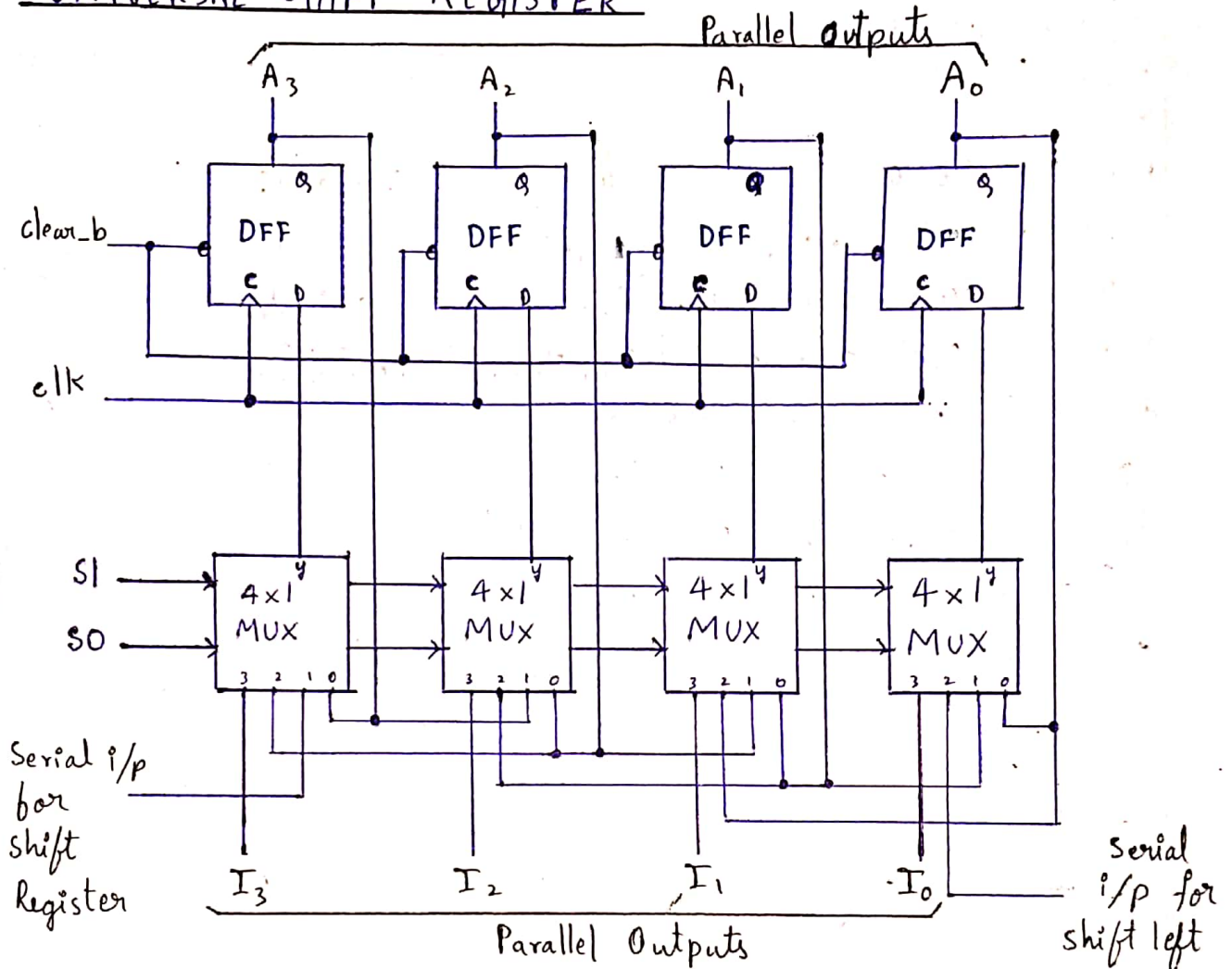


# HDL-Assignment

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①

## UNIVERSAL SHIFT REGISTER



### Design Code [D-Flip Flop]

```
dff.v
module dff(d, clk, rst, q);
input d, clk, rst;
output q; reg q;
always@ (posedge clk)
if (rst == 1'b1)
q <= 1'b0;
else
q <= d;
endmodule.
```

### 4:1 MUX Design Code.

```
mux41.v
module mux41(i0, i1, i2, i3, s0, s1, y);
input i0, i1, i2, i3, s0, s1;
output y; reg y;
always@ (s0, s1, i0, i1, i2, i3)
begin
if (s0 == 0 & s1 == 0)
y = i0;
else if (s0 == 0 & s1 == 1)
y = i1;
else if (s0 == 1 & s1 == 0)
y = i2;
else if (s0 == 1 & s1 == 1)
y = i3;
end
endmodule.
```

②

## Universal Shift Register Design Code :-

```
module USR(rst, clk, i, o, sinr, sinl);  
input [3:0] i;  
input [1:0] s;  
input rst, clk, sinr, sinl;  
output [3:0] o;  
wire [3:0] w;  
  
mux41 m1(o[0], o[1], sinl, i[0], s[0], s[1], w[0]);  
mux41 m2(o[1], o[2], o[0], i[1], s[0], s[1], w[1]);  
mux41 m3(o[2], o[3], o[1], i[2], s[0], s[1], w[2]);  
mux41 m4(o[3], sinr, o[2], i[3], s[0], s[1], w[3]);  
  
dff d1(w[0], clk, rst, o[0]);  
dff d2(w[1], clk, rst, o[1]);  
dff d3(w[2], clk, rst, o[2]);  
dff d4(w[3], clk, rst, o[3]);  
endmodule.
```