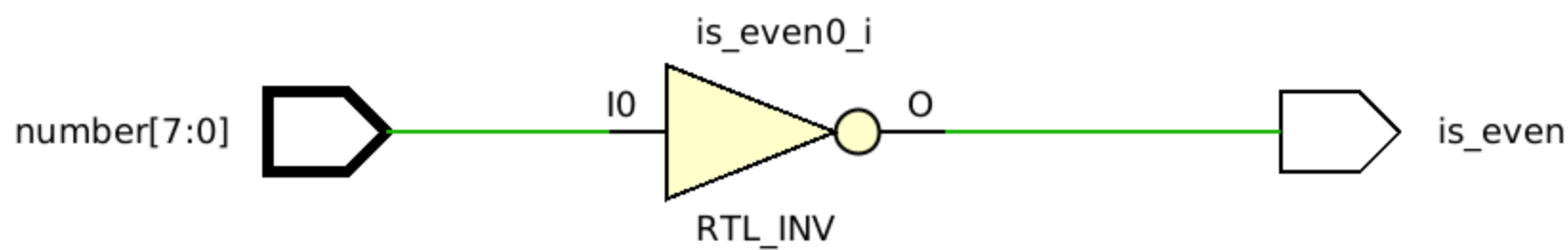


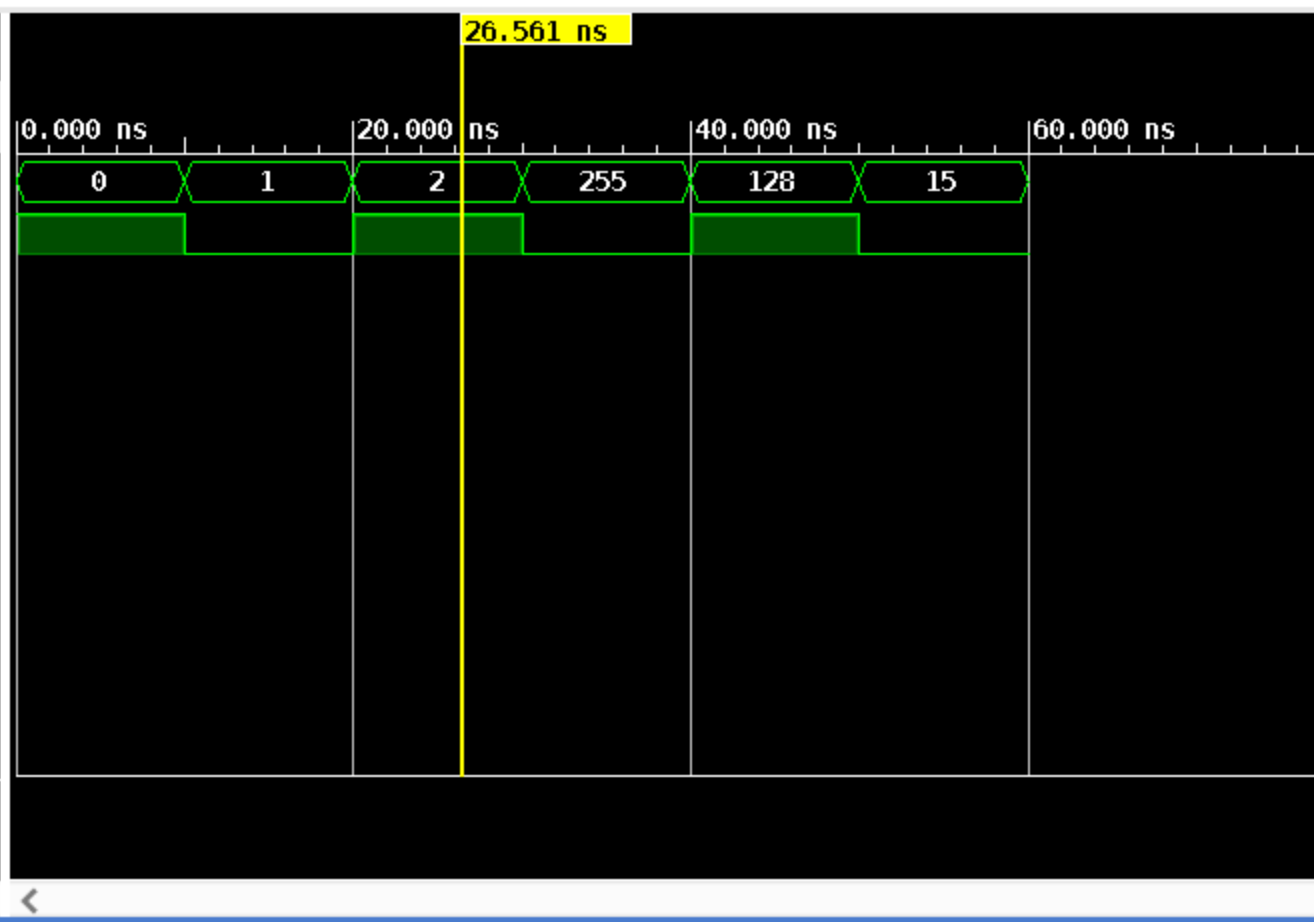
x even_odd_checker.v x tb_even_odd_checker.v x Schematic x Schematic (2) x

1 Cell 9 I/O Ports 2 Nets





Name	Value
> number[7:0]	2
is_even	1



```
# }
# run 1000ns
Time = 0, Number = 0, Is Even = 1
Time = 10, Number = 1, Is Even = 0
Time = 20, Number = 2, Is Even = 1
Time = 30, Number = 255, Is Even = 0
Time = 40, Number = 128, Is Even = 1
Time = 50, Number = 15, Is Even = 0
$finish called at time : 60 ns : File "/home/itzzinfinity/Cozy Drive/100daysofRTL/day_077/project_1/pro
INFO: [USF-XSim-96] XSim completed. Design snapshot 'tb_even_odd_checker_behav' loaded.
```

Type a Tcl command here

/home/itzzinfinity/Cozy Drive/100daysofRTL/day_077/project_1/project_1.srscs/sources_1/new/even_odd_checker.v



```
1  `timescale 1ns / 1ps
2  ///////////////////////////////////////////////////////////////////
3  // Engineer: Anjan Prasad
4  // Create Date: 12/07/2024 09:14:47 AM
5  // Module Name: even_odd_checker
6  ///////////////////////////////////////////////////////////////////
7
8  module even_odd_checker (
9      input [7:0] number,
10     output reg is_even // Output: 1 if even, 0 if odd
11 );
12
13     always @(*) begin
14         is_even = ~number[0]; // Check the least significant bit (LSB)
15     end
16
17 endmodule
18
```

/home/itzzinfinity/Cozy Drive/100daysofRTL/day_077/project_1/project_1.srscs/sim_1/new/tb_even_odd_checker.v



```
1  `timescale 1ns / 1ps
2  ///////////////////////////////////////////////////////////////////
3  // Engineer: Anjan Prasad
4  // Create Date: 12/07/2024 09:17:31 AM
5  // Module Name: tb_even_odd_checker
6  ///////////////////////////////////////////////////////////////////
7
8  module tb_even_odd_checker;
9
10     reg [7:0] number;
11     wire is_even;
12
13     even_odd_checker DUT (
14         .number(number),
15         .is_even(is_even)
16     );
17
18     initial begin
19
20         $monitor("Time = %0d, Number = %d, Is Even = %b", $time, number, is_even);
21
22         // Test cases
23         number = 8'd0; #10; // Test for 0 (Even)
24         number = 8'd1; #10; // Test for 1 (Odd)
25         number = 8'd2; #10; // Test for 2 (Even)
26         number = 8'd255; #10; // Test for 255 (Odd)
27         number = 8'd128; #10; // Test for 128 (Even)
28         number = 8'd15; #10; // Test for 15 (Odd)
29         $finish;
30     end
31
32 endmodule
33
```