

Assignment 1

1. Write a Verilog code for 2X4 decoder.

design.sv



```
1 // Code your design here
2 module decoder24_behaviour(en,a,b,y);
3
4     input en,a,b;
5     output reg [3:0]y;
6
7     always @(en,a,b)
8         begin
9
10            if(en==0)
11                begin
12                    if(a==1'b0 & b==1'b0) y=4'b1110;
13                    else if(a==1'b0 & b==1'b1) y=4'b1101;
14                    else if(a==1'b1 & b==1'b0) y=4'b1011;
15                    else if(a==1 & b==1) y=4'b0111;
16                    else y=4'bxxxx;
17                end
18            else
19                y=4'b1111;
20        end
21 endmodule
```

testbench.sv



```
1 module tb;
2
3     reg a,b,en;
4     wire [3:0]y;
5
6     initial
7         begin
8             $monitor("en=%b a=%b b=%b y=%b",en,a,b,y);
9         end
10
11     decoder24_behaviour dut(en,a,b,y);
12
13     initial
14         begin
15             $dumpfile("dump.vcd");
16             $dumpvars(1);
17
18             en=1;a=1'bx;b=1'bx;#5
19             en=0;a=0;b=0;#5
20             en=0;a=0;b=1;#5
21             en=0;a=1;b=0;#5
22             en=0;a=1;b=1;#5
23
24             $finish;
25         end
26 endmodule
```

SV/Verilog

Output:

VCD info: dumpfile dump.vcd opened for output.

en=1 a=x b=x y=1111

en=0 a=0 b=0 y=1110

en=0 a=0 b=1 y=1101

en=0 a=1 b=0 y=1011

en=0 a=1 b=1 y=0111

Done

2. Write a Verilog code for Full subtractor.

design.sv



```
1 // Code your design here
2 module full_subtractor(input a, b, Bin, output D, Bout);
3     assign D = a ^ b ^ Bin;
4     assign Bout = (~a & b) | (~(a ^ b) & Bin);
5 endmodule
```

testbench.sv



```
1 // Code your testbench here
2 // or browse Examples
3 module tb_top;
4     reg a, b, Bin;
5     wire D, Bout;
6
7     full_subtractor fs(a, b, Bin, D, Bout);
8
9     initial begin
10        $monitor("At time %0t: a=%b b=%b, Bin=%b, difference=%b,
11        borrow=%b", $time, a, b, Bin, D, Bout);
12        a = 0; b = 0; Bin = 0; #1;
13        a = 0; b = 0; Bin = 1; #1;
14        a = 0; b = 1; Bin = 0; #1;
15        a = 0; b = 1; Bin = 1; #1;
16        a = 1; b = 0; Bin = 0; #1;
17        a = 1; b = 0; Bin = 1; #1;
18        a = 1; b = 1; Bin = 0; #1;
19        a = 1; b = 1; Bin = 1;
20    end
21 endmodule
```

SV/Verilog Testben

Output:

```
At time 0: a=0 b=0, Bin=0, difference=0, borrow=0
At time 1: a=0 b=0, Bin=1, difference=1, borrow=1
At time 2: a=0 b=1, Bin=0, difference=1, borrow=1
At time 3: a=0 b=1, Bin=1, difference=0, borrow=1
At time 4: a=1 b=0, Bin=0, difference=1, borrow=0
At time 5: a=1 b=0, Bin=1, difference=0, borrow=0
At time 6: a=1 b=1, Bin=0, difference=0, borrow=0
At time 7: a=1 b=1, Bin=1, difference=1, borrow=1
```

Done

3. Write a Verilog code for 2-bit comparator.

design.sv



```
1 // Code your design here
2 module comparator_2bit(a,b,equal,lesser,greater);
3     input [1:0]a;
4     input [1:0]b;
5     output equal,lesser,greater;
6
7     assign greater = (a[1] & ~b[1]) | (a[1] ^ b[1]) & (a[0] & ~b[0]);
8     assign equal = (a[1] ^ b[1]) & (a[0] ^ b[0]);
9     assign lesser = (~a[1] & b[1]) | (a[1] ^ b[1]) & (~a[0] & b[0]);
10
11 endmodule
```

testbench.sv



SV/Verilog Testbench

```
1 // Code your testbench here
2 // or browse Examples
3
4 module testbench;
5     reg [1:0]a;
6     reg [1:0]b;
7     wire equal,lesser,greater;
8
9     initial begin
10         $monitor("a=%b,b=%b,equal=%b,greater=%b,lesser=%b",a,b,equal,greater,lesser);
11     end
12
13     comparator_2bit uut(a,b,equal,lesser,greater);
14
15     initial begin
16
17         #10 a=2'b01;b=2'b00;
18         #10 a=2'b10;b=2'b10;
19         #10 a=2'b11;b=2'b01;
20         #10 a=2'b10;b=2'b11;
21
22     end
23
24     initial begin
25         $dumpfile("dump.vcd");
26         $dumpvars(0);
27     end
28
29 endmodule
```

Output:

[2023-08-21 16:46:26 UTC] iverilog '-wall' desig

VCD info: dumpfile dump.vcd opened for output.

a=xx,b=xx,equal=x,greater=x,lesser=x

a=01,b=00,equal=0,greater=1,lesser=0

a=10,b=10,equal=1,greater=0,lesser=0

a=11,b=01,equal=0,greater=1,lesser=0

a=10,b=11,equal=0,greater=0,lesser=1

Done

4. Write a Verilog code for 3 bit binary to grey convertor.

design.sv



```
1 // Code your design here
2 module Binary_to_Gray(
3     input [3:0] b,
4     output [3:0] g
5 );
6 assign g[0]=b[1]^b[0];
7 assign g[1]=b[2]^b[1];
8 assign g[2]=b[3]^b[2];
9 assign g[3]=b[3];
10 endmodule
```

testbench.sv



```
1 // Code your testbench here
2 // or browse Examples
3 module Binary_to_Gray_tb;
4     reg [3:0]b;
5     wire [3:0]g;
6
7     Binary_to_Gray uut (b,g);
8
9     initial begin
10         $monitor("b=%b,g=%b",b,g);
11     end
12 initial
13 begin
14     $dumpfile("dump.vcd");
15     $dumpvars;
16
17     b=4'b0000;
18     #10 b=4'b0001;
19     #10 b=4'b0010;
20     #10 b=4'b0011;
21     #10 b=4'b0100;
22     #10 b=4'b0101;
23     #10 b=4'b0110;
24     #10 b=4'b0111;
25     #10 b=4'b1000;
26
27     end
28 endmodule
29
```

Output:

VCD info: dumpfile dump.vcd opened for output.

b=0000,g=0000

b=0001,g=0001

b=0010,g=0011

b=0011,g=0010

b=0100,g=0110

b=0101,g=0111

b=0110,g=0101

b=0111,g=0100

b=1000,g=1100

Done

5. Write a Verilog code for BCD to excess 3 convertors.

design.sv



```
1 module Bcd_excess3(b,e);
2 input [3:0] b;
3 output [3:0] e;
4 assign e[3]=b[3]|b[2]&b[1]|b[2]&b[0];
5 assign e[2]=~b[2]&b[1]|~b[2]&b[0]|b[2]&~b[1]&~b[0];
6 assign e[1]=b[1]&b[0]|~b[1]&~b[0];
7 assign e[0]=~b[0];
8 endmodule
```

testbench.sv



```
1 module Bcd_excess3_tb;
2
3 reg [3:0] b;
4 wire [3:0] e;
5
6 Bcd_excess3 uut (
7 .b(b),
8 .e(e)
9 );
10
11 initial begin
12     $monitor("b = %b,e = %b", b,e);
13
14     $dumpfile("dump.vcd");
15     $dumpvars(0);
16     end
17
18 initial begin
19
20     b=3'b0000;
21     #10;
22     b=4'b0001;
23     #10;
24     b=4'b0010;
25     #10;
26     b=4'b0011;
27     #10;
28     b=4'b0100;
29     #10;
30     b=4'b0101;
31     #10;
32     b=4'b0110;
33
34     end
35 endmodule
36
```

Output:

```
testbench.sv:21: warning: extra digits given for
VCD info: dumpfile dump.vcd opened for output.
b = 0000,e = 0011
b = 0001,e = 0100
b = 0010,e = 0101
b = 0011,e = 0110
b = 0100,e = 0111
b = 0101,e = 1000
b = 0110,e = 1001
```

Done