

Note : 所有 testbench 為正確不需修改。

Q1. (50) Program debug

以下為一 ALU 的設計，請修改以下的(Q1,V code)，使其可以正常 compile，並使用 Testbench 進行模擬。

Q1, V code

```
`timescale 1ns/10ps

module alu(a, b, cmd, y, z, c);
input [7:0] a, b;          /* input operands */
input [1:0] cmd;          /* ALU command */

output [7:0] y;           /* ALU output */
output c;                 /* carry out */
output z;                 /* zero flag */

reg [1:0] cmd;
reg [7:0] y;
reg carry;

always @(a or b)begin
    case (cmd)
        2'b00: {carry, y} = a + b;
        2'b01: {carry, y} = {1'b0, a - b};
        2'b10: {carry, y} = {1'b0, a || b};
        2'b11: {carry, y} = {1'b0, a & b};
        default: {carry, y} = 9'd0;
    endcase;
end;

assign carry = c;
assign z = (y == 0) ? 1'b1 : 1'b0;

endmodule
```

Q1, Testbench

```
`timescale 1ns/10ps

module Q1_tb;
reg [7:0] data_a, data_b;
reg [2:0] command;

wire [7:0] yout;
wire z_flag, c_flag;

alu
u1(.a(data_a), .b(data_b), .cmd(command), .y(yout), .z(z_flag),
.c(c_flag));

initial begin
    command = 2'b00;
    data_a = 8'hA3;
    data_b = 8'h65;
    #10 command = 2'b01;
    #10 command = 2'b10;
    data_a = 8'hF0;
    data_b = 8'h0E;
    #10 command = 2'b11;
    #10
    $finish;
end
endmodule
```

Q2. (35) universal counter design

Design a universal synchronous 4-bit counter with the following features

Q2, V code

```
`timescale 1ns/10ps

module universal_counter(data, load, incr, pause, clk,
count);
input [3:0] data;
/* set initial value of the counter */
input load;
/* if load = 1, count[3:0] is set to data[3:0] the positive
edge of the clock */
input incr;
/* up counting if incr = 1, down counting if incr = 0 */
input pause;
/* counting suspended when pause = 1 */
input clk;

output [3:0] count;
/* counter output */

reg [3:0] count = 4'b0000;
/* register type variable and set initial value */

/* priority of control signals: load > pause */
/* Counter operates at the positiv edges of the clock */
```

Q2, Testbench

```
`timescale 1ns/10ps

module stimulus_counter;
reg [3:0] data;
reg clock;
reg load, incr, pause;

wire counter;

universal_counter unit1(data, load, incr, pause, clock, counter);

initial
clock = 1'b0;

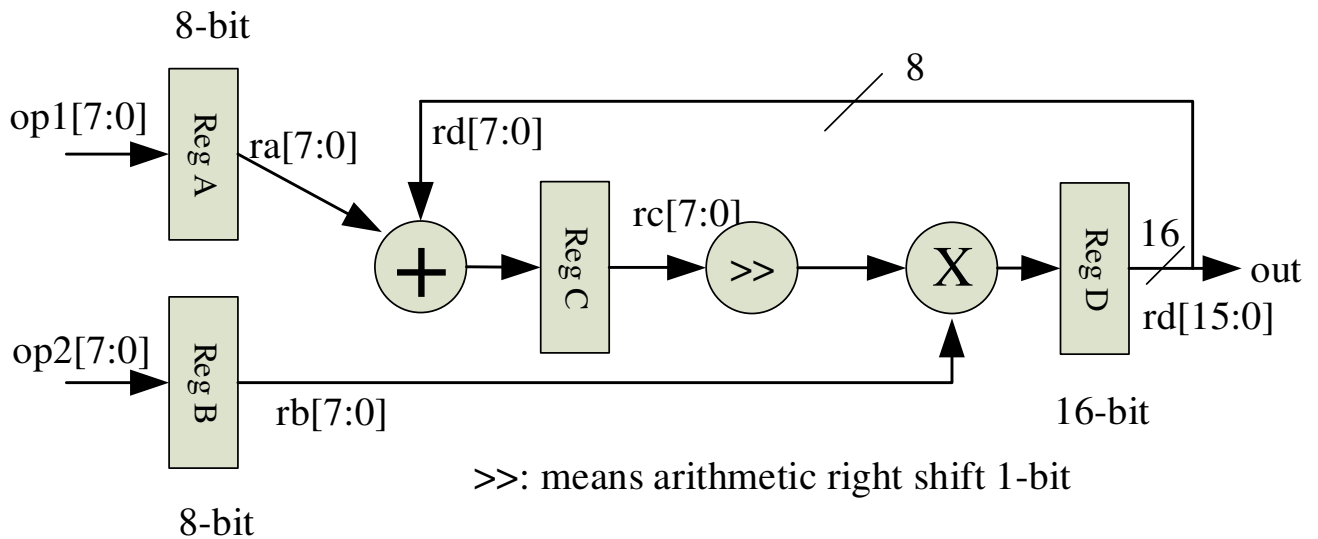
always #5 clock = ~clock; /* Clock period is 10 time units*/

initial begin
    data = 4'b1100;
    load = 1'b0;
    incr = 1'b1;
    pause = 1'b0;
#50    load = 1'b1;
#10    load = 1'b0;
#50    incr = 1'b0;
#30    pause = 1'b1;
#20    load = 1'b1;
    data = 4'b0111;
#10    pause = 1'b0;
    load = 1'b0;
#30

$finish;
end
endmodule
```

Q3. (25) Program coding

Write a Verilog code to describe the pipelined function unit shown below



Q3, V code

```
`timescale 1ns/10ps

module pipeline (clk, op1, op2, out);
input clk;
input [7:0] op1, op2;

output [15:0] out;

wire [15:0] out; /* DO NOT change it to reg type
*/

/* set initial value of all registers to 0 */
/* all registers are positive edge triggered */

endmodule
```

Q3, Testbench

```
module pipelined_test;
reg [7:0] data1, data2;
reg clock;
wire [15:0] data_out;
pipeline tb1(clock, data1, data2, data_out);

initial
clock = 1'b0;
always #5 clock = ~clock; /* Clock period is 10 time units*/
initial begin
data1 = 8'h42; data2 = 8'h21;
#10 data2 = 8'h42;
#10 data1 = 8'hA0;
#00 data2 = 8'h0A;
#30 $finish;
end
endmodule
```