

### **DESIGN:**

```
module mul_mem (  
    input logic [3:0] a,  
    input logic [3:0] b,  
    output logic [7:0] product, //result of 4x4 is 8bit  
    input logic clk,rst,  
    input logic wr_en,rd_en, //write and read enable  
    input logic [3:0] addr, //address register  
    output logic [7:0] data  
);  
  
    logic [7:0] memory [15:0]; // 16x8 bit mem  
    logic [7:0] temp;  
    logic [3:0] count;  
  
    always_ff @(posedge clk) begin  
        if(rst) //assumption we should begin with reset  
            begin  
                count <= 0;  
                temp <= 0;  
                //addr = {b,a}; //randomly address generation  
                memory[addr] <= {a,b};  
            end  
  
        else if(wr_en) begin  
            if (count < b) begin  
                temp <= temp + a;  
                count <= count +1;  
            end  
            else begin  
                //addr <= addr+incr;  
                memory[addr] <= temp; //actual product  
                product <= temp;  
            end  
        end  
  
        always_ff @(posedge clk)  
        if(rd_en && !wr_en)  
            begin  
                product <= memory[addr];  
            end  
    end
```

```
assign data = memory[addr];
```

```
endmodule
```

```
/******
```

```
TB:
```

```
module tb;
```

```
  logic [3:0] a;
```

```
  logic [3:0] b;
```

```
  logic [7:0] product;
```

```
  logic clk,rst;
```

```
  logic wr_en,rd_en;
```

```
  logic [3:0] addr;
```

```
  logic [7:0] data;
```

```
//port mapping
```

```
mul_mem dut(.*);
```

```
initial begin
```

```
  clk=0;
```

```
  rst=1;
```

```
  product=0;
```

```
  wr_en=0;
```

```
  rd_en=0;
```

```
  a = 4'b0110;
```

```
  b = 4'b0010;
```

```
  addr=$random();
```

```
  #20;
```

```
  rst=0;
```

```
  wr_en=1;
```

```
  addr=addr+1; //increment the address
```

```
  #50;
```

```
  rst=1;
```

```
  wr_en=0;
```

```
  #10;
```

```
  rst=0;
```

```
  rd_en=1;
```

```
  #50;
```

```
end
```

```
initial #150 $finish;
```

```
always #5 clk = ~clk;
```

```
endmodule
```

**Output Waveform:**

