

```
module full-adder(sum, cout, a, b, sel, cin)
```

```
input a, b, cin, sel;
```

```
output sum, cout;
```

```
wire w0, w1, w2, w3, w4;
```

```
XOR #10 g1(w0, b, sel);
```

```
XOR #10 g2(w1, w0, a);
```

```
XOR #10 g3(sum, cin, w1);
```

```
OR #5 g4(w2, a, w0);
```

```
AND #5 g5(w3, w2, cin);
```

```
AND #5 g6(w4, a, w0);
```

```
OR #5 g7(cout, w3, w4);
```

```
endmodule
```

```
module full-adder-4bit(A[3:0], B[3:0], sel, s3, s2, s1, s0, cout)
```

```
input A[3:0], B[3:0], sel;
```

```
output s3, s2, s1, s0, cout;
```

```
wire w2, w1, w0;
```

```
full-adder g1(s0, w0, A[0], B[0], sel, sel);
```

```
full-adder g2(s1, w1, A[1], B[1], sel, w0);
```

```
full-adder g3(s2, w2, A[2], B[2], sel, w1);
```

```
full-adder g4(s3, cout, A[3], B[3], sel, w2);
```

```
endmodule
```