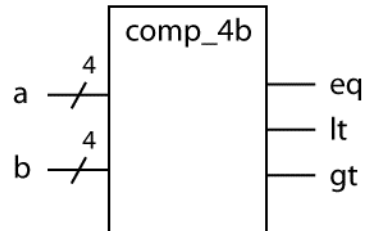


Verilog Testbench CheatSheet

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```
module comp_4b(a, b, eq, lt, gt);
  input  [3:0] a,b;
  output reg eq, lt, gt;

  always @ (a,b)
  begin
    if (a == b)
    begin
      eq = 1; lt = 0; gt = 0;
    end
    else if (a > b)
    begin
      eq = 0; lt = 0; gt = 1;
    end
    else if (a < b)
    begin
      eq = 0; lt = 1; gt = 0;
    end
    else
    begin
      eq = 0; lt = 0; gt = 0;
    end
  end
end
endmodule
```



```
module tb_comp_4b( );
  reg [3:0] a, b;      //- stimulus outputs
  wire eq, lt, gt;     //- DUT outputs

  //- DUT instantiation
  comp_4b MY_COMP (
    .a (a),
    .b (b),
    .eq (eq),
    .lt (lt),
    .gt (gt) );

  initial
  begin
    //- initial values of a & b
    a = 'hA;
    b = 'hB;

    //- a & b values 20 time units later
    #20 a = 'hB;
        b = 'hB;

    //- a & b values 20 time units later
    #20 a = 4'b1011;
        b = 4'b0001;

    //- a & b values 20 time units later
    #20 a = 4'b0001;
        b = 4'b0001;
  end
end
endmodule
```

```

module
cntr_udclr_nb(clk,clr,up,ld,D,count,rco);
  input   clk, clr, up, ld;
  input   [n-1:0] D;
  output   reg [n-1:0] count;
  output   reg rco;

  //- default data-width
  parameter n = 8;

  always @(posedge clr, posedge clk)
  begin
    if (clr == 1)      //- asynch reset
      count <= 0;
    else if (ld == 1)  //- load value
      count <= D;
    else if (up == 1)  //- increment
      count <= count + 1;
    else if (up == 0)  //- decrement
      count <= count - 1;
  end

  //- handles the direction dependent RCO
  always @(count, up)
  begin
    if ( up == 1 && &count == 1'b1)
      rco = 1'b1;
    else if (up == 0 && |count == 1'b0)
      rco <= 1'b1;
    else
      rco <= 1'b0;
  end
endmodule

```

```

module tb_comp_nb(      );
  reg [7:0] D;
  reg clk, clr, up, ld;
  wire [7:0] count;
  wire rco;

  cntr_udclr_nb MY_CNTR (
    .clk   (clk),
    .clr   (clr),
    .up    (up),
    .ld    (ld),
    .D     (D),
    .count (count),
    .rco   (rco)  );

  //- Generate periodic clock signal
  initial
  begin
    clk = 0;    //- init signal
    forever #10 clk = ~clk;
  end;

  initial
  begin
    clk = 0;
    up = 1;
    ld = 0;
    D = 'hFB;
    clr = 0;

    //- send out LD pulse
    #10 ld = 1;
    #30 ld = 0;

    //- change count direction
    #200 up = 0;

  end
endmodule

```

