

Q6.

Verilog Code:

```
23 module MUX(Q, I0, I1, I2, I3, S0, S1);
24     output Q;
25     input I0, I1, I2, I3, S0, S1;
26     reg Q;
27
28     always @(I0, I1, I2, I3, S0, S1)
29     begin
30         case ({S1, S0})
31             2'b00: Q = I0;
32             2'b01: Q = I1;
33             2'b10: Q = I2;
34             2'b11: Q = I3;
35             default Q = 0;
36         endcase
37     end
38 endmodule
39
40 module Dff(Q, D, clk);
41     output Q;
42     input D, clk;
43     reg Q;
44
45     always @(negedge clk)
46     begin
47         Q <= D;
48     end
49 endmodule
50
51 module ex6(Q, D, SI, Sh, L, clk);
52     output [3:0] Q;
53     input [3:0] D;
54     input SI, Sh, L, clk;
55
56     wire w0, w1, w2, w3;
57
58     MUX M3(w3, Q[3], D[3], SI, SI, L, Sh);
59     MUX M2(w2, Q[2], D[2], Q[3], Q[3], L, Sh);
60     MUX M1(w1, Q[1], D[1], Q[2], Q[2], L, Sh);
61     MUX M0(w0, Q[0], D[0], Q[1], Q[1], L, Sh);
62
63     Dff D3(Q[3], w3, clk);
64     Dff D2(Q[2], w2, clk);
65     Dff D1(Q[1], w1, clk);
66     Dff D0(Q[0], w0, clk);
67
68 endmodule
```

Simulation Result:

