

2) 4-bit adder with pipeline registers

```
22
23 module ripple_adder_4bit(
24     input [3:0]A,
25     input [3:0]B,
26     input cin,
27     input clk,
28     input rst,
29     output [3:0] S,
30     output cout
31 );
32 wire c0,c1,c2,c3;
33 rippleadder RA1 (.A[A[0]],.B[B[0]],.cin(cin),.clk(clk),.rst(rst),.S[S[0]],.cout(c0));
34 rippleadder RA2 (.A[A[1]],.B[B[1]],.cin(c0),.clk(clk),.rst(rst),.S[S[1]],.cout(c1));
35 rippleadder RA3 (.A[A[2]],.B[B[2]],.clk(clk),.rst(rst),.cin(c1),.S[S[2]],.cout(c2));
36 rippleadder RA4 (.A[A[3]],.B[B[3]],.clk(clk),.rst(rst),.cin(c2),.S[S[3]],.cout(c3));
37
38 assign cout = c3;
39 endmodule
```

rippleadder.v

C:/Users/Bhanuprakash/4bitrippleadder/4bitrippleadder.srscs/sources_1/new/rippleadder.v

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16 // Revision:
17 // Revision 0.01 - File Created
18 // Additional Comments:
19 //
20 ///////////////////////////////////////////////////////////////////
21
22
23 module rippleadder(
24     input A,
25     input B,
26     input cin,
27     input clk,
28     input rst,
29     output reg S,
30     output reg cout
31 );
32 wire S_f,cout_f;
33 reg A_r,B_r,cin_r;
34 FAL RA (.A(A_r),.B(B_r),.cin(cin_r),.S(S_f),.cout(cout_f));
35
36 always @(posedge clk,posedge rst)
37 begin
38     if(rst)
39     begin
40         A_r <= 1'b0;
41         B_r <= 1'b0;
42         cin_r <= 1'b0;
43         S<=0;
44         cout<=0;
45     end
46     else
47     begin
48         A_r <= A;
49         B_r <= B;
50         cin_r <= cin;
51         S<=S_f;
52         cout<=cout_f;
53     end
54 end
55 endmodule
56
```



