

```

module simpleRAM(Cs_b, We_b, Oe_b, Address, IO);

input Cs_b;
input We_b;
input Oe_b;
input [3:0] Address;
inout [3:0] IO;

reg [3:0] RAM1[0:15];

assign IO = (Cs_b==1'b1 | We_b ==1'b0 | Oe_b==1'b1) ? 4'bZZZZ :RAM1[Address];

always @(We_b,Cs_b) begin
    @(negedge We_b)begin
        if (Cs_b==1'b0) begin
            RAM1[Address]=IO;
        end
    end
end

endmodule

```

```

module RAM_TEST();

reg Cs_b, We_b , Oe_b;

reg [3:0] Address;

wire [3:0] IO;

reg [3:0] IO_data;

assign IO = (We_b == 1'b0 && Cs_b==1'b0)? IO_data : 4'bzzzz ;


simpleRAM tb1(Cs_b, We_b, Oe_b, Address, IO);

initial begin

Cs_b = 1'b1;

We_b = 1'b1;

Oe_b = 1'b1;

Address = 0;

IO_data = 0;

end

initial begin

//INPUT

#5 We_b = 1'b0; Oe_b = 1'b0; Cs_b = 1'b0; IO_data = 4'b1111 ; Address = 4'b0001;

//OUTPUT

#5 We_b = 1'b0; Oe_b = 1'b1; Cs_b = 1'b1; IO_data = 4'b0000 ; Address = 4'b0001;

#5 We_b = 1'b0; Oe_b = 1'b0; Cs_b = 1'b0; IO_data = 4'b0000 ; Address = 4'b0001;

//INPUT

#5 We_b = 1'b0; Oe_b = 1'b0; Cs_b = 1'b0; IO_data = 4'b1111 ; Address = 4'b0011;

//OUTPUT

#5 We_b = 1'b0; Oe_b = 1'b1; Cs_b = 1'b1; IO_data = 4'b0000 ; Address = 4'b0011;

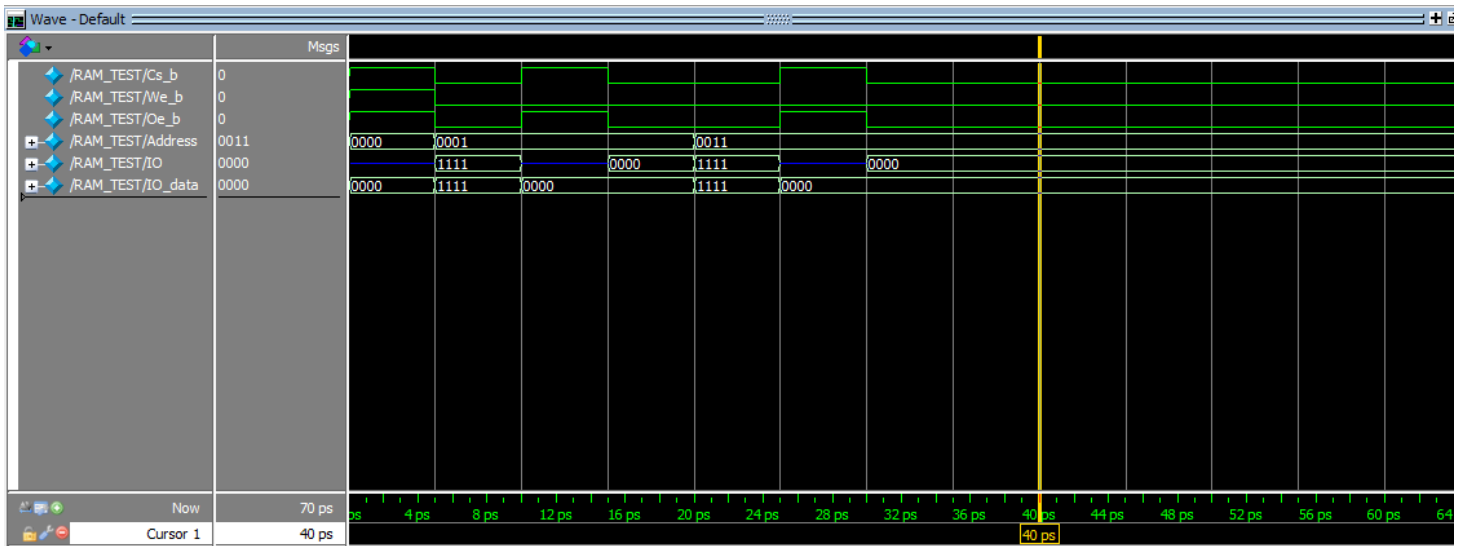
#5 We_b = 1'b0; Oe_b = 1'b0; Cs_b = 1'b0; IO_data = 4'b0000 ; Address = 4'b0011;

#40 $finish;

end

endmodule

```



```
module counter(clk, reset, z);
```

```
input clk, reset;
```

```
output[2:0] z;
```

```
wire w0,w1,w2,w3,w4,w5;
```

```
reg [2:0]out;
```

```
wire [2:0]qp,q;
```

```
always @ (posedge clk) begin
```

```
if (reset == 1'b1) begin
```

```
    out <= 3'b000;
```

```
end
```

```
end
```

```
assign q = out;
```

```
assign z[2] = qp[2];
```

```
D f1 (clk,w2,q[2],qp[2]);
```

```
D f2 (clk,w1,q[1],qp[1]);
```

```
D f3 (clk,w0,q[0],qp[0]);
```

```
xor (w2, z[2], reset);
```

```
xor (w1, z[1], reset);
xor (w0, z[0], reset);
or (w3, qp[2], q[0]);
and (w4, w3, qp[1]);
and (w5, q[2], q[1], qp[0]);
or (z[1], w5,w4);
xnor (z[0], q[2],q[0]);
```

```
endmodule

module testbench3 ();
    reg clk, reset;
    wire [2:0] z;

    counter test (clk, reset, z);

    initial begin
        clk = 1'b0;
        reset = 1'b0;
    end
    always #10 clk = ~clk;
    initial begin
        #10 reset = 0;
        #100 reset = 1;
        #100 reset = 0;
        #500 $finish;
    end
endmodule
```

```

module D(clk,D,Q,QP);

input clk,D;

output Q,QP;

reg out;

initial begin

out = 1'b0;

end

always@(posedge clk)

begin

out = D;

end

assign Q = out;

assign QP = ~out;

endmodule

```

