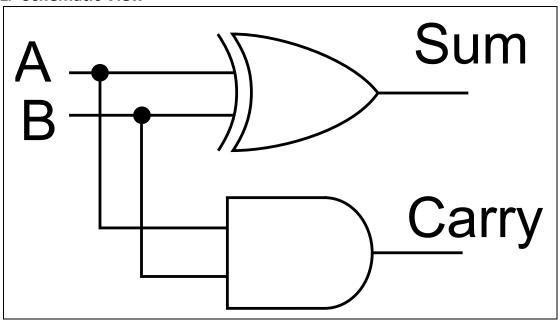
邏輯系統實驗 Lab 4

2021/03/25(四)

第1組	
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● 實作題(一): 半加器

1. Schematic View



2. Verilog Code

```
module Halfadder(A,B,Carry,Sum);
  input A,B;
  output Carry,Sum;

assign Carry = A & B;
  assign Sum = A ^ B;
endmodule
```

3. Testbench for Verilog Code

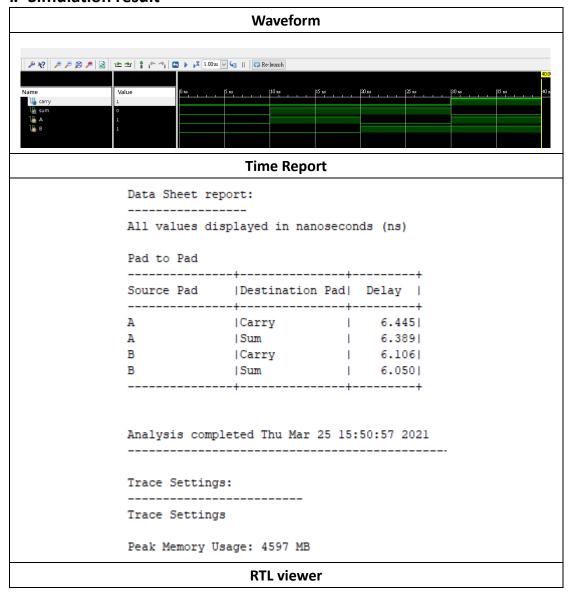
```
`timescale 1ns/10ps
module testbench;
  reg A, B;
  wire carry, sum;

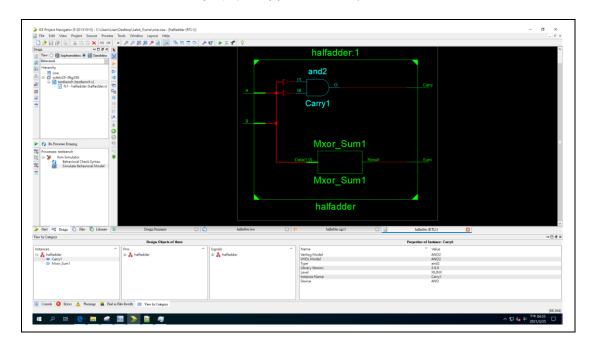
Halfadder Halfadder(A, B, carry, sum);

initial begin
  A = 0; B = 0;
  #10 A = 1; B = 0;
```

```
#10 A = 0; B = 1;
#10 A = 1; B = 1;
#10 $finish;
end
endmodule
```

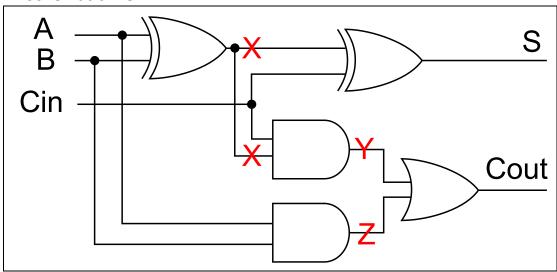
4. Simulation result





● 實作題(二): 全加器

1. Schematic View



2. Verilog Code

```
module FullAdder(A,B,Cin,S,Cout);
  input A,B,Cin;
  output S,Cout;
  wire X,Y,Z;

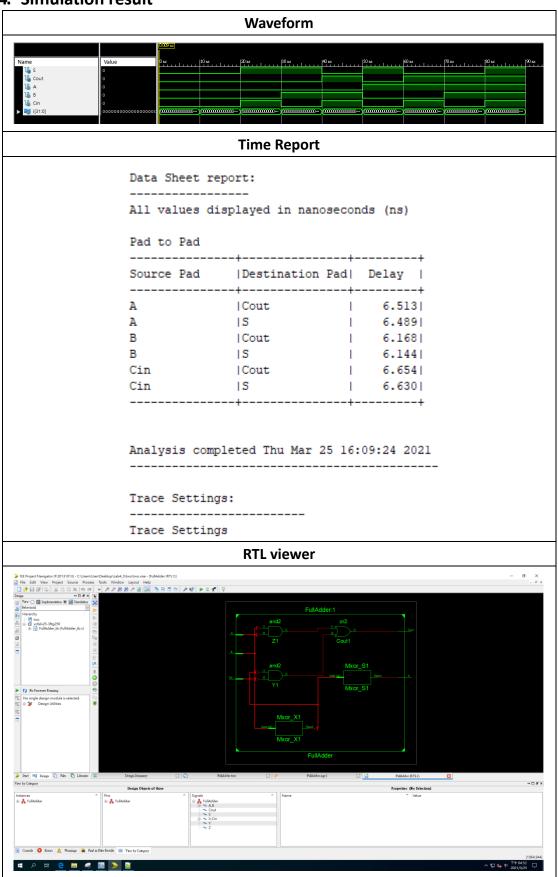
  xor (X,A,B);
  and (Z,A,B);
  and (Y,X,Cin);
  xor (S,X,Cin);
  or (Cout,Y,Z);
endmodule
```

3. Testbench for Verilog Code

```
`timescale 1ns/10ps
module FullAdder_tb;
reg A,B,Cin;
wire S,Cout;
FullAdder FullAdder(.A(A),.B(B),.Cin(Cin),.S(S),.Cout(Cout));
integer i;

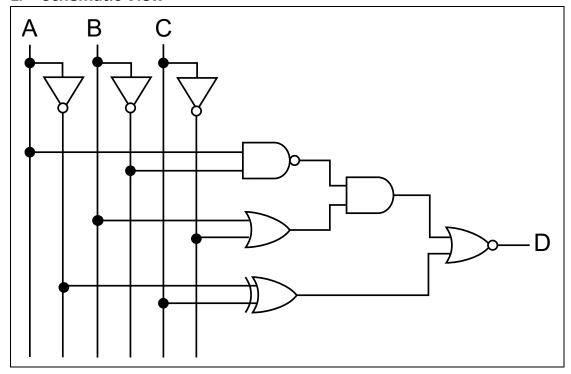
initial begin
    A = 0;B = 0;Cin = 0;
    for (i = 0; i < 8; i = i + 1) begin
        #10 {A, B, Cin} = i;
    end
    #10 $finish;
end
endmodule</pre>
```

4. Simulation result



● 實作題(三): 基本邏輯

1. Schematic View



2. Verilog Code

```
module three(A, B, C, D);
   input A,B,C;
   output D;

assign D=~((~(A&~B)&(B|~C))|(~A^C));
endmodule
```

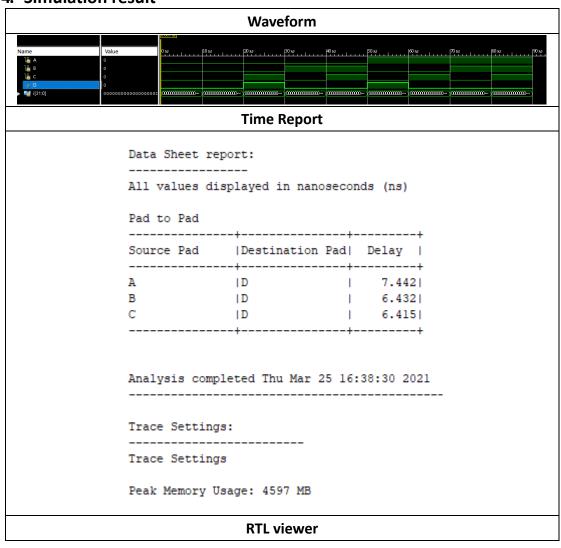
3. Testbench for Verilog Code

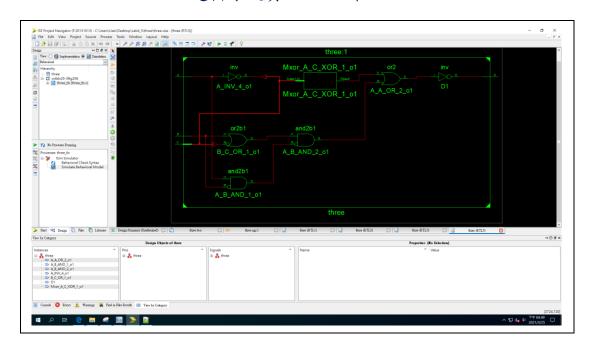
```
`timescale 1ns/10ps
module three_tb;
    reg    A,B,C;
    wire D;
    three three(.A(A),.B(B),.C(C),.D(D));
    integer i;

initial begin
    A = 0;B = 0;C = 0;
```

```
for (i = 0; i < 8; i = i + 1) begin
#10 {A, B, C} = i;
end
#10 $finish;
end
endmodule</pre>
```

4. Simulation result





● 心得

1. 組員一 陳旭祺

這次是使用 Xilinx ISE 的 EDA tool(已被 Vivado 取代)進行 verilog 合成與分析,第一題為半加器、第二題為全加器、第三題為不知道什麼功能的基本邏輯電路,實驗流程為寫 Verilog code 與要測試其功能的 testbench→在 Xilinx ISE 下編譯並查看波型是否符合預期結果→在 Xilinx ISE 下看 report,有 path delay 和實際合成的 gate-level diagram 可以看,算是一堂認識 Verilog 的暖身實驗課。

2. 組員二 張振杰

這次實驗主要是學習如何操作 verilog,這個軟件與以往所學的 C++語法有明顯差別,而且裡面基本都是在使用邏輯運算子來計算結果,但我覺得執行結果圖還蠻簡潔易懂的。

3. 組員三 何啟造

這次的實驗是寫 verilog,整體來說不會太難,就先按照講義的寫法並輔以邏設學到的邏輯閘觀念做一遍就好了,也讓我們認識了 verilog 的各種功能,算是非常有趣的一次實驗。