



< > < >



```
# }
```

```
# }
```

```
# run 1000ns
```

```
in between a and b A_lessThan_B A_greaterThan_B A_equalTo_B
```

```
x x x x x
```

```
4 1 0 1 0
```

```
9 3 0 1 0
```

```
13 13 0 0 1
```

```
5 2 0 1 0
```

```
1 13 1 0 0
```

```
6 13 1 0 0
```

```
13 12 0 1 0
```

```
9 6 0 1 0
```

```
5 10 1 0 0
```

```
$finish called at time : 100 ns : File "/home/itzzinfinity/Cozy Drive/100daysofF
```

```
INFO: [USF-XSim-96] XSim completed. Design snapshot 'min_max_tb_behav' loaded.
```

```
INFO: [USF-XSim-97] XSim simulation ran for 1000ns
```

```
launch_simulation: Time (s): cpu = 00:00:07 ; elapsed = 00:00:06 . Memory (MB):
```

/home/itzzinfinity/Cozy Drive/100daysofRTL/day_015/project_1/project_1.srscs/sources_1/new/min_max.v



```
1 ///////////////////////////////////////////////////////////////////////////////////////////////////////////////////  
2 // Engineer: Anjan Prasad  
3 // Create Date: 10/06/2024 10:25:08 AM  
4 // Module Name: min_max  
5 ///////////////////////////////////////////////////////////////////////////////////////////////////////////////////  
6  
7 module min_max(  
8     input [3:0] a,b,  
9     output A_less_B,A_great_B,A_equal_B  
10 );  
11  
12 assign A_great_B = (a>b)?1'b1:1'b0;  
13 assign A_less_B = (a<b)?1'b1:1'b0;  
14 assign A_equal_B = (a==b)?1'b1:1'b0;  
15 endmodule  
16  
17  
18  
19  
20  
21  
22
```

/home/itzzinfinity/Cozy Drive/100daysofRTL/day_015/project_1/project_1.srscs/sim_1/new/min_max_tb.v



```
1  `timescale 1ns / 1ps
2  ///////////////////////////////////////////////////////////////////
3  // Engineer: Anjan Prasad
4  // Create Date: 10/06/2024 10:25:08 AM
5  // Module Name: min_max_tb
6  ///////////////////////////////////////////////////////////////////
7
8
9  module min_max_tb;
10  reg [3:0] a,b;
11  wire A_less_B,A_great_B,A_equal_B;
12  min_max DUT (a,b,A_less_B,A_great_B,A_equal_B);
13  initial begin
14      $display("in between a and b A_lessThan_B A_greaterThan_B A_equalTo_B ");
15      $monitor(" %d %d %b %b %b ", a, b,A_less_B,A_great_B,A_equal_B);
16  repeat(10) begin
17      #10
18      a= $random %16 ;
19      b= $random %16 ;
20
21  end
22  $finish;
23  end
24
25  endmodule
26
```