

Full Adder

```
module fullAdder(  
    input x,  
    input y,  
    input ci,  
    output co,  
    output s  
);  
  
    wire e1, e2, e3;  
  
    xor #(10) (s, x, y, ci);  
  
    and #(5) (e1, x, y);  
    and #(5) (e2, x, ci);  
    and #(5) (e3, y, ci);  
    or #(5) (co, e1, e2, e3);  
  
endmodule
```

Adder Subtractor

```
module adderSubtractor(  
    input a,  
    input b,  
    input s,  
    input cin,  
    output cout,  
    output sum  
);  
  
    wire e;  
    xor #(10) (e, s, b);  
    fullAdder f(a, e, cin, cout, sum);  
  
endmodule
```

Adder Subtractor 4 bit

```
module adderSubtractor_4bit(  
    input [3:0] a,  
    input [3:0] b,  
    input sel,  
    output cout,  
    output [3:0] s  
);  
  
    wire c1, c2, c3;  
  
    adderSubtractor a1(.a(a[0]), .b(b[0]), .s(sel), .cin(sel),  
        .sum(s[0]), .cout(c1));  
    adderSubtractor a2(.a(a[1]), .b(b[1]), .s(sel), .cin(c1),  
        .sum(s[1]), .cout(c2));  
    adderSubtractor a3(.a(a[2]), .b(b[2]), .s(sel), .cin(c2),  
        .sum(s[2]), .cout(c3));  
    adderSubtractor a4(.a(a[3]), .b(b[3]), .s(sel), .cin(c3),  
        .sum(s[3]), .cout(cout));  
  
endmodule
```