module rand(a,b,y0,y1,y2,y3, y4,y5,y6,y7,y8,y9,y10,y11.y12,y13,y14.y15,y16.y17,y18,y19,y20,y21.y22,y23,y 24,y25,y26,y27,y28,y29,y30):

input [3:0] a,b;

output reg[3:0] yo,y1,y2.y3.y4,y5,y6.y7,y8,y9,y10,y11.y12,y13.y14,y15.y16.y17,y18,y19,y20,y21.y22,y23,y24.y25, y26 y27y28,y29,y30;

assign a=4b1010;

assign b=4b1101;

Always @(\*)

begin

y0=a&&b;

y1-allb;

y2=!a;

y3=a&b;

y4=alb;

y5-~a;

y6-a^b;

y7=a~^b;

y8-&a;

y9=!a;

y10=~&a;

y11=~a;

y12=^a;

y13=~^a;

y14=a<<b;

y15=a>>b;

y16=a>>>b;

y17=a<<<b;

y18=a>b;

y19=(4>=b);

y20=(a<b);

y21=(a<=b);

y22-(a==b);

y23-(al-b);

y24-(a===b);

y25=(a!==b);

y26=a+b;

y27=a-b;

y28-a\*b;

y29=a/b;

y30=a%b;

end

endodule