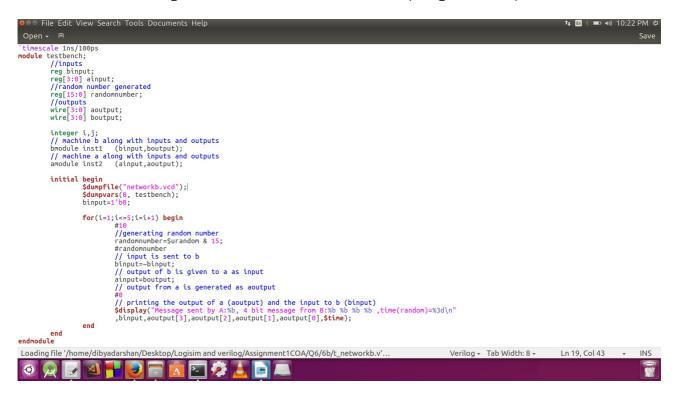
Interconnection network

```
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//Module for machine b
module bmodule(input binput,output reg [3:0] boutput);
        // binput is the input given and boutput is the output generated
        always@(binput) begin
                // 4 bit output generated by b(1 1 1 1), IT CAN BE CHANGED BY THE USER
               boutput=15;
       end
endmodule
//Module for machine a
module amodule(input[3:0] ainput,output reg [3:0] aoutput);
        // ainput is the input given and aoutput is the output generated
       always@(ainput) begin
               aoutput=ainput;
       end
endmodule
```

Machine A sends message to machine B at random intervals (using \$urandom)



Then B responds with 4 messages (1 1 1 1). This is sent as input to A. Then this message is printed along with the message passed to B.