Assignment1

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Code 1

Explanation 1

This module implements a 4-to-2 priority encoder using the casez statement in Verilog. It accepts a 4-bit input signal named in, and produces a 2-bit binary output out and a 1-bit valid signal.

The encoder assigns priority in the order in[3]>in[2]>in[1]>in[0]. That means if multiple inputs are high at the same time, the encoder outputs the position of the highest-order high bit.

The casez statement allows "don't care" bits (written as z) in pattern matching, which makes it easier to define priority logic. Inside each casez branch, out is assigned a 2-bit binary value corresponding to the position of the high input, and valid is set to 1. If no bits are high, the default case sets valid to 0 and out to 0.

This design is often used in digital circuits where fewer output lines are needed, but input signal priorities must be preserved.

Code 2

```
4'bz011:begin count[2:0] <= 3'b100; end
4'b0111:begin count[3:0] <= 4'b1000; end
4'b1111:begin count[3:0] <= 4'b0000; end
endcase
end
endmodule
```

Explanation 2

This Verilog module generates an even parity bit for an 8-bit input. It has a single input vector data[7:0] and a single output parity.

Even parity ensures that the total number of 1's (including the parity bit itself) is even. To compute this, the code uses the XOR reduction operator <code>^data</code>, which applies XOR across all bits of the input vector. The result of <code>^data</code> is 1 if the number of 1's is odd, and 0 if even.

Then, the result is inverted using ~ to generate the even parity bit. Thus, if the original data has an odd number of 1's, the parity becomes 1, making the total even. If the original data has an even number of 1's, the parity becomes 0, maintaining even parity.

This module is commonly used in digital communication systems for basic error detection.

Code 3

```
module EvenParity(
   input [7:0] data,
   output parity
);
   assign parity = ~^data;
endmodule
```

Explanation 3

This module describes a 4-bit up counter with three control inputs: clk (clock), reset (asynchronous reset), and enable (count enable). It produces a 4-bit output count.

The counter behavior is governed by a clock edge using a posedge clk sensitivity. When reset is asserted high, the counter resets to 0. This happens asynchronously on the next positive clock edge.

When enable is high, a casez block checks the current value of count and updates it to the next specific value. Unlike a traditional binary counter using count <= count + 1, this implementation manually specifies each state transition using partial bit updates such as count[1:0] <= 2'b10 or full assignments like count[3:0] <= 4'b1000.

The casez allows matching specific patterns with don't care bits (z), making it efficient for conditionally updating parts of the vector.

This approach offers flexibility in defining custom count sequences. It is useful when specific transitions are desired that deviate from normal binary counting, and where control signals like enable and reset must be considered.

For codes refer to

https://github.com/ArnavYadnopavit/DigitalSystemLabEE1501/tree/main/Assignmnets/Assignment1

Thank You