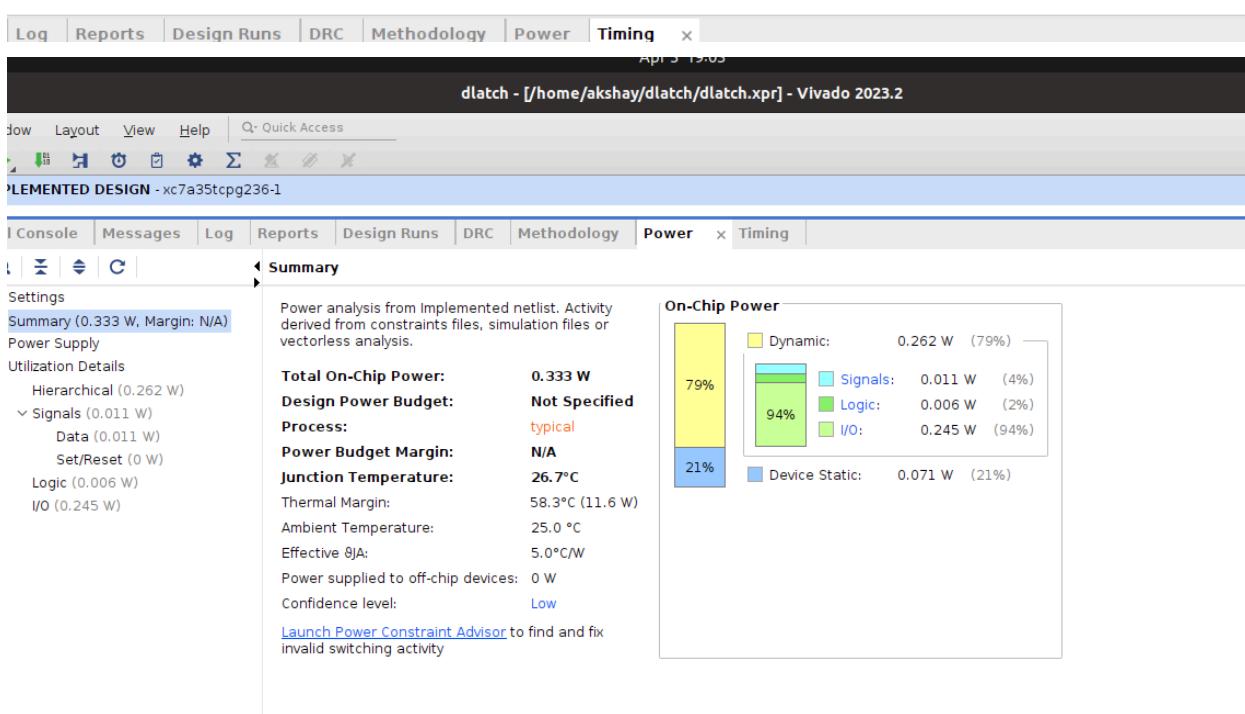
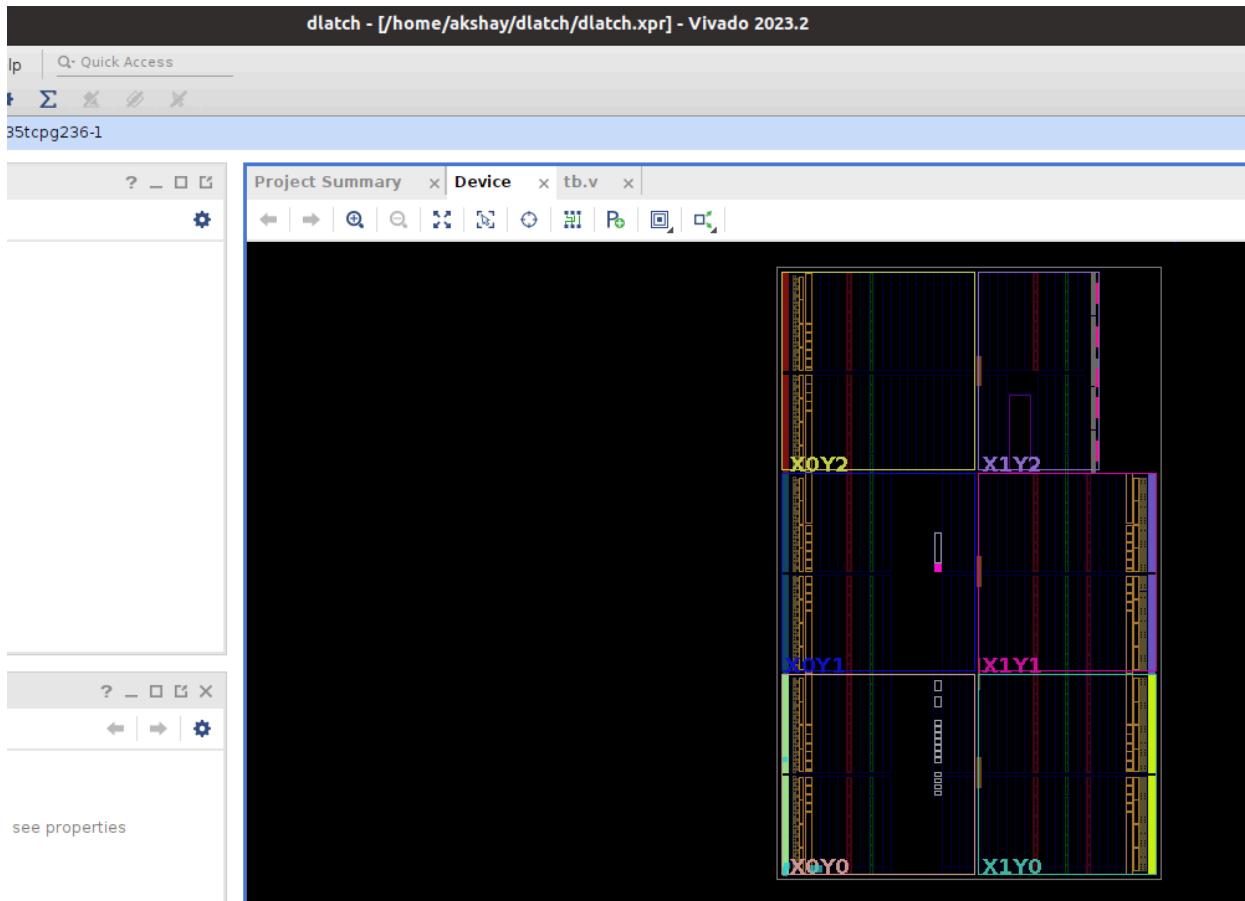
    // Toggle clock and D input
    #5 D = 1'b1;
    #5 D = 1'b0;
    #5 D = 1'b1;

    // Toggle reset
    #10 reset = 1'b1;
    #5 reset = 1'b0;

    // Toggle clock
    #10 clk = 1'b1;
    #5 clk = 1'b0;

    // Stop simulation
    #10 $finish;
End
endmodule
```





Q.24. Write Verilog code for the following flip flops:

a. SR Flipflop :

```
module sr_flipflop(  
    input wire s, // Set input  
    input wire r, // Reset input  
    input wire clk, // Clock input  
    output reg q, // Output Q  
    output reg q_bar // Output Q-bar );  
  
    always @(posedge clk) begin  
        if (r && ~s) begin // Reset has priority  
            q <= 0;  
            q_bar <= 1;  
        end else if (~r && s) begin // Set has priority  
            q <= 1;  
            q_bar <= 0;  
        end else begin // No change  
            q <= q;  
            q_bar <= q_bar;  
        end  
    end  
endmodule
```

Testbench

```
module tb_sr_flipflop();  
    // Inputs  
    reg s, r, clk;
```

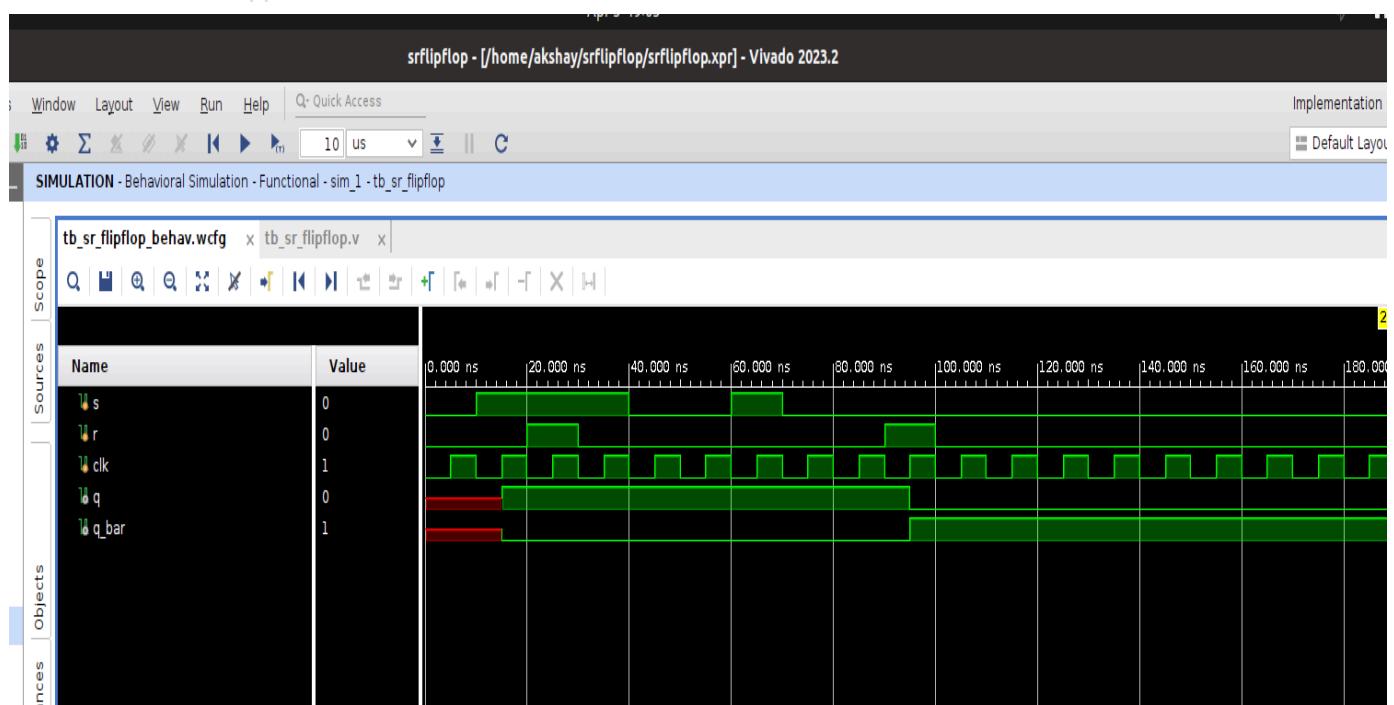
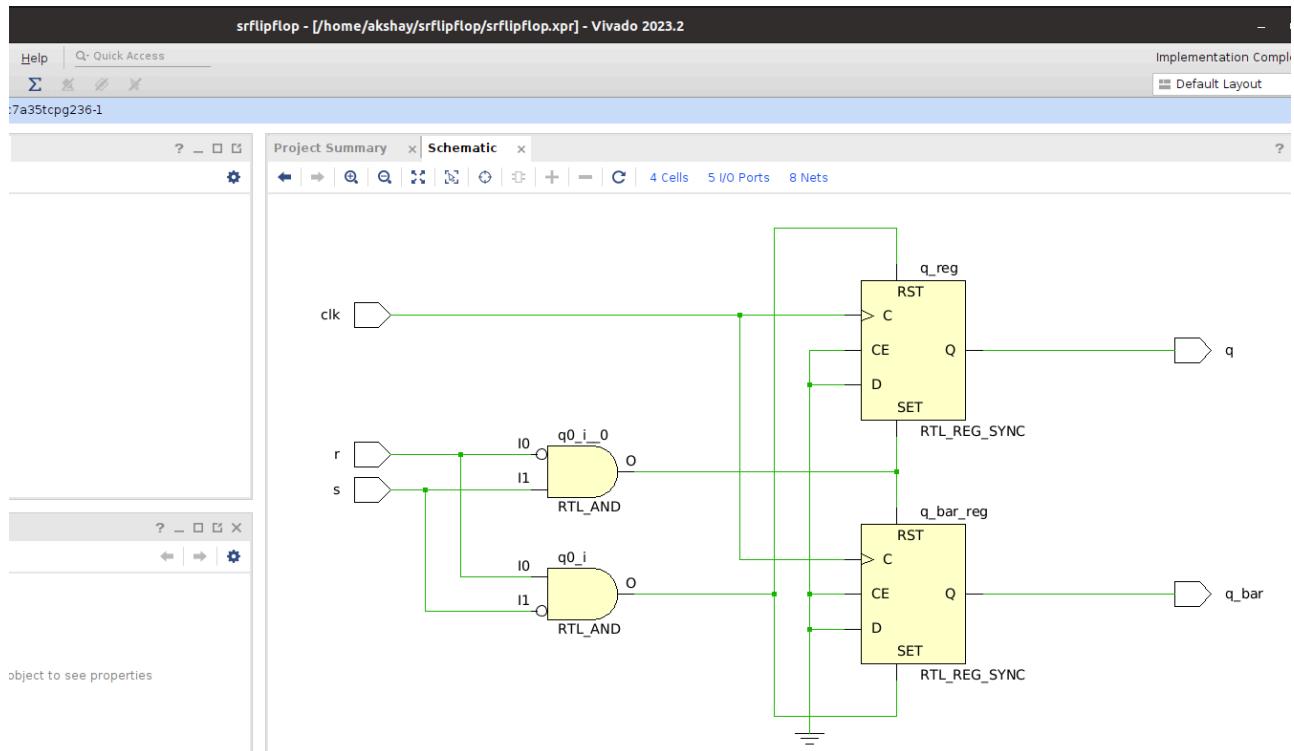
```
// Outputs
wire q, q_bar;

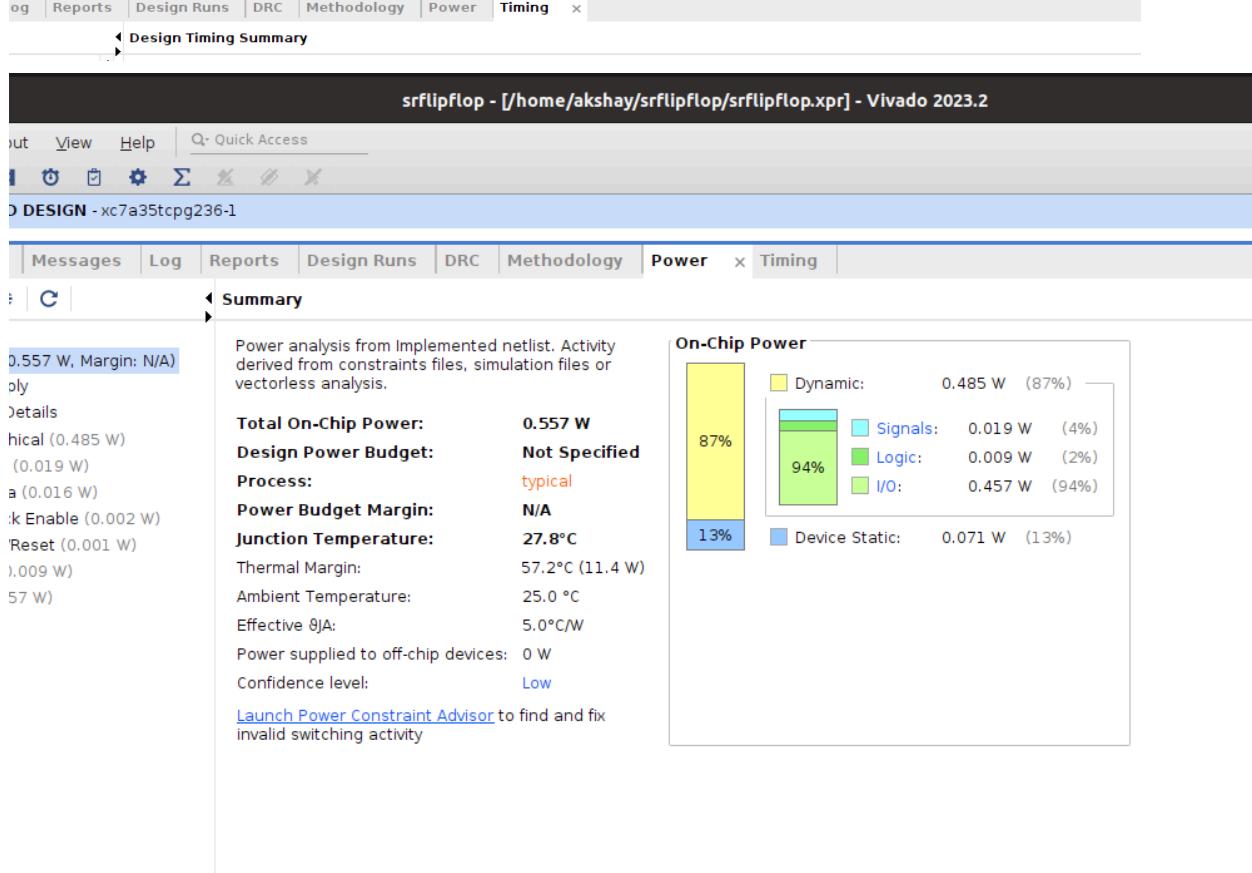
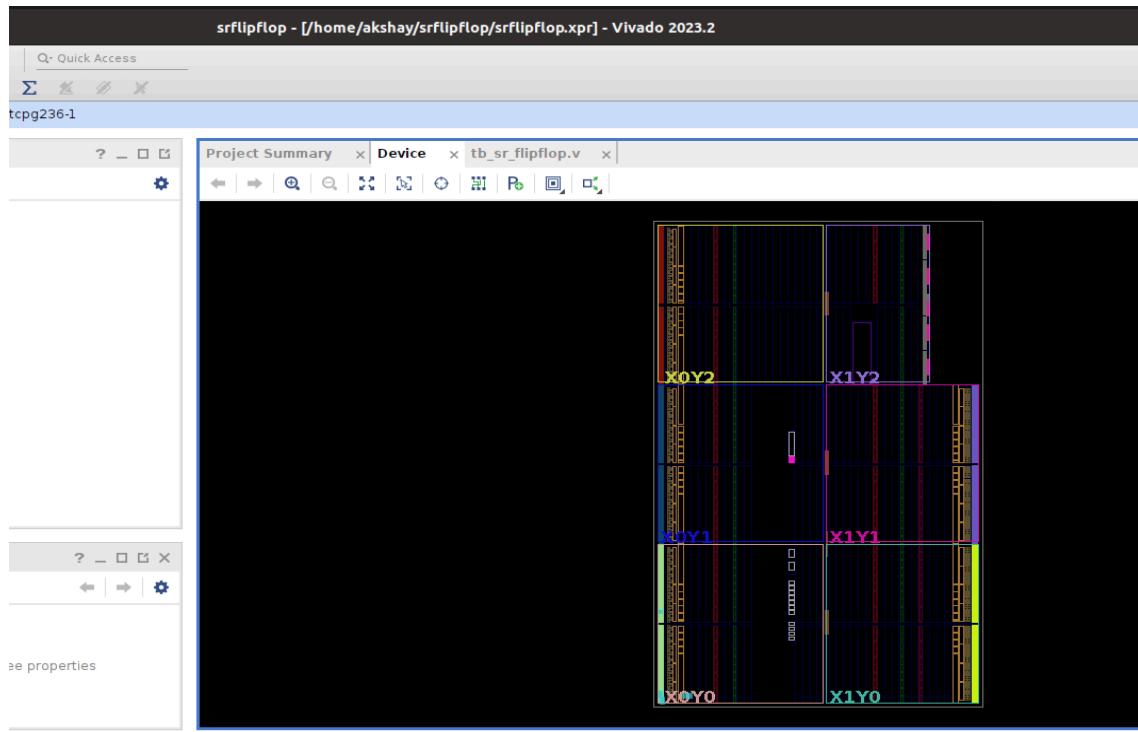
// Instantiate the sr_flipflop module
sr_flipflop dut (
    s,r, clk, q, q_bar);

// Clock generation
always begin
    #5 clk = ~clk;
end

// Stimulus
initial begin
    // Initialize inputs
    s = 0; r = 0; clk = 0;

    // Apply stimulus
    #10 s = 1; // Set input
    #10 r = 1; // Reset input
    #10 r = 0; #10 s = 0;
    #20 s = 1; // Set input
    #10 s = 0;
    #20 r = 1; // Reset input #10 r = 0
    // Add more stimulus as needed
    #100 $finish; // Finish simulation
end
endmodule
```





b. JK Flipflop :

```
module jk_ff ( input j,
input k,
input clk,
output q);

reg q;

always @ (posedge clk)
case ({j,k})
2'b00 : q <= q;
2'b01 : q <= 0;
2'b10 : q <= 1;
2'b11 : q <= ~q;
endcase
endmodule
```

Testbench

```
module jk_ff_tb;
// Inputs
reg j, k, clk;
// Output
wire q;
// Instantiate the jk_ff module
jk_ff dut ( j, k, clk, q );
// Clock generation
always begin
#5 clk = ~clk; // Toggle clock every 5 time units
```

```
end

// Stimulus

initial begin

j = 0; k = 0; clk = 0; // Initialize inputs

#10; // Wait for a few time units

// Test case 1: No change (00)

j = 0; k = 0;

#20; // Wait for a few time units

// Expected: q remains unchanged

// Test case 2: Set q to 0 (01)

j = 0; k = 1;

#20; // Wait for a few time units

// Expected: q = 0

// Test case 3: Set q to 1 (10)

j = 1; k = 0;

#20; // Wait for a few time units

// Expected: q = 1

// Test case 4: Toggle q (11)

j = 1; k = 1;

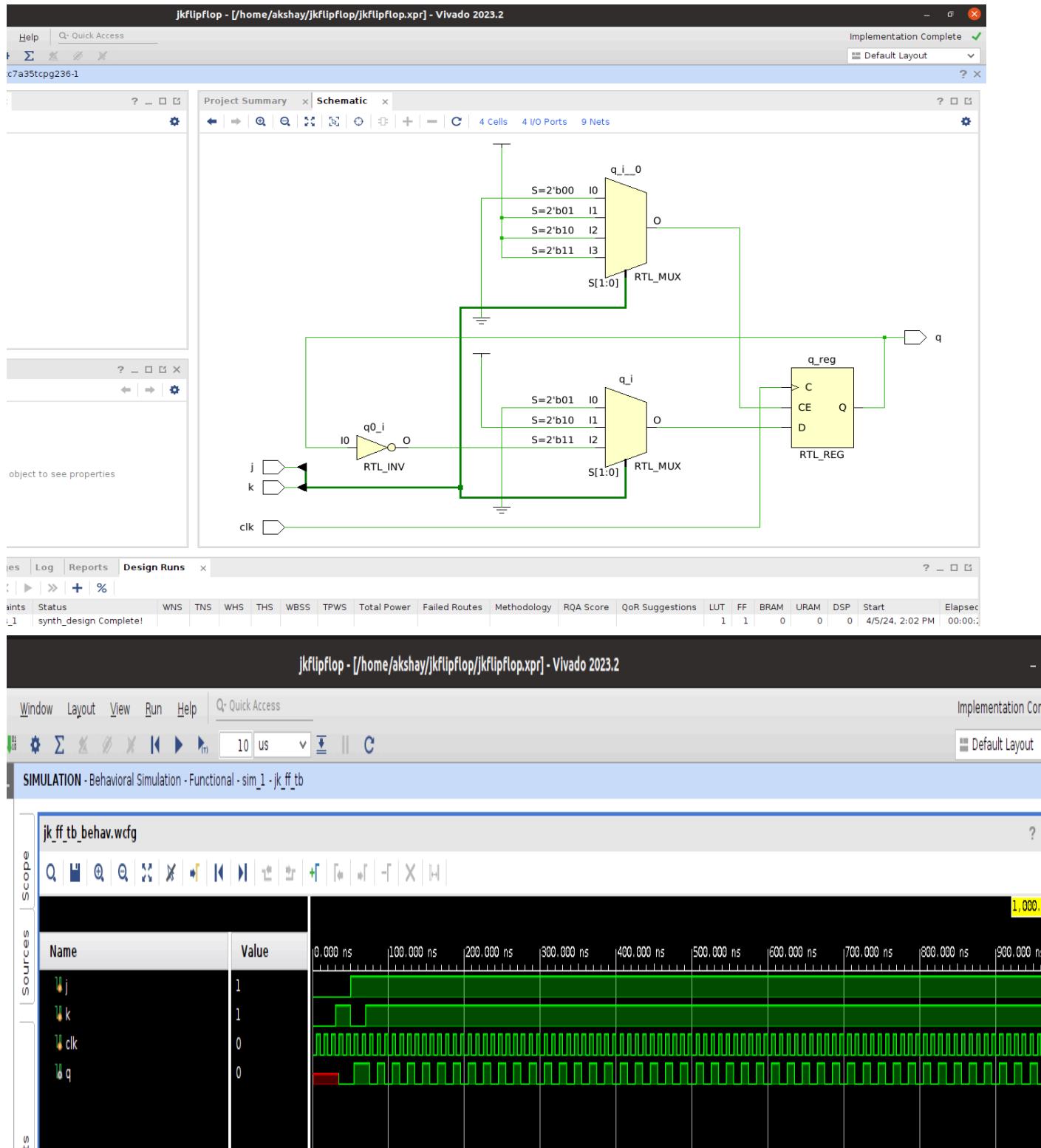
#20; // Wait for a few time units

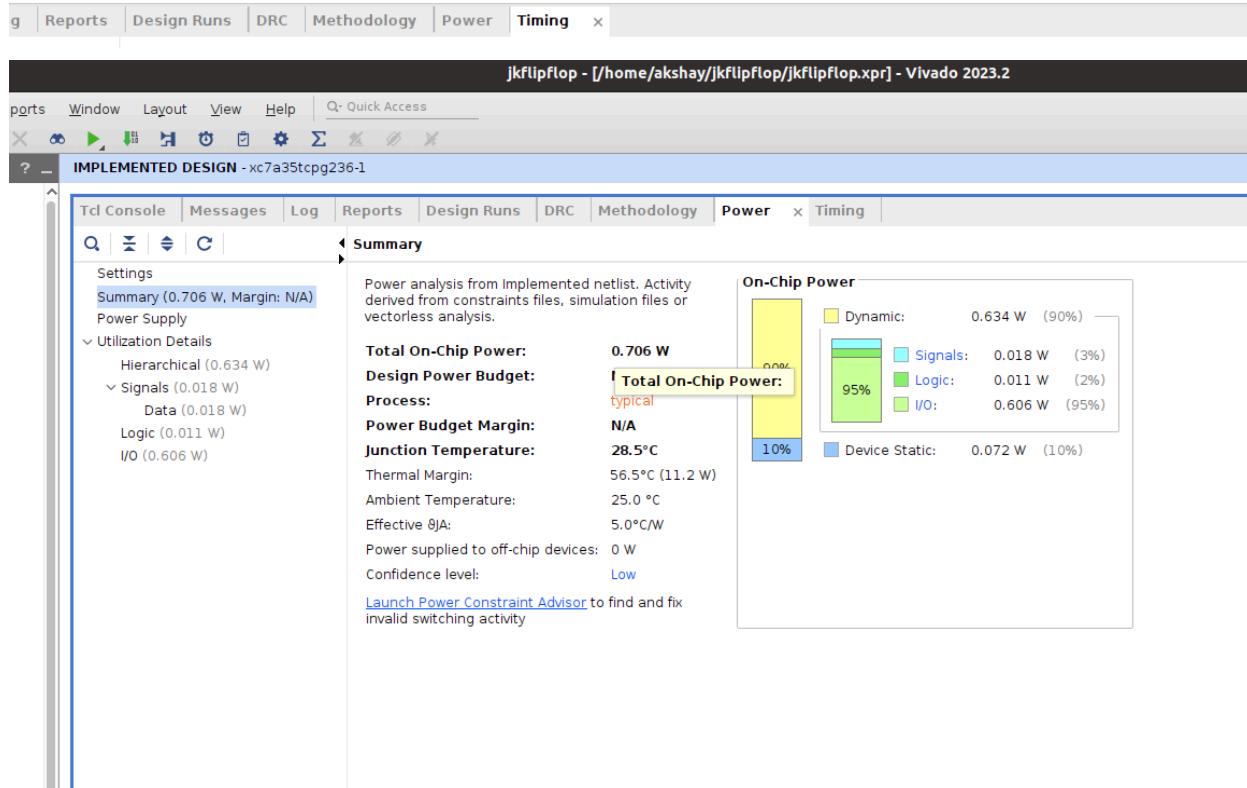
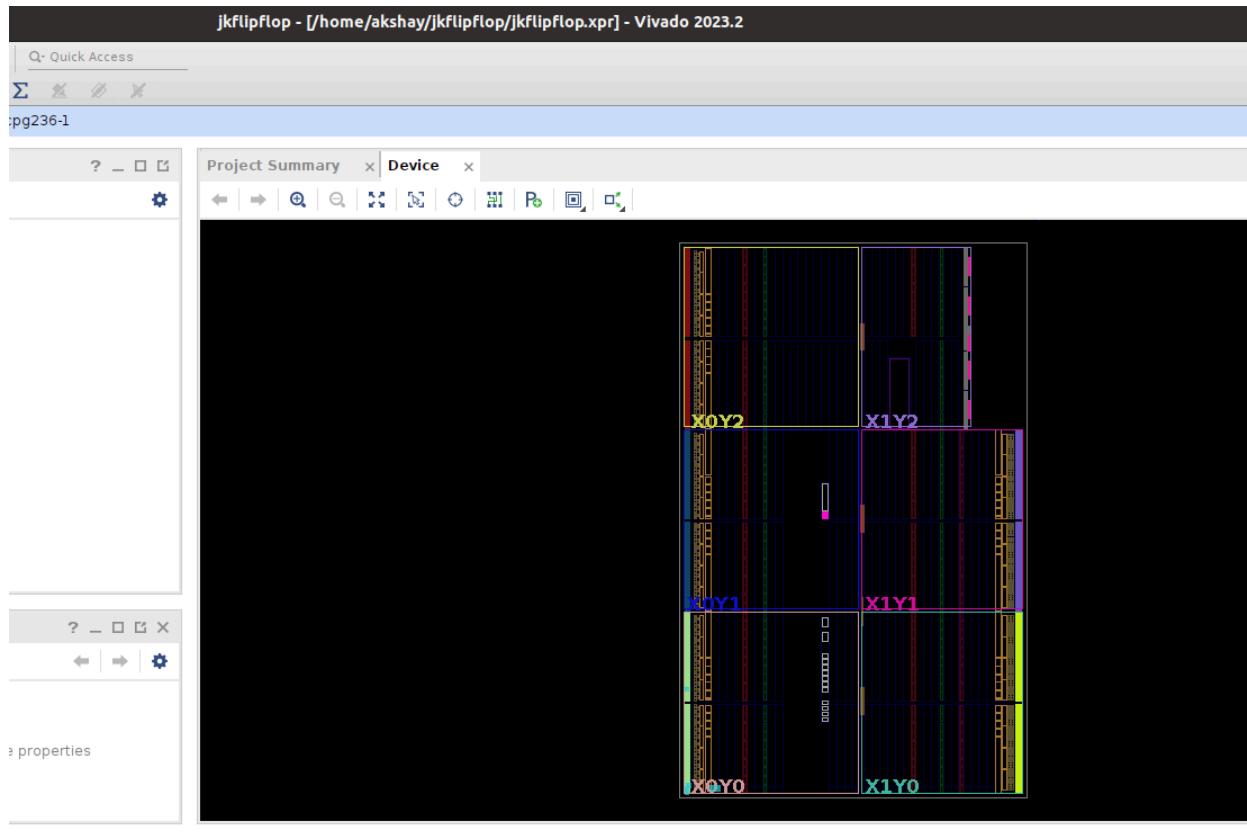
// Expected: q toggles its state

// End simulation

end

endmodule
```





c. D Flipflop :

(i) Asynchronous Dff

```
module dff ( input d,
  input rstn,
  input clk,
  output reg q);

  always @ (posedge clk or negedge rstn)
    if (!rstn)
      q <= 0;
    else
      q <= d;
endmodule
```

Testbench

```
module testbench;

  // Inputs
  reg d;
  reg rstn;
  reg clk;
  // Outputs
  wire q;
  // Instantiate the DFF
  dff dut (
    d,
    rstn,
    clk, q );
```

```
// Clock generation

always begin
    #5 clk = ~clk;

end

// Initial values

initial begin
    // Initialize inputs

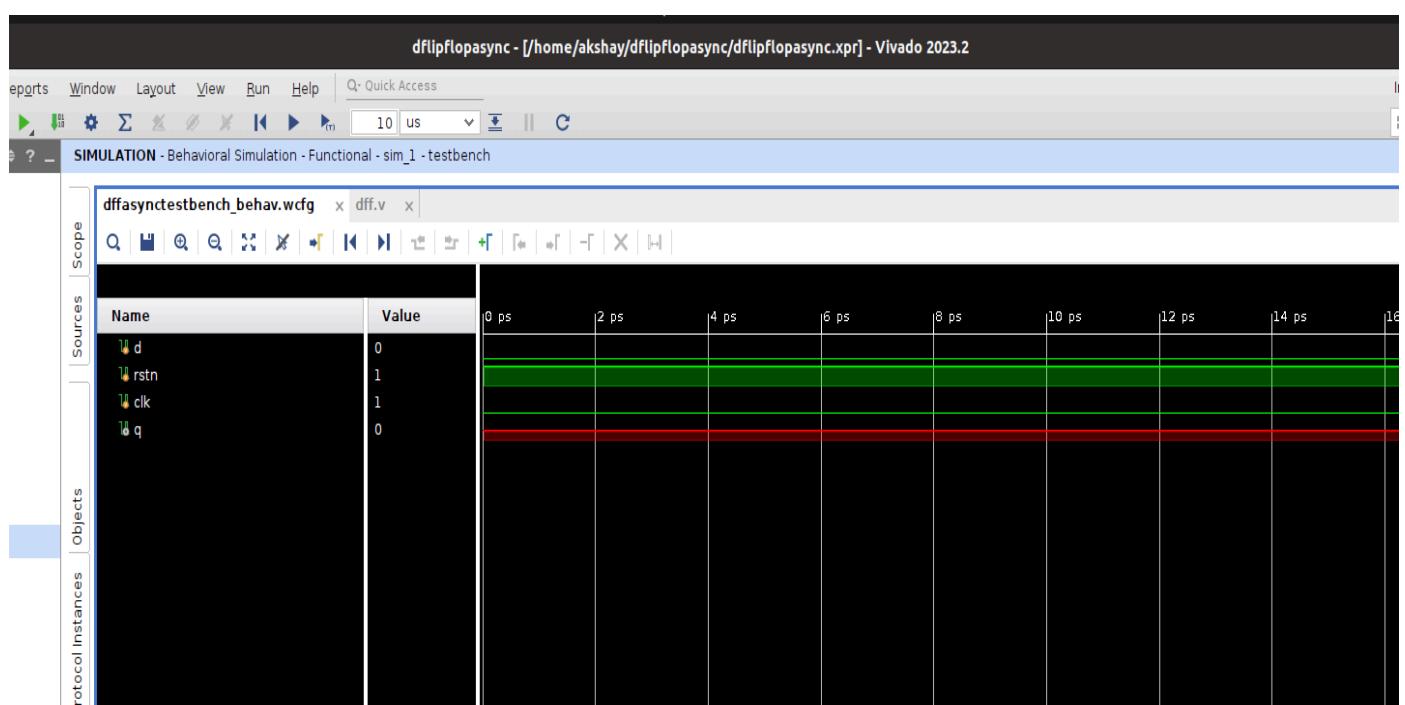
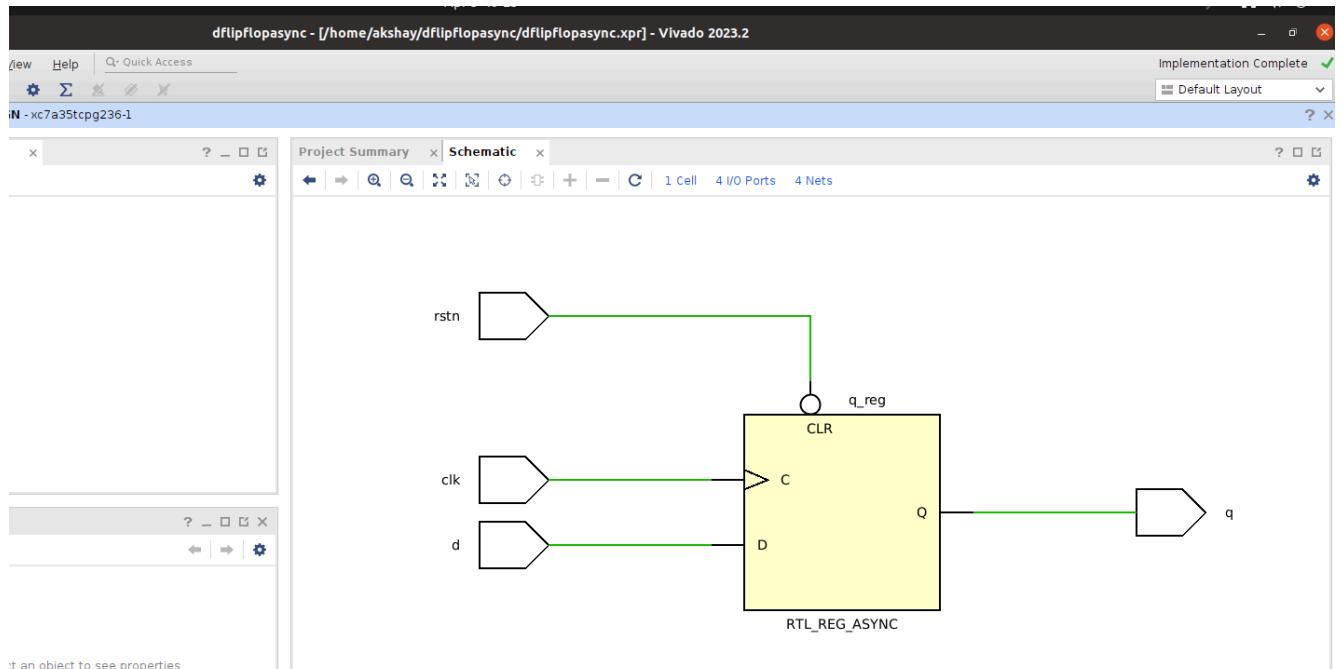
    d = 0;
    rstn = 1;
    clk = 0;

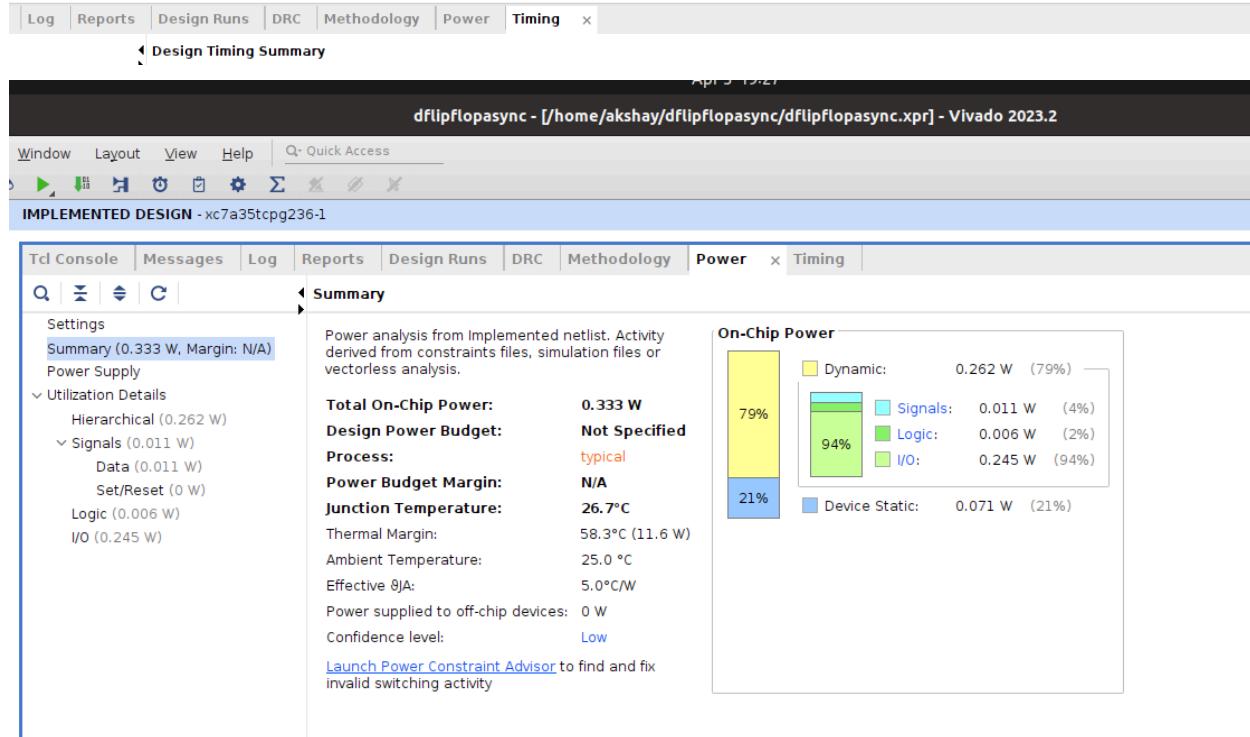
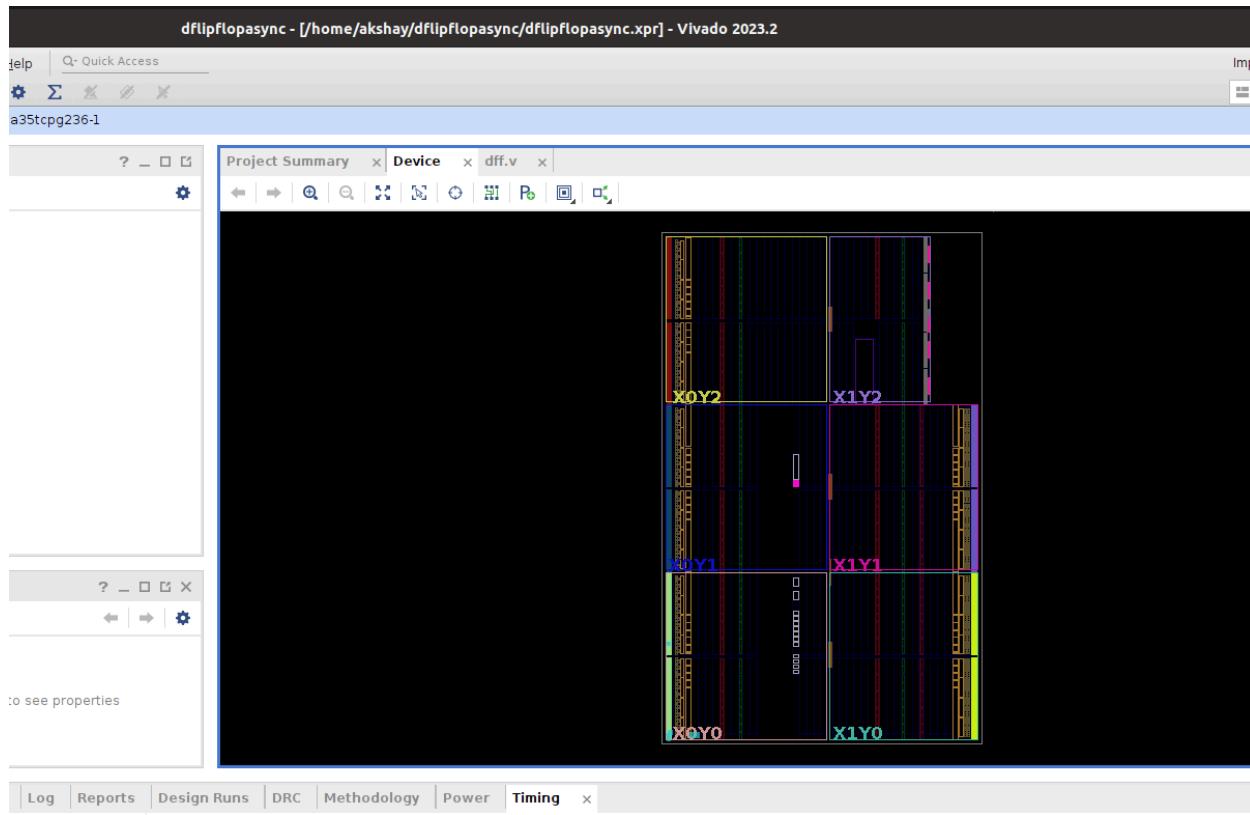
    // Apply inputs

    #10 d = 1;
    #10 d = 0;
    #10 d = 1;
    #10 d = 0;
    #10 rstn = 0; // Reset
    #10 rstn = 1; // Release reset
    #10 $finish; // End simulation

end

endmodule
```





(i) Synchronous Dff

```
module dff ( input d,
input rstn,
input clk,
output reg q);

always @ (posedge clk)
if (!rstn)
q <= 0;
else
q <= d;
endmodule
```

Testbench

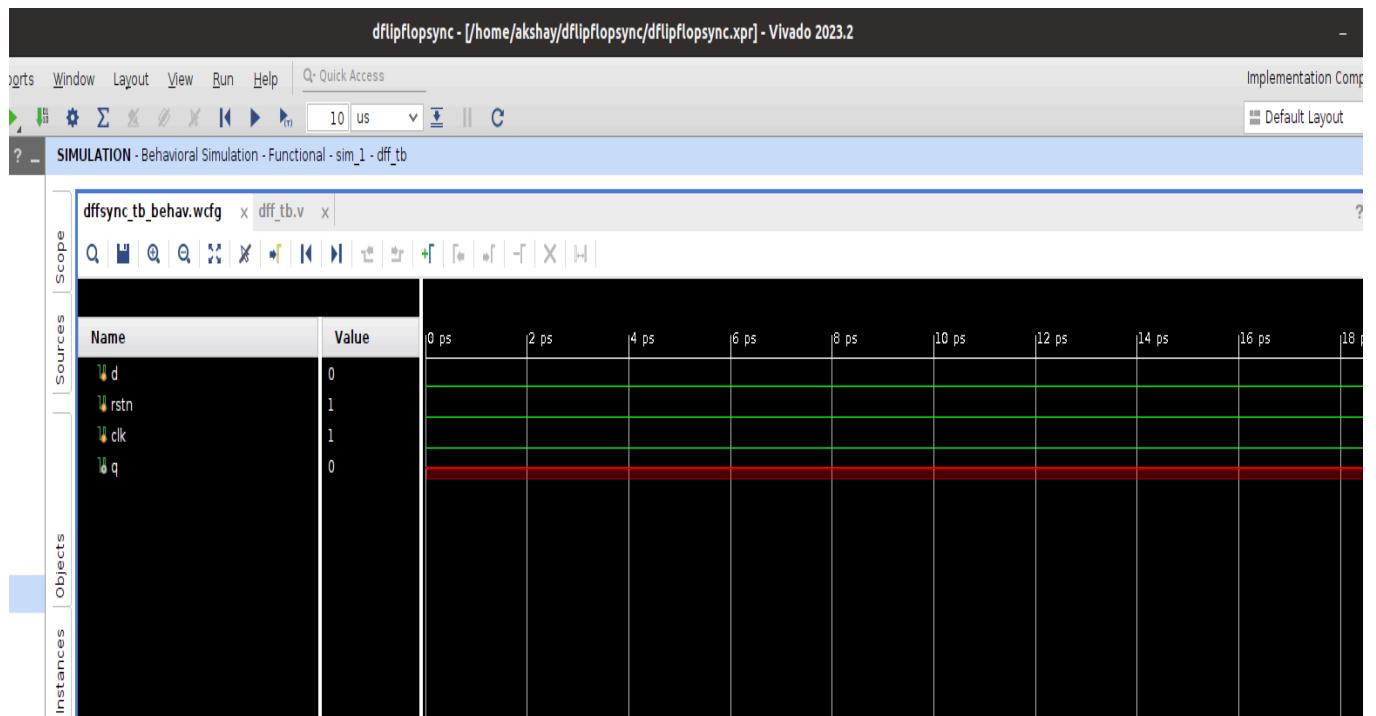
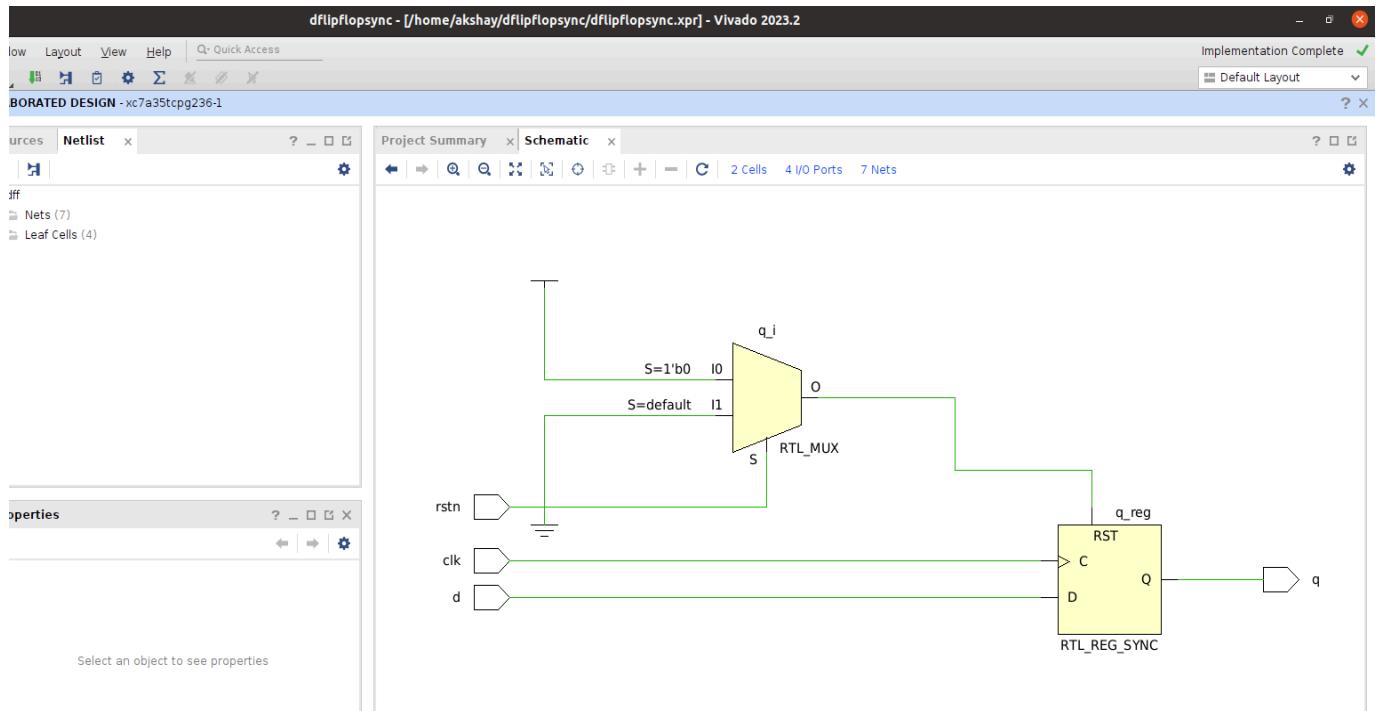
```
module dff_tb;
// Inputs
reg d;
reg rstn;
reg clk;
// Outputs
wire q;
// Instantiate the dff module
dff dut(
d,
rstn,
clk,
q );
```

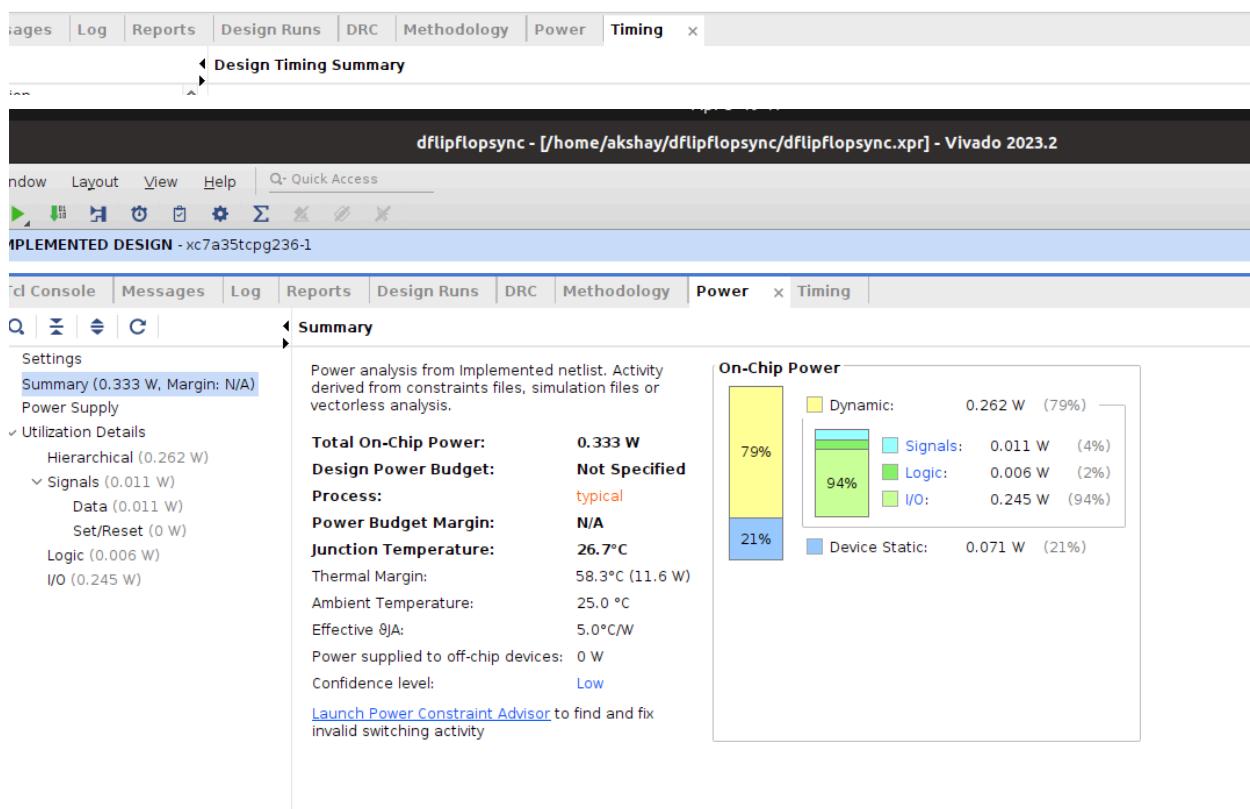
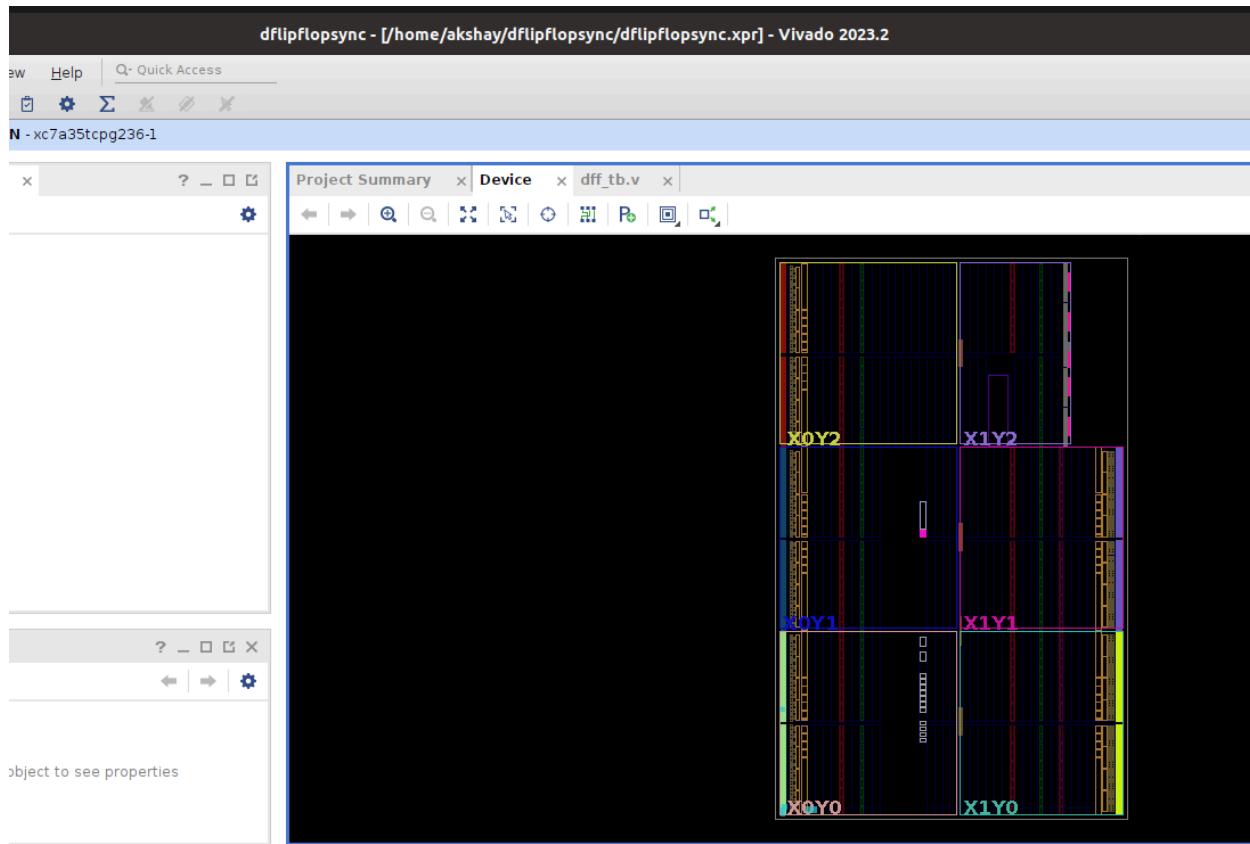
```
// Clock generation
always begin
#5 clk = ~clk; // Toggle the clock every 5 time units
end

// Stimulus
initial begin
// Initialize inputs
d = 0;
rstn = 0;
clk = 0;

// Reset and then apply data input
#10 rstn = 1;
#5 d = 1;
#5 d = 0;
#5 d = 1;
#5 d = 0;

// Add more test cases as needed
// Finish simulation
#10 $finish;
End
endmodule
```





d. T Flipflop :

```
module tff (
    input clk,
    input rstn,
    input t,
    output reg q);
    always @ (posedge clk) begin
        if (!rstn)
            q <= 0;
        else
            if (t)
                q <= ~q;
            else
                q <= q;
    end
endmodule
```

Testbench

```
module tff (
    input clk,
    input rstn,
    input t,
    output reg q);
```

```
always @ (posedge clk) begin
```

```
if (!rstn)
```

```
q <= 0;
```

```
else
```

```
if (t)
```

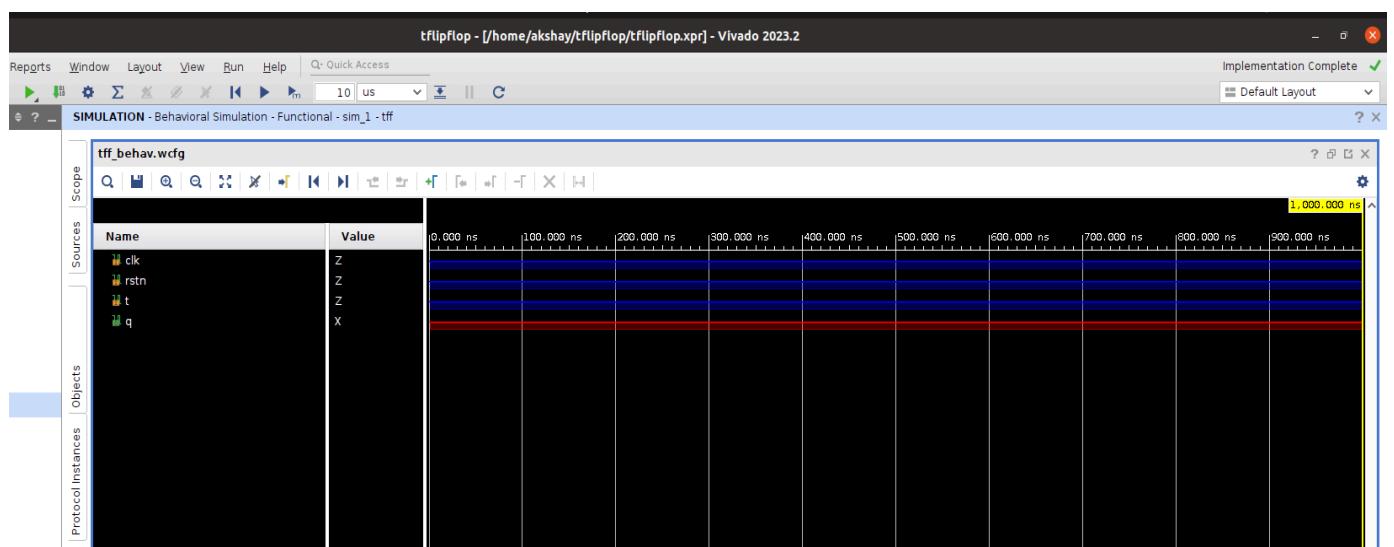
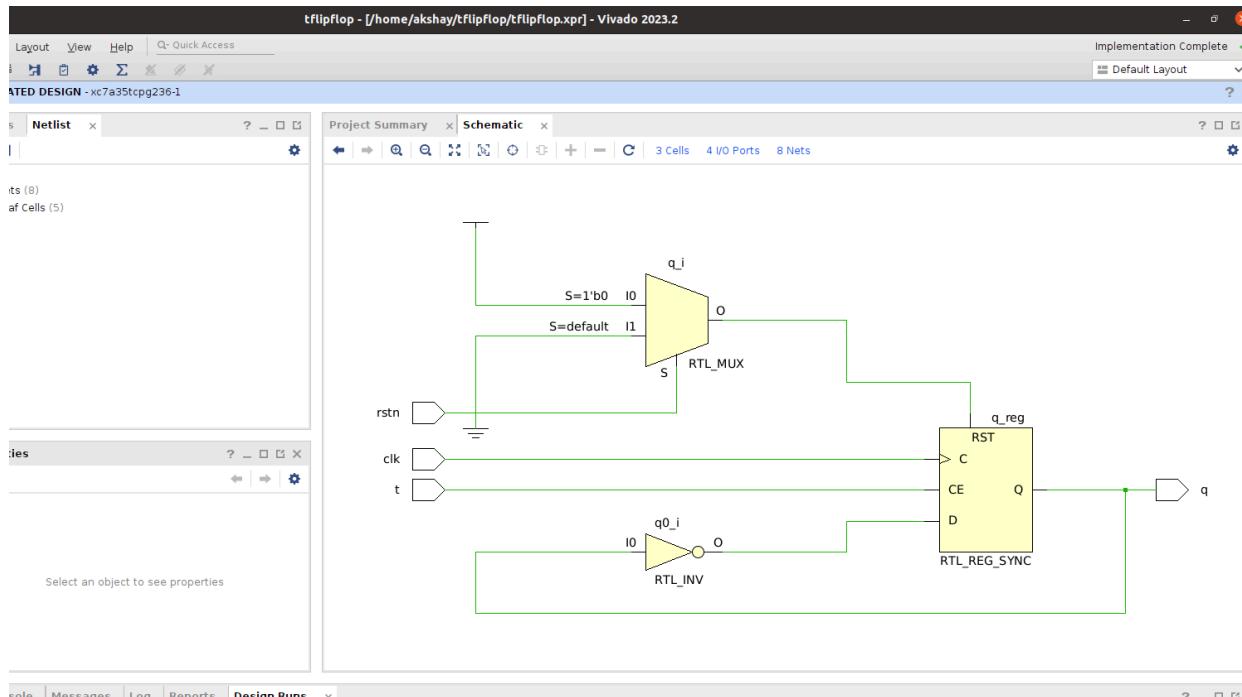
```
q <= ~q;
```

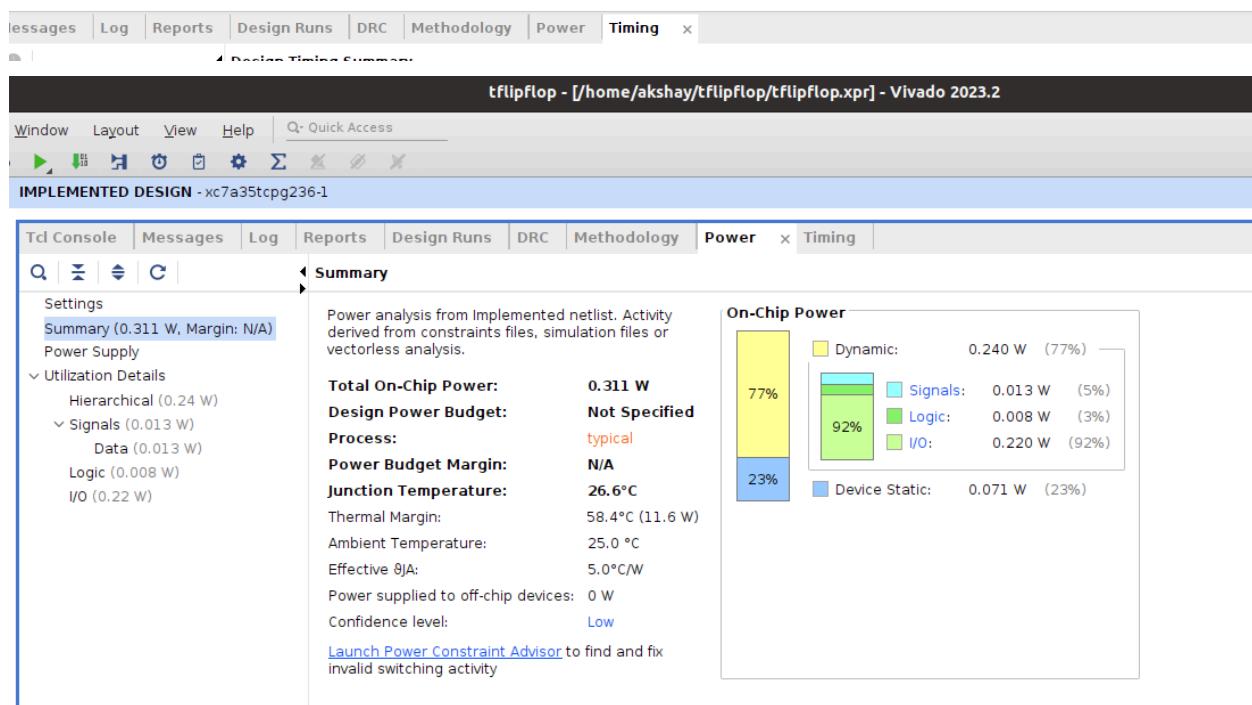
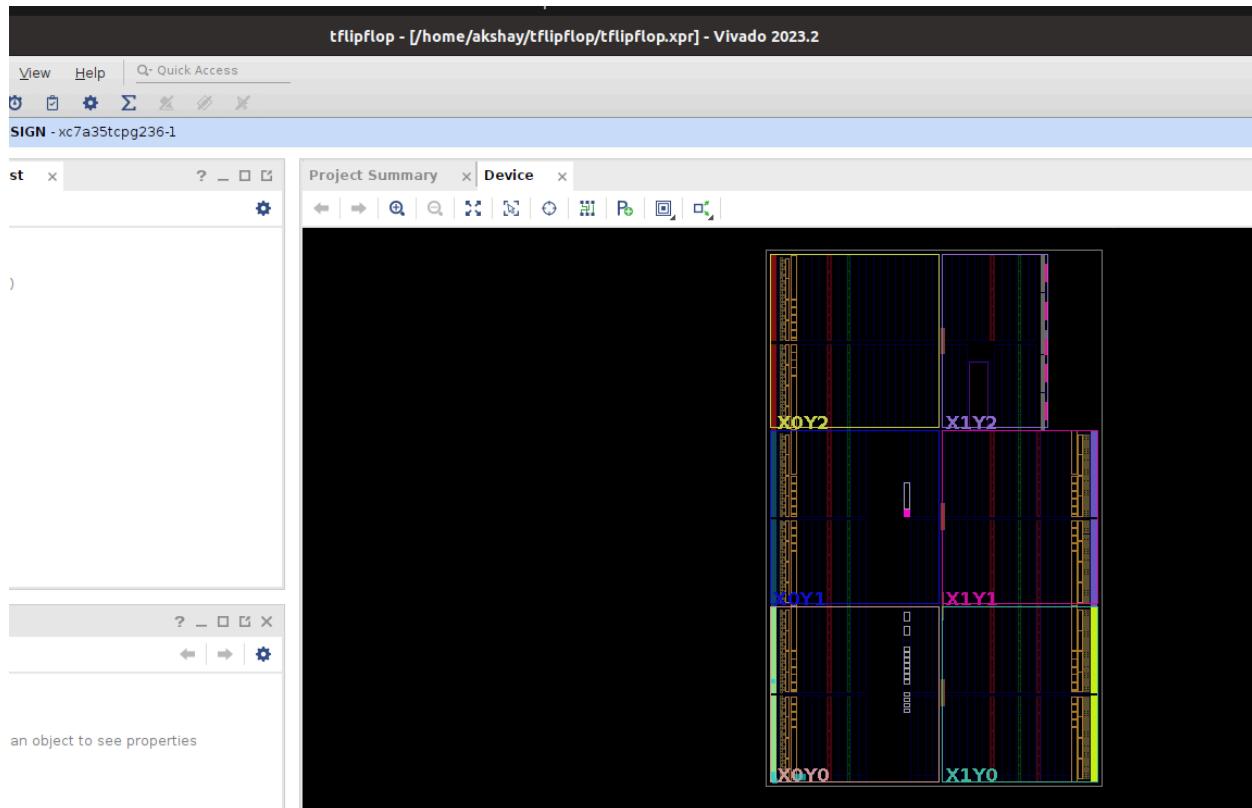
```
else
```

```
q <= q;
```

```
end
```

```
endmodule
```





Assignment-7 (sequential circuit)

Q.25. Write Verilog code 4-bit UP/DOWN Synchronous Counter:

```
module FourBitCounter (
    input wire clk, // Clock input
    input wire rst, // Reset input
    output reg [3:0] count // 4-bit counter output );
    always @ (posedge clk) begin
        if (rst) begin
            count <= 4'b0000; // Reset the counter to 0
        end else begin
            count <= count + 1; // Increment the counter on each clock cycle
        end
    end
endmodule
```

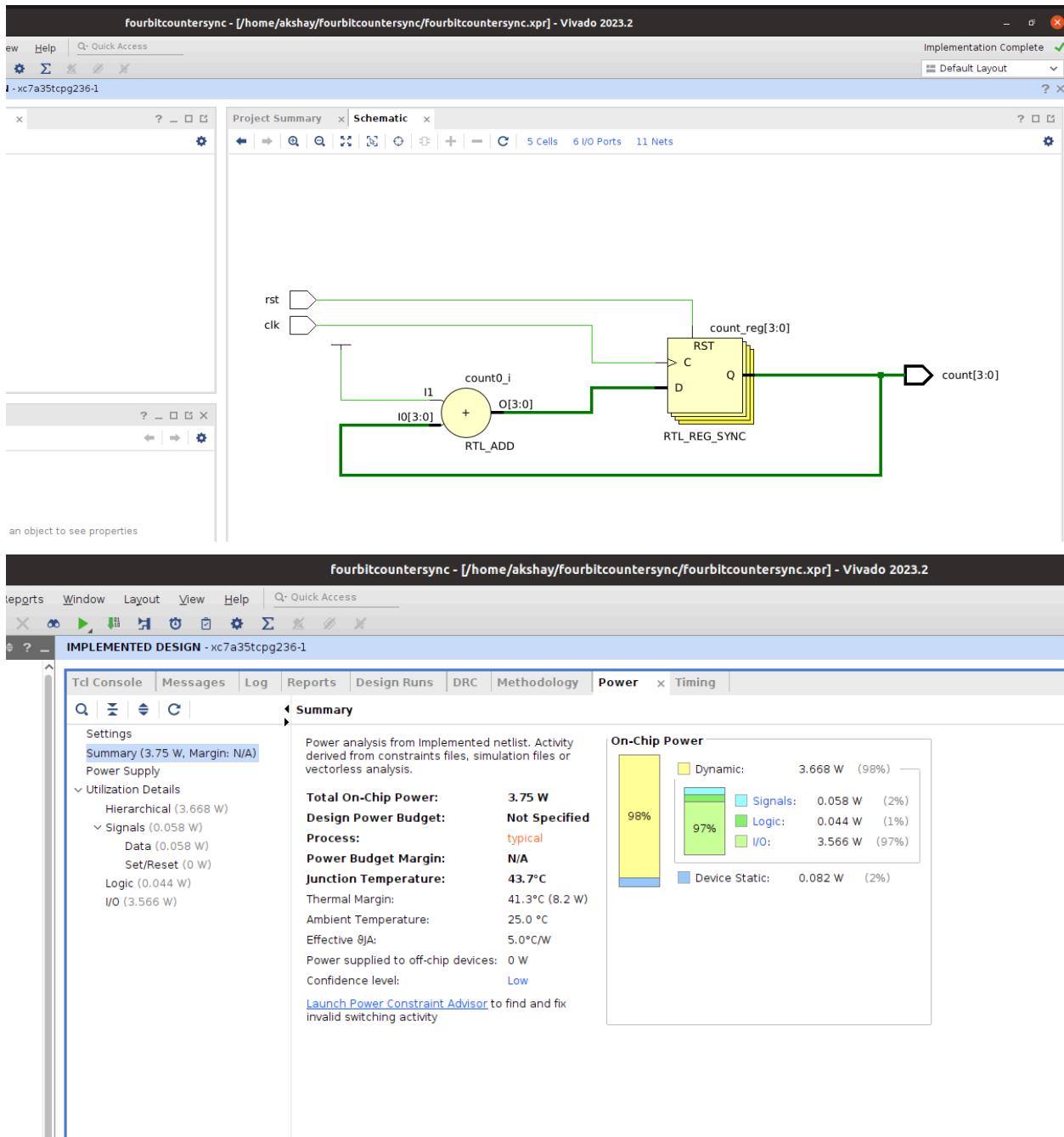
Testbench

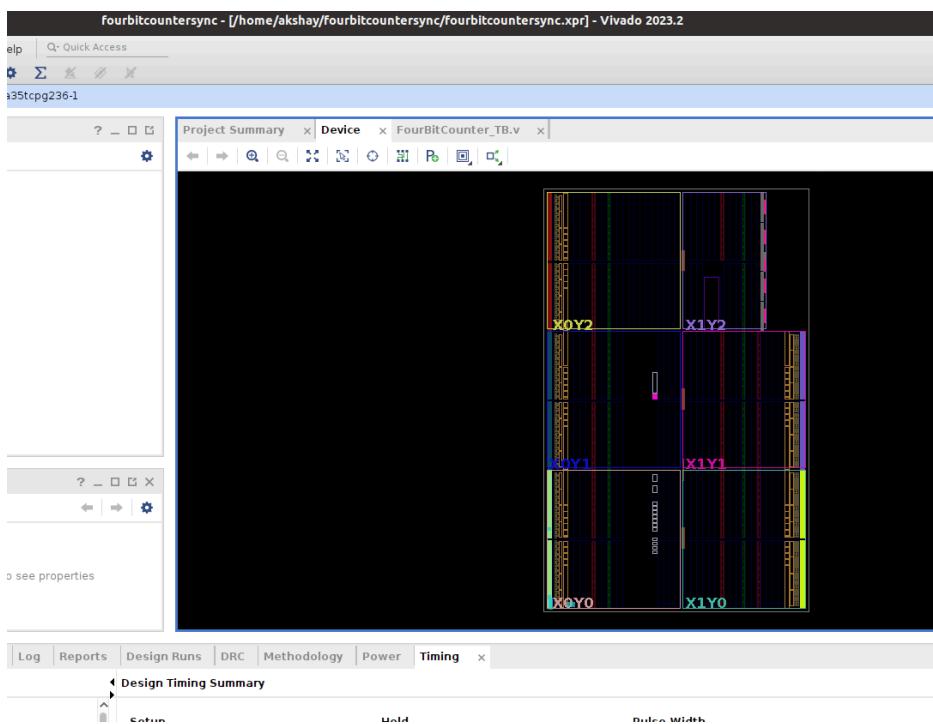
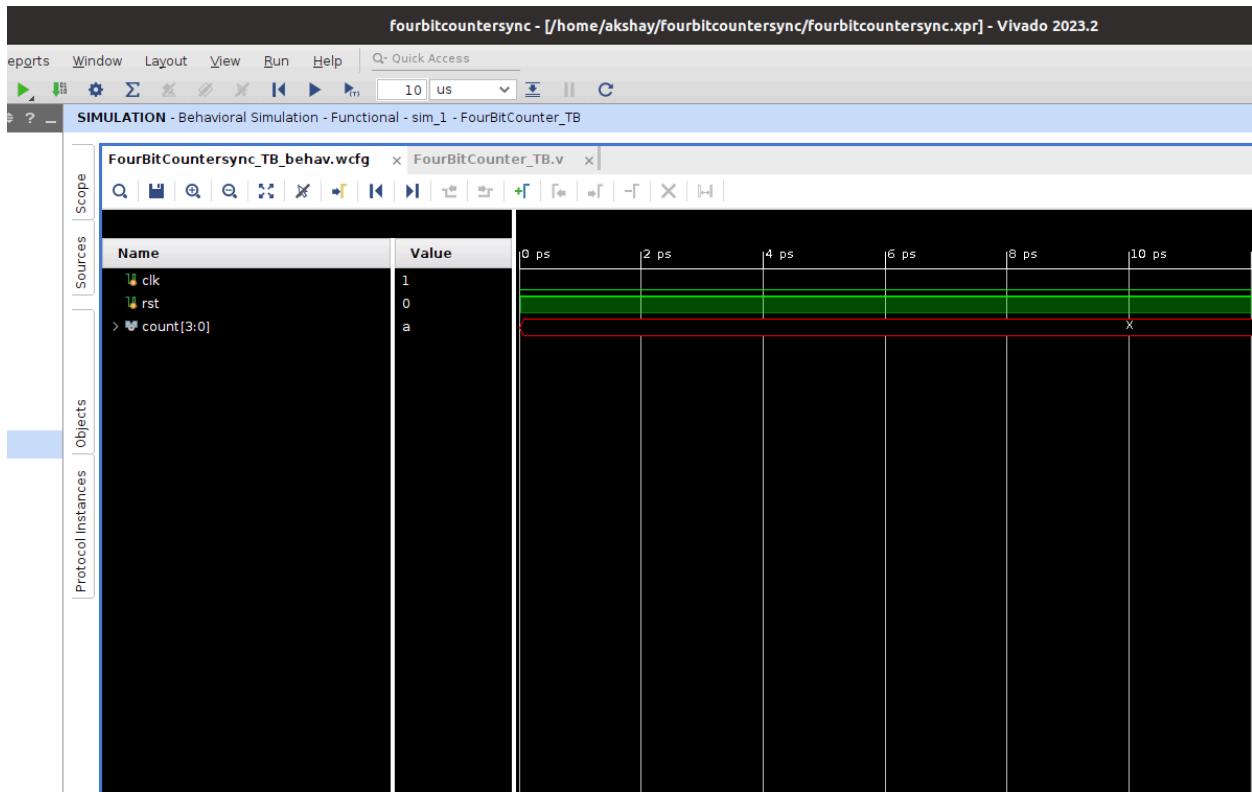
```
module FourBitCounter_TB;
    // Inputs
    reg clk;
    reg rst;
    // Outputs
    wire [3:0] count;
    // Instantiate the 4-bit synchronous counter module
    FourBitCounter dut (
        (clk),
        (rst),
        (count)
    );
    // Clock generation
```

```
always begin
    clk = 0;
    #5; // Delay for half a clock cycle
    clk = 1;
    #5; // Delay for half a clock cycle
end

// Reset generation
initial begin
    rst = 1;
    #10; // Reset for a few clock cycles
    rst = 0;
    #100; // Wait for some cycles after releasing reset
    $finish; // End simulation
end

endmodule
```





Q.26. Write Verilog code 4-bit UP/DOWN Asynchronous Counter:

```
module udasync( Clk,
    reset,
    UpOrDown, //high for UP counter and low for Down counter
    Count );
    input Clk,reset,UpOrDown;
    output [3 : 0] Count;
    reg [3 : 0] Count = 0;
    always @(posedge(Clk) or posedge(reset))
    begin
        if(reset == 1)
            Count <= 0;
        else
            if(UpOrDown == 1) //Up
                if(Count == 15)
                    Count <= 0;
                else
                    Count <= Count + 1; //Incremend Counter
            else //Down mode
                if(Count == 0)
                    Count <= 15;
                else
                    Count <= Count - 1; //Decrement counter
    end
endmodule
```

Testbench

```
module tb_udasync;
    reg Clk, reset, UpOrDown;
    wire [3:0] Count;

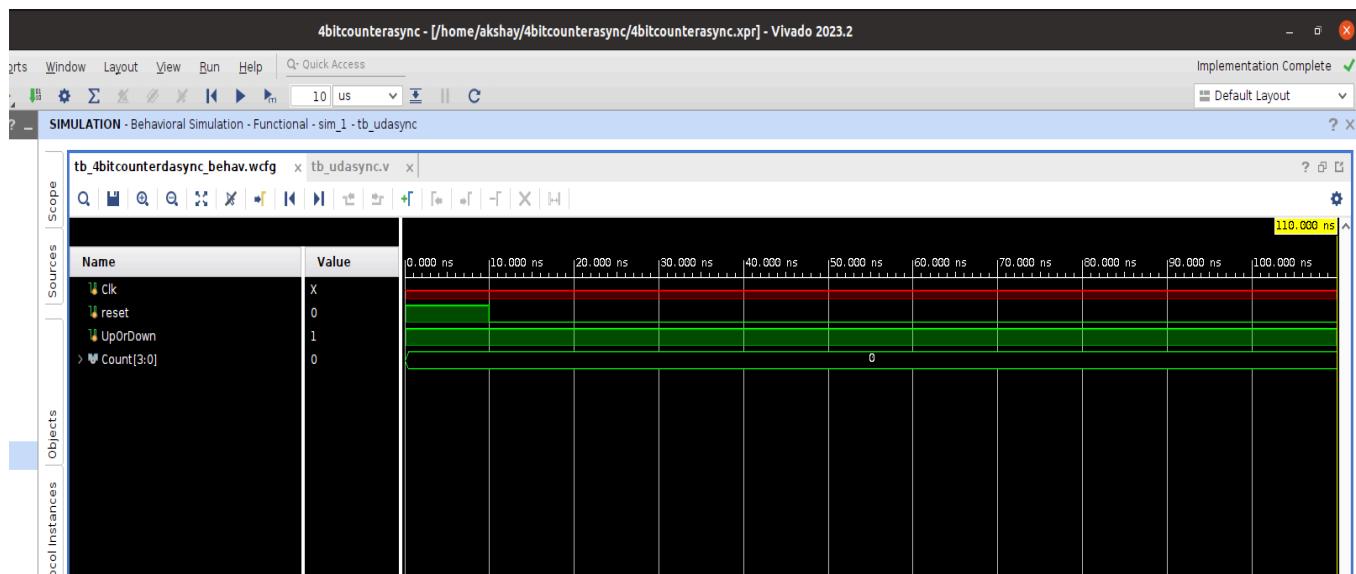
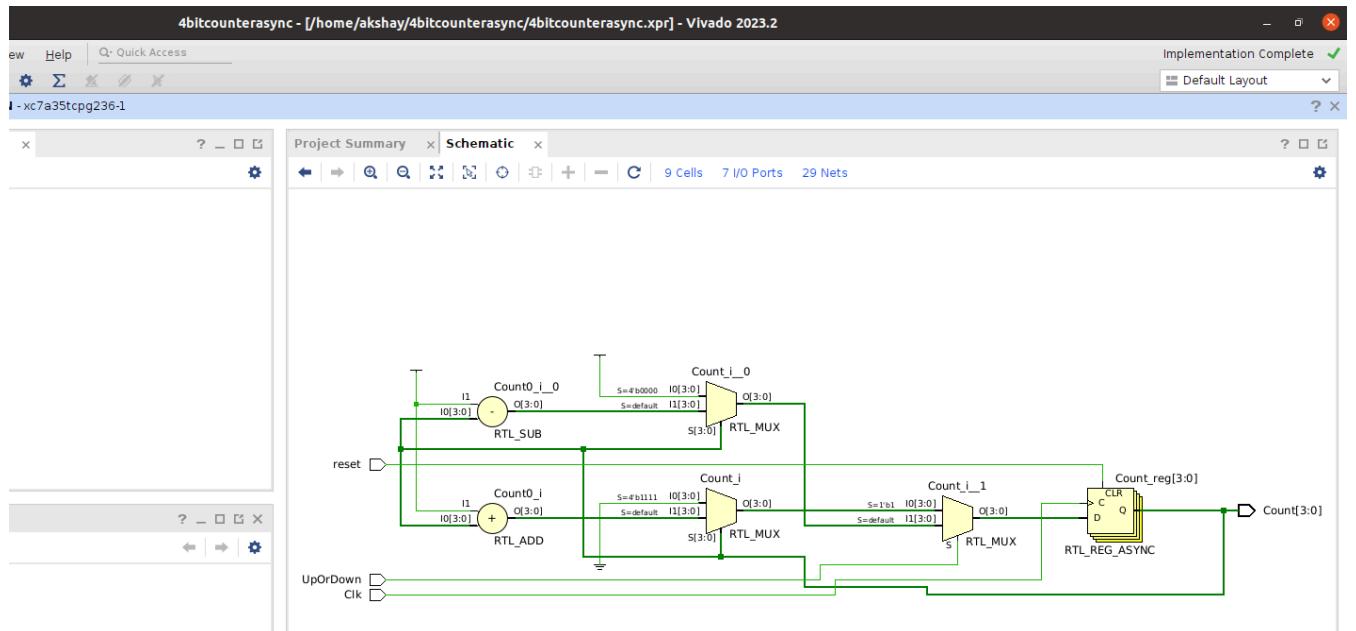
    // Instantiate the udasync module
    udasync dut (
        (Clk),
        (reset),
        (UpOrDown),
        (Count)
    );

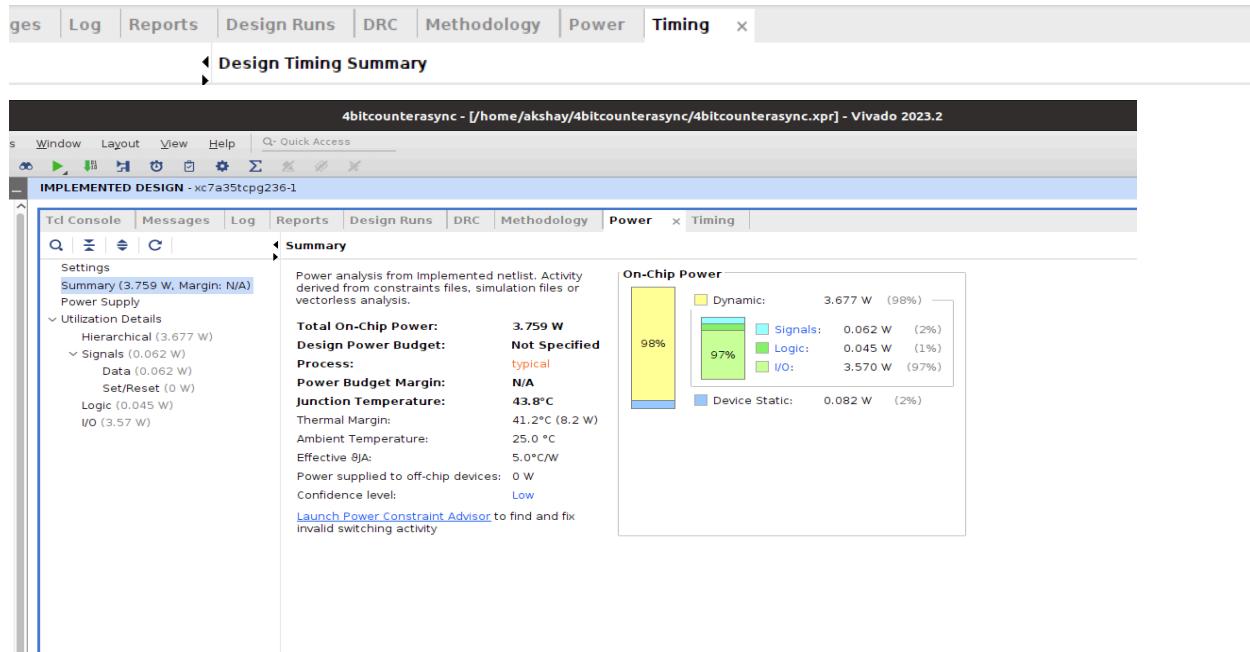
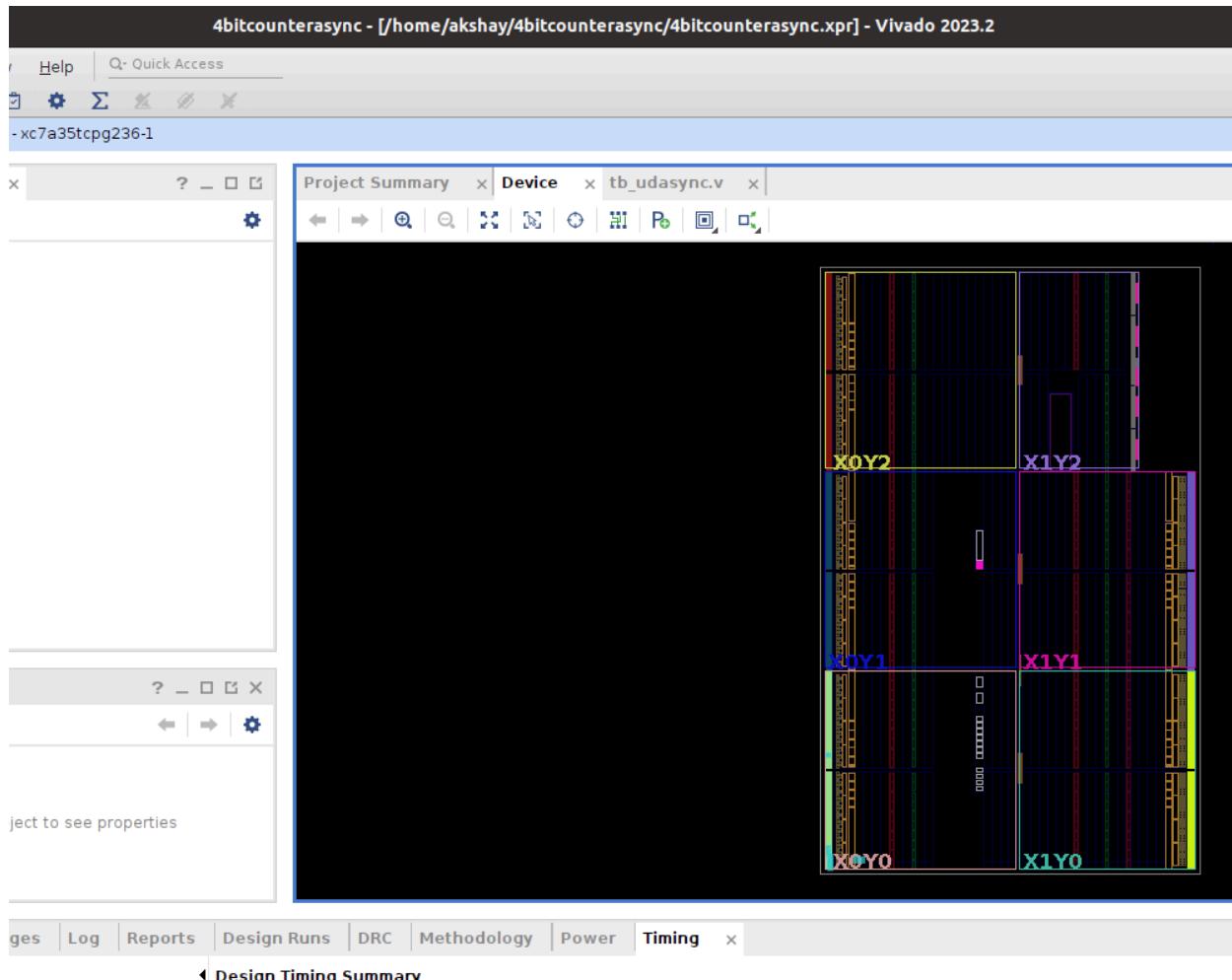
    // Clock generation
    always begin
        #5 Clk = ~Clk;
    end

    // Reset generation
    initial begin
        reset = 1;
        UpOrDown = 1;
        #10 reset = 0;
        #100 $finish;
    end

    // Stimulus generation
    always begin
        #15 UpOrDown = 1; // Up counter mode
        #100 UpOrDown = 0; // Down counter mode
        #100 $finish;
    end

    // Display Count value
    always @(posedge Clk) begin
    end
endmodule
```





Q.27. Write Verilog code MOD-6 Counter:

```
module Mod6Counter (
    input wire clk,
    input wire reset,
    output reg [2:0] count );

    always @(posedge clk or posedge reset) begin
        if (reset) begin
            count <= 3'b000; // Reset to 0
        end else begin
            if (count == 3'b101) begin // Check if count is 5
                count <= 3'b000; // Reset to 0
            end else begin
                count <= count + 1; // Increment count
            end
        end
    end
endmodule
```

Testbench

```
module Mod6Counter_TB;
    // Inputs
    reg clk;
    reg reset;

    // Outputs
    wire [2:0] count;

    // Instantiate the module
    Mod6Counter dut(
        (clk),
```

```
(reset),
(count)
);

// Clock generation
always #5 clk = ~clk; // Toggle clock every 5 time units

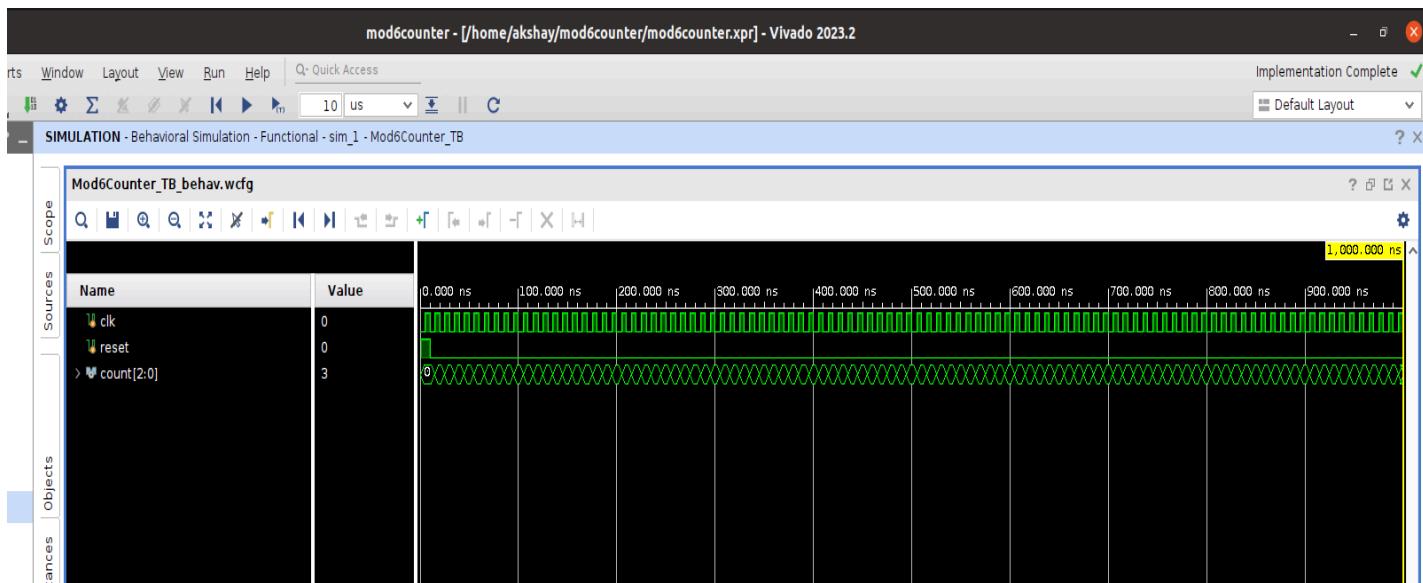
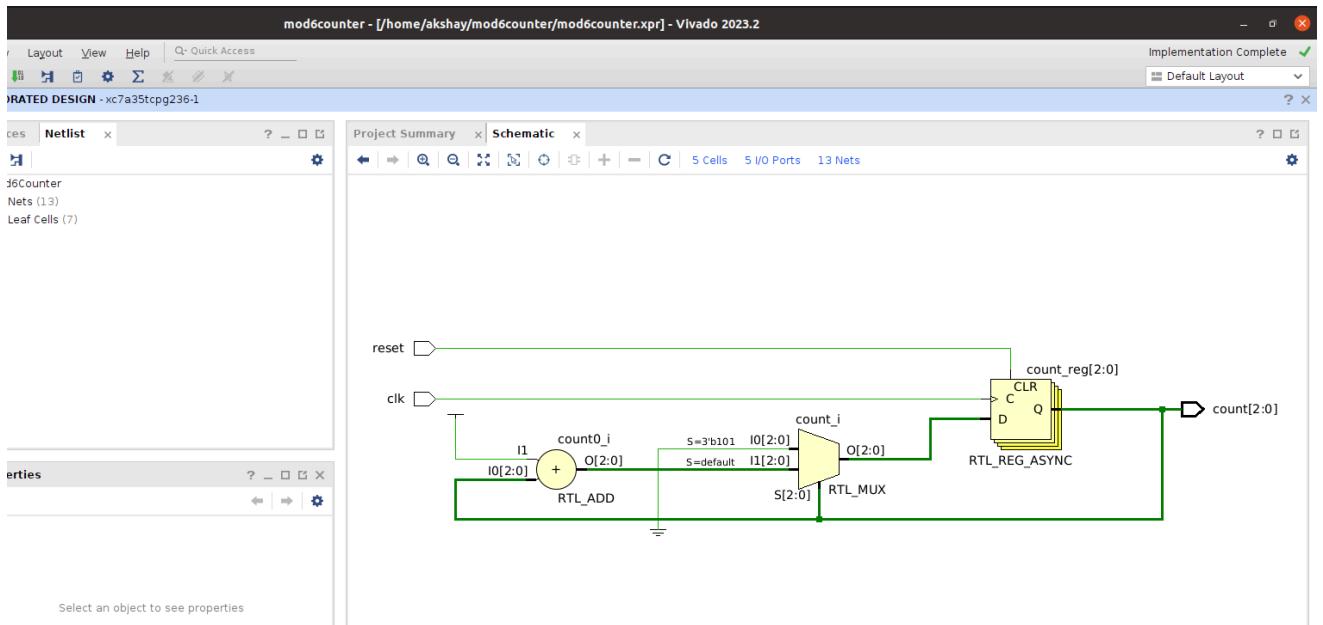
// Initial block
initial begin
    clk = 0;
    reset = 1; // Reset active initially
    #10 reset = 0; // Deassert reset after 10 time units

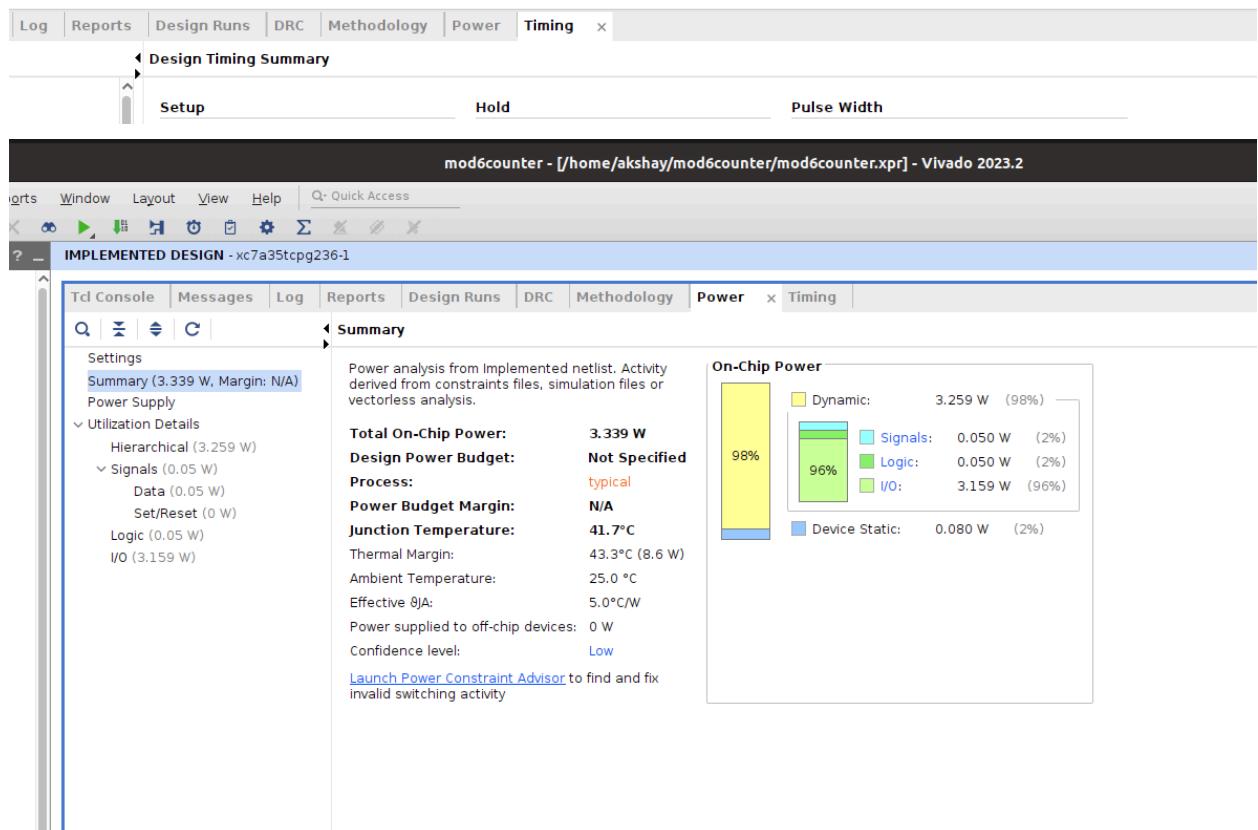
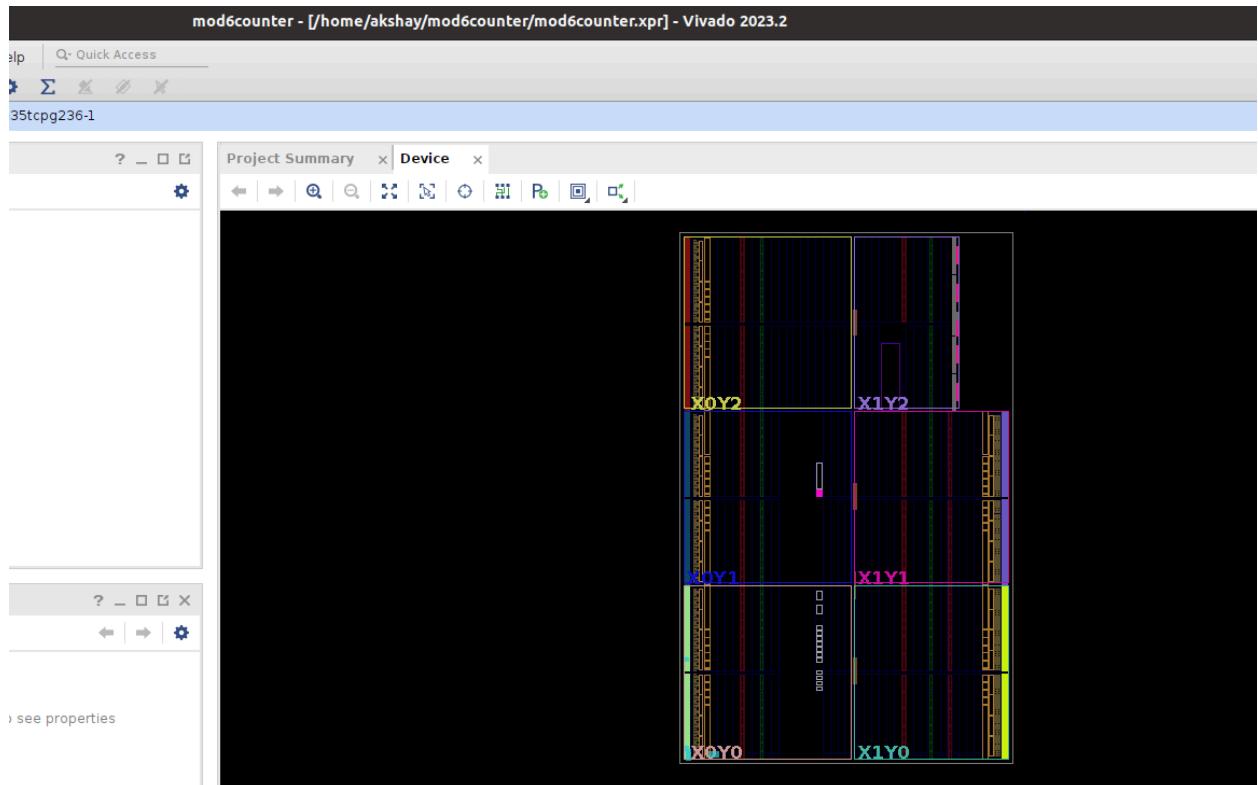
    // Wait for some time
    #15;

    // Check counter values
    if (count !== 3'b000) begin
        end

    // Count for 18 clock cycles
    repeat (18) begin
        #5; // Wait for one clock cycle
        end

    // Check final counter value
    if (count !== 3'b110) begin
        end
    end
endmodule
```





Q.28. Write Verilog code MOD-16 Counter:

```
module mod16
# (parameter N = 16,
  parameter WIDTH = 4)
( input  clk,
  input  rstn,
  output reg[WIDTH-1:0] out);

  always @ (posedge clk) begin
    if (!rstn) begin
      out <= 0;
    end else begin
      if (out == N-1)
        out <= 0;
      else
        out <= out + 1;
    end
  end
endmodule
```

Testbench

```
module tb(
  );
parameter N = 16;
parameter WIDTH = 4;

reg clk;
reg rstn;
wire [WIDTH-1:0] out;
```

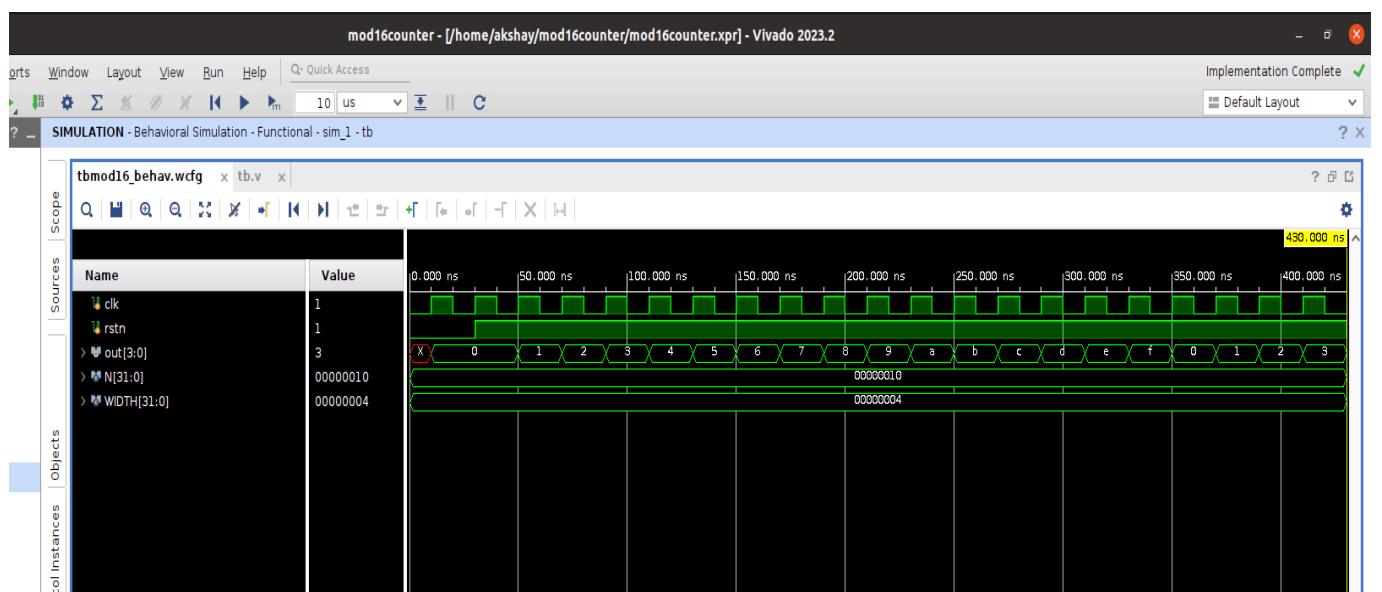
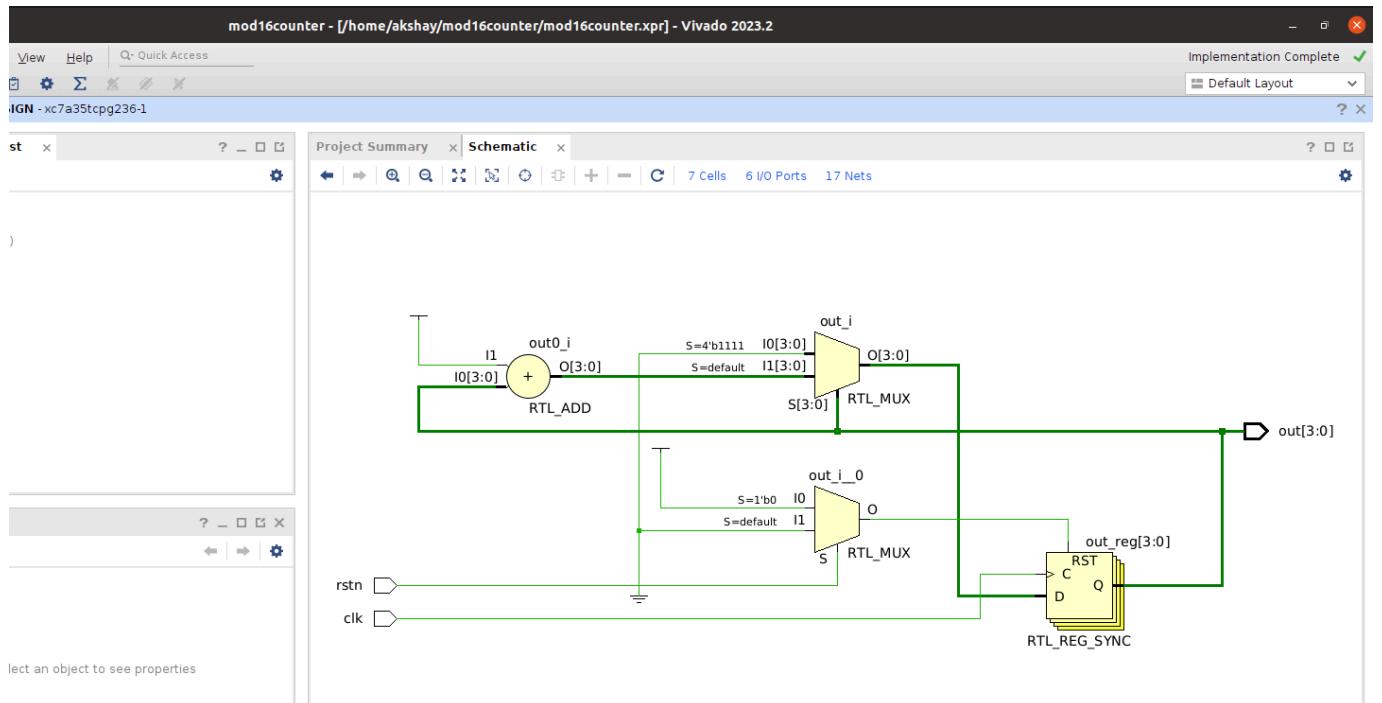
```
mod16 u0 ( .clk(clk),
            .rstn(rstn),
            .out(out));

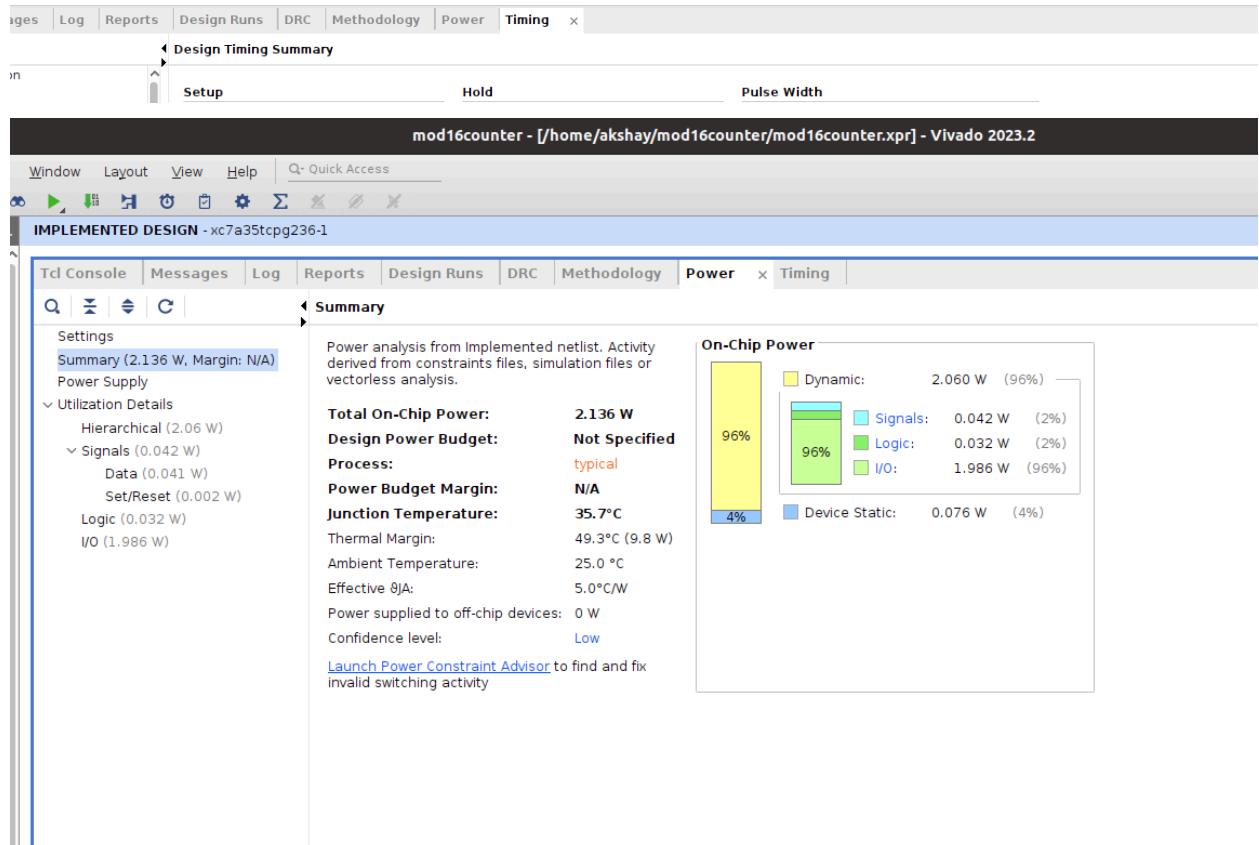
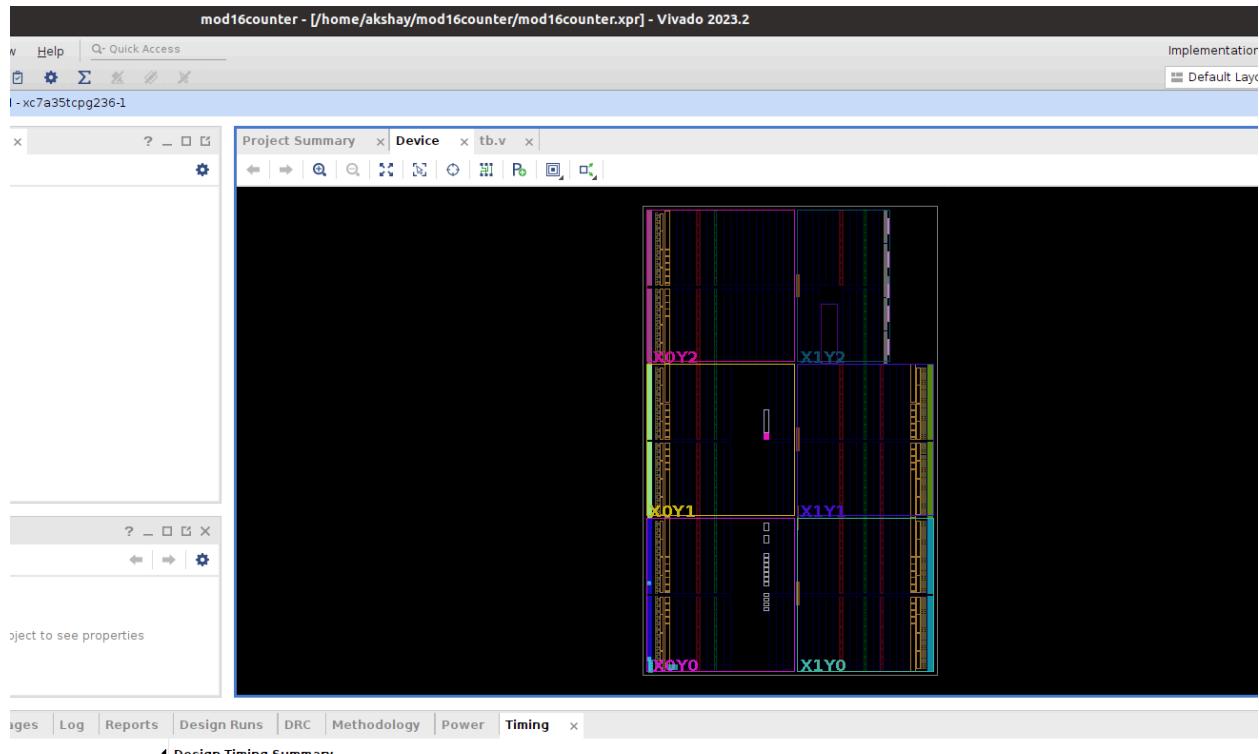
always #10 clk = ~clk;

initial begin
    {clk, rstn} <= 0;

$monitor ("T=%0t rstn=%0b out=0x%0h", $time, rstn, out);
repeat(2) @ (posedge clk);
rstn <= 1;

repeat(20) @ (posedge clk);
$finish;
end
Endmodule
```





Q.29. Write Verilog code Synchronous 8-bit Johnson Counter:

```
module bj( out,reset,clk);  
input clk,reset;  
output [3:0] out;  
reg [3:0] q;  
always @(posedge clk)  
begin  
if(reset)  
q=4'd0;  
else  
begin  
q[3]<=q[2];  
q[2]<=q[1];  
q[1]<=q[0];  
q[0]<=(~q[3]);  
end  
end  
assign out=q;  
endmodule  
//////End////
```

Testbench

```
module tb(  
);  
reg clk,reset;  
wire [3:0] out;  
bj dut (.out(out), .reset(reset), .clk(clk));
```

```

always
#5 clk =~clk;

initial begin
reset=1'b1; clk=1'b0;
#20 reset= 1'b0;
end
initial
begin
$monitor( $time, " clk=%b, out= %b, reset=%b", clk,out,reset);
#105 $stop;
end
endmodule
////End/////////

```

