```
1)

// swapmux

module l8a(x,y,xout,yout);

input x,y;

output xout, yout;

wire m;

mux2to1 mux1(y,{~x,x},m);

mux2to1 mux2(m,{~y,y},yout);

mux2to1 mux3(yout,{~m,m},xout);

endmodule

module mux2to1(s,w,f);

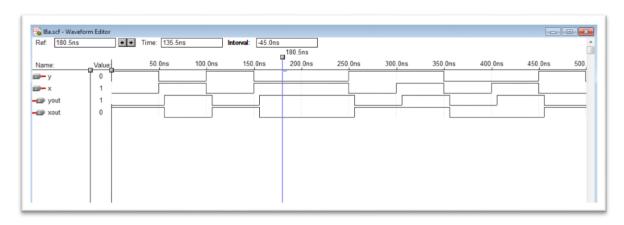
input s;

input[0:1]w;

output f;

assign f=s?w[1]:w[0];
```

endmodule



```
2)
```

```
// processor
module l8b(Data, Reset, w, Clock, F, Rx, Ry,R0, R1, R2, R3, Count, I, BusWires);
  input [3:0] Data;
  input Reset, w, Clock;
  input [1:0] F, Rx, Ry;
  output [1:0] Count, I;
  output [3:0] BusWires, R0, R1, R2, R3;
  reg [3:0] BusWires;
  reg [3:0] Sum;
  reg [0:3] Rin, Rout;
  reg Extern, Ain, Gin, Gout, AddSub;
  wire [0:3] Xreg, Y;
  wire [3:0] A, G;
  wire [1:6] Func, FuncReg, Sel;
  upcount1 counter (Reset, Clock, Count);
  assign Func = {F, Rx, Ry};
  wire FRin = w & ~Count[1] & ~Count[0];
  regn3 functionreg (Func, FRin, Clock, FuncReg);
  assign I = FuncReg[1:2];
  dec2to4 decX (FuncReg[3:4], 1'b1, Xreg);
  dec2to4 decY (FuncReg[5:6], 1'b1, Y);
  always @(Count or I or Xreg or Y)
  begin
    Extern = 1'b0; Ain = 1'b0; Gin = 1'b0;
    Gout = 1'b0; AddSub = 1'b0; Rin = 4'b0; Rout = 4'b0;
    case (Count)
      2'b00:;
      2'b01:
        case (I)
```

```
2'b00:
          begin
            Extern = 1'b1; Rin = Xreg;
          end
        2'b01:
          begin
            Rout = Y; Rin = Xreg;
          end
        default:
          begin
            Rout = Xreg; Ain = 1'b1;
          end
      endcase
    2'b10:
      case(I)
        2'b10: begin
        Rout = Y; Gin = 1'b1;
        end
        2'b11: begin
        Rout = Y; AddSub = 1'b1; Gin = 1'b1;
        end
        default: ;
      endcase
    2'b11:
      case (I)
        2'b10, 2'b11:
          begin
            Gout = 1'b1; Rin = Xreg;
          end
        default: ;
      endcase
  endcase
end
```

```
regn2 reg_0 (BusWires, Rin[0], Clock, R0);
 regn2 reg_1 (BusWires, Rin[1], Clock, R1);
 regn2 reg_2 (BusWires, Rin[2], Clock, R2);
 regn2 reg_3 (BusWires, Rin[3], Clock, R3);
 regn2 reg_A (BusWires, Ain, Clock, A);
 always @(AddSub or A or BusWires)
 begin
   if (!AddSub)
     Sum = A + BusWires;
   else
     Sum = A - BusWires;
 end
 regn2 reg_G (Sum, Gin, Clock, G);
 assign Sel = {Rout, Gout, Extern};
 always @(Sel or R0 or R1 or R2 or R3 or G or Data)
 begin
   if (Sel == 6'b100000)
     BusWires = R0;
   else if (Sel == 6'b010000)
     BusWires = R1;
   else if (Sel == 6'b001000)
     BusWires = R2;
   else if (Sel == 6'b000100)
     BusWires = R3;
   else if (Sel == 6'b000010)
     BusWires = G;
   else BusWires = Data;
 end
 endmodule
```

```
module upcount1(Clear, Clock, Q);
  input Clear, Clock;
 output [1:0] Q;
  reg [1:0] Q;
  always @(posedge Clock)
  if (Clear)
    Q \leq 0;
  else
    Q \stackrel{<=}{} Q + 1;
endmodule
module regn2(R, L, Clock, Q);
 parameter n = 4;
  input [n-1:0] R;
  input L, Clock;
  output[n-1:0] Q;
  reg [n-1:0] Q;
  always @(posedge Clock)
    if (L)
      Q \leq R;
endmodule
module dec2to4 (W, En, Y);
  input [1:0]W;
 input En;
  output [0:3] Y;
  reg [0:3] Y;
  always @(W or En)
  case ({En,W})
```

```
3'b100: Y = 4'b1000;
    3'b101: Y = 4'b0100;
    3'b110: Y = 4'b0010;
    3'b111: Y = 4'b0001;
    default: Y = 4'b0000;
 endcase
endmodule
module regn3(R, L, Clock, Q);
 parameter n = 6;
 input [n-1:0] R;
 input L, Clock;
 output[n-1:0] Q;
 reg [n-1:0] Q;
 always @(posedge Clock)
    if (L)
      Q \leq R;
```

endmodule

