

```
timescale 1ns / 1ps
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
// Company:
// Engineer:
//
// Create Date: 01/24/2018 04:29:10 PM
// Design Name:
// Module Name: MultSim
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
```

```
module MultSim();

reg [7:0] sw;
reg clkIn, btnR;
wire [6:0] seg;
wire dp;
wire [3:0] an;

Top UUT (sw, clkIn, btnR, seg, dp, an);

parameter PERIOD = 10;
    parameter real DUTY_CYCLE = 0.5;
    parameter OFFSET = 2;

    initial      // Clock process for clkIn
    begin
        #OFFSET
            clkIn = 1'b1;
        forever
        begin
            #(PERIOD-(PERIOD*DUTY_CYCLE)) clkIn = ~clkIn;
        end
    end
```

```
initial
begin
    // add your stimuli here
    // to set signal foo to value 0 use
    // foo = 1'b0;
    // to set signal foo to value 1 use
    // foo = 1'b1;
    //always advance time my multiples of 100ns
    // to advance time by 100ns use the following line
    sw = 8'b00000000;
    #1000;
    sw = 8'b00010001;
    #100;
    sw = 8'b00010010;
    #100;
    sw = 8'b00010011;
    #100;
    sw = 8'b00010100;
    #100;
    sw = 8'b00010101;
    #100;
    sw = 8'b00010111;
    #100;
    sw = 8'b00011000;
    #100;
    sw = 8'b00011001;
    #100;
    sw = 8'b00011010;
    #100;
    sw = 8'b00011011;
    #100;
    sw = 8'b00011100;
    #100;
    sw = 8'b00011101;
    #100;
    sw = 8'b00011110;
    #100;
    sw = 8'b00011111;
    #100;
    sw = 8'b00010001;
    #100;
    sw = 8'b11110010;
    #100;
    sw = 8'b11110011;
    #100;
    sw = 8'b11110100;
```

```
#100;
sw = 8'b11110101;
#100;
sw = 8'b11110111;
#100;
sw = 8'b11111000;
#100;
sw = 8'b11111001;
#100;
sw = 8'b11111010;
#100;
sw = 8'b11111011;
#100;
sw = 8'b11111100;
#100;
sw = 8'b11111101;
#100;
sw = 8'b11111110;
#100;
sw = 8'b11111111;
#100;
end
endmodule
```