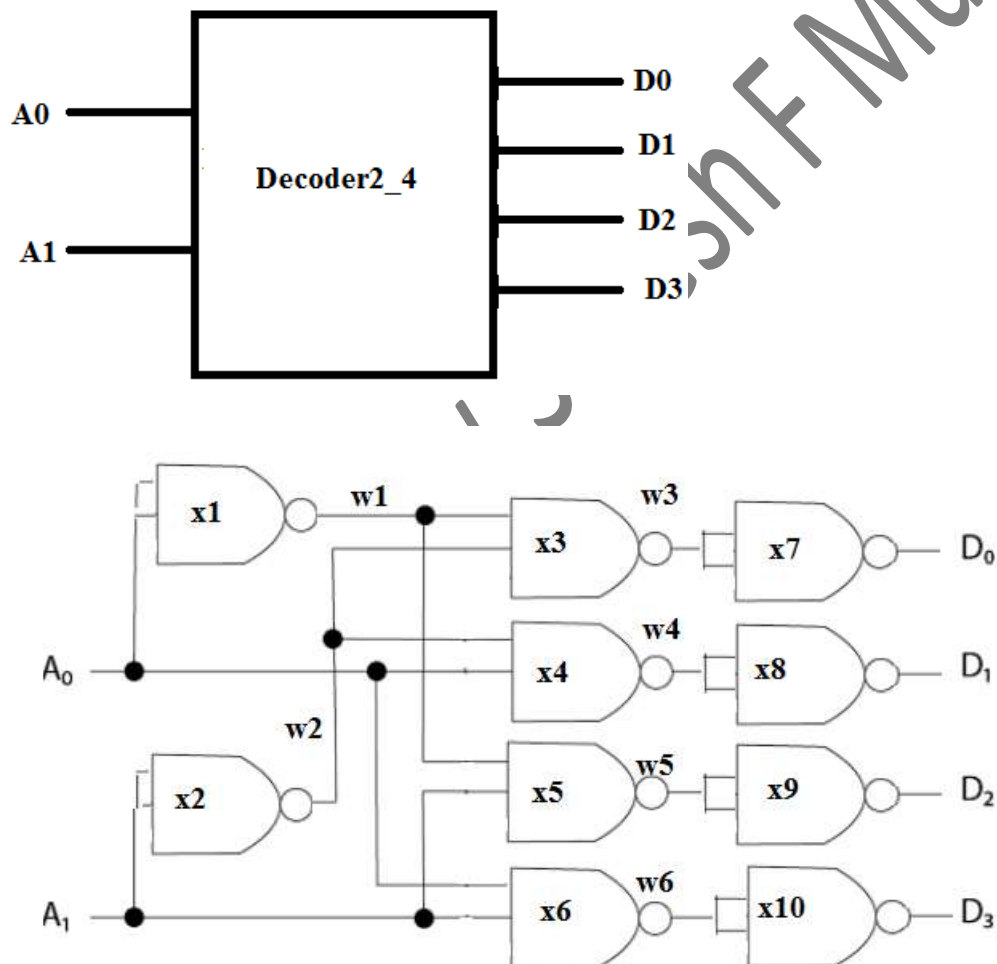


| B. E. (EC / TC) Choice Based Credit System (CBCS) and Outcome Based Education (OBE) SEMESTER – V | | | |
|--|---|------------|----|
| HDL LABORATORY | | | |
| Laboratory Code | 18ECL58 | CIE Marks | 40 |
| Number of Lecture Hours/Week | 02Hr Tutorial (Instructions)+ 02 Hours Laboratory | SEE Marks | 60 |
| RBT Level | L1, L2, L3 | Exam Hours | 03 |

1. Write Verilog program for the following combinational design along with test bench to verify the design:
 - a. 2 to 4 decoder realization using NAND gates only (structural model)



```

module Decoder2_4(D0,D1,D2,D3,A0,A1);
  output D0,D1,D2,D3;
  input A0,A1;

```

```
wire w1,w2,w3,w4,w5,w6;
```

```
nand x1(w1,A0);
```

```
nand x2(w2,A1);
```

```
nand x3(w3,w1,w2);
```

```
nand x4(w4,A0,w2);
```

```
nand x5(w5,w1,A1);
```

```
nand x6(w6,A0,A1);
```

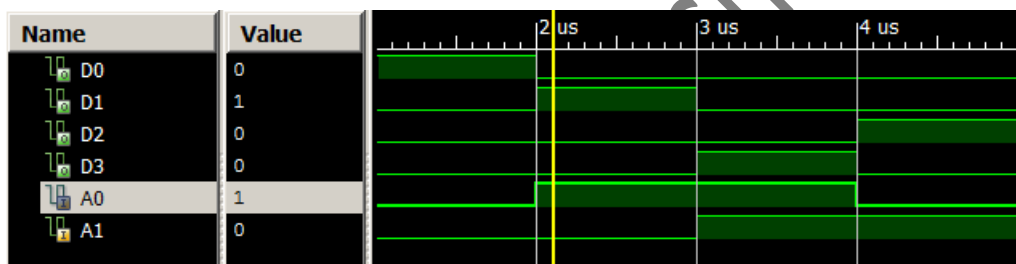
```
nand x7(D0,w3,w3);
```

```
nand x8(D1,w4,w4);
```

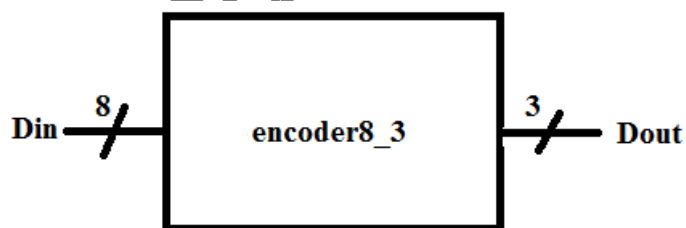
```
nand x9(D2,w5,w5);
```

```
nand x10(D3,w6,w6);
```

```
endmodule
```



b. 8 to 3 encoder with priority and without priority (behavioural model)



```
module encoder8_3(Dout, Din);
```

```
output [ 2 : 0 ] Dout;
```

```
input [ 7 : 0 ] Din;
```

```
reg [ 2 : 0 ] Dout;
```

```
always@(Din)
```

```
begin
```

```

case (Din)

8'b00000001:Dout = 3'b000;

8'b00000010:Dout = 3'b001;

8'b00000100:Dout = 3'b010;

8'b00001000:Dout = 3'b011;

8'b00010000:Dout = 3'b100;

8'b00100000:Dout = 3'b101;

8'b01000000:Dout = 3'b110;

8'b10000000:Dout = 3'b111;

default: Dout=3'bzzz;

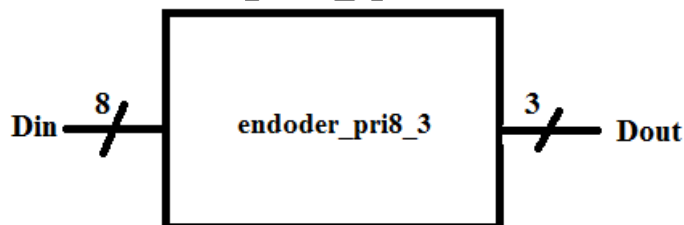
endcase

end

endmodule

```

| Name | Value | 2 us | 3 us | 4 us | 5 us | 6 us | 7 us |
|-----------|----------|----------|----------|----------|----------|----------|----------|
| Din[7:0] | 00010000 | 00000000 | 00000001 | 00000010 | 00000100 | 00001000 | 00010000 |
| Dout[2:0] | 100 | zzz | 000 | 001 | 010 | 011 | 100 |



```

module encoder_pri8_3 (Dout,Din);
output [ 2 : 0 ] Dout;
input [ 7 : 0 ] Din;

reg [ 2 : 0 ] Dout;

always@(Din)

begin

casex(Din)

8'b00000001 :Dout = 3'b000;

```

```
8'b0000001X :Dout = 3'b001;
```

```
8'b000001XX :Dout = 3'b010;
```

```
8'b00001XXX :Dout = 3'b011;
```

```
8'b0001XXXX :Dout = 3'b100;
```

```
8'b001XXXXX :Dout = 3'b101;
```

```
8'b01XXXXXX :Dout = 3'b110;
```

```
8'b1XXXXXXX :Dout = 3'b111;
```

```
endcase
```

```
end
```

```
endmodule
```

OR

```
module encoder_pri8_3 (Dout,Din);
```

```
input [7:0] Din;
```

```
output [2:0] Dout;
```

```
reg [2:0] Dout;
```

```
always @(Din)
```

```
begin
```

```
if (Din[7]==1) Dout = 3'd7;
```

```
else if(Din[6]==1) Dout=3'd6;
```

```
else if(Din[5]==1) Dout=3'd5;
```

```
else if(Din[4]==1) Dout=3'd4;
```

```
else if(Din[3]==1) Dout=3'd3;
```

```
else if(Din[2]==1) Dout=3'd2;
```

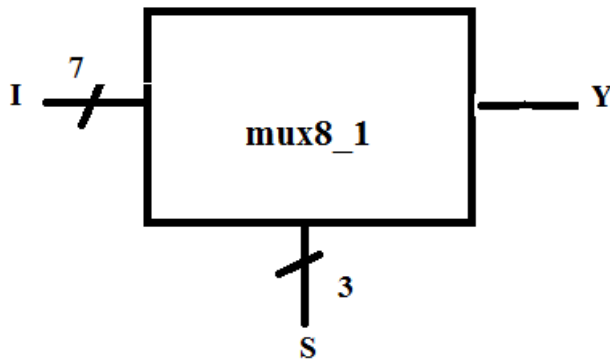
```
else if(Din[1]==1) Dout=3'd1;
```

```
else Dout=3'd0;
```

```
end
```

```
endmodule
```

c. 8 to 1 multiplexer using case statement and if statements



```
module mux8_1(Y,S,I);
```

```
output Y;
```

```
input [2:0]S;
```

```
input[7:0]I;
```

```
reg Y;
```

```
always@(S,I)
```

```
begin
```

```
case(S)
```

```
3'b000:Y=I[0];
```

```
3'b001:Y=I[1];
```

```
3'b010:Y=I[2];
```

```
3'b011:Y=I[3];
```

```
3'b100:Y=I[4];
```

```
3'b101:Y=I[5];
```

```
3'b110:Y=I[6];
```

```
3'b111:Y=I[7];
```

```
endcase
```

```
end
```

```
endmodule
```

or

```

module mux8_1(Y,S,I);

output Y;

input [2:0]S;

input[7:0]I;

reg Y;

always@(S,I)

begin

if (S==3'b000) Y=I[0];

else if(S==3'b001) Y=I[1];

else if(S==3'b010) Y=I[2];

else if(S==3'b011) Y=I[3];

else if(S==3'b100) Y=I[4];

else if(S==3'b101) Y=I[5];

else if(S==3'b110) Y=I[6];

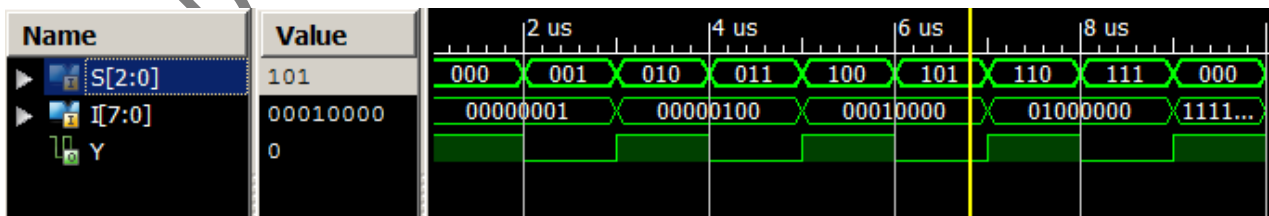
else if(S==3'b111) Y=I[7];

else Y=3'dz;

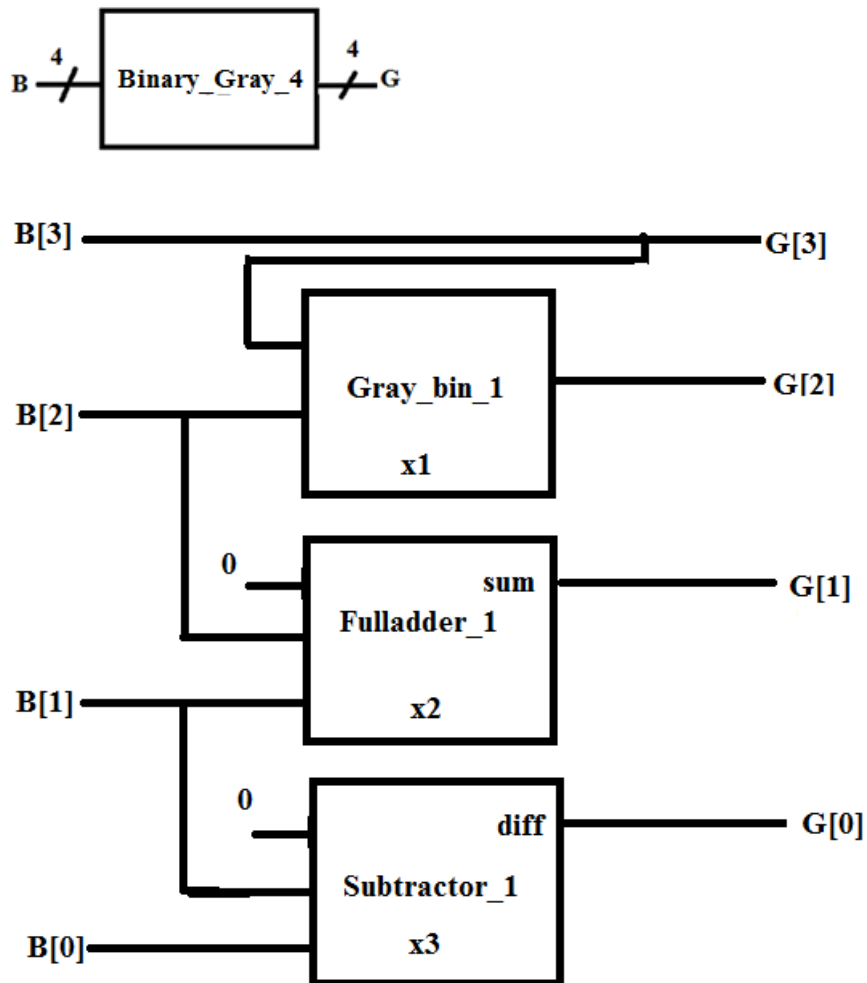
end

endmodule

```



d. 4-bit binary to gray converter using 1-bit gray to binary converter 1-bit adder and subtractor



```

module Binary_Gray_4(B,G);
output [3:0]G;
input [3:0]B;
assign G[3]=B[3];
Gray_bin_1 x1(G[2],G[3],B[2]);
Fulladder_1 x2(G[1], ,1'b0,B[2],B[1]);
Subtractor_1 x3(G[0], ,1'b0,B[1], B[0]);
endmodule

```

```

module Gray_bin_1(b0,g1,g0);
output b0;
input g0,g1;

```

```
assign b0= g0 ^ g1;
```

```
endmodule
```

```
module Fulladder_1 (sum,cout, a, b, c);
```

```
output sum, cout;
```

```
input a, b,c;
```

```
assign sum= a ^ b ^ c;
```

```
assign cout= (a & b) | (b & c) | (c & a);
```

```
endmodule
```

```
module Subtractor_1 (diff,bout, a, b, c);
```

```
output diff, bout;
```

```
input a, b,c;
```

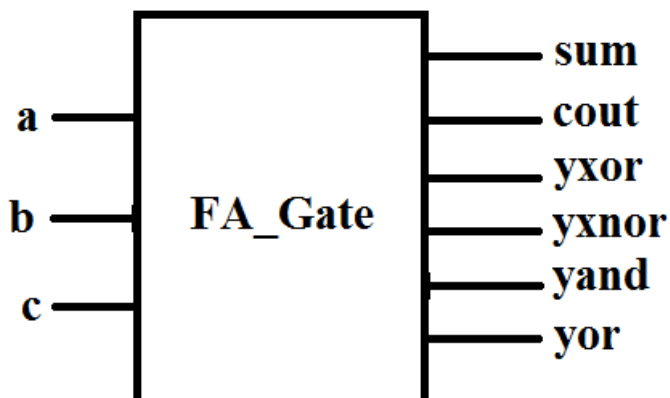
```
assign diff= a ^ b ^ c;
```

```
assign bout= ((~a) & b) | (((~a) | b)) & c);
```

```
endmodule
```



2. Model in Verilog for a full adder and add functionality to perform logical operations of XOR, XNOR, AND and OR gates. Write test bench with appropriate input patterns to verify the modeled behaviour.




```

module fulladder (sum,cout,yxor ,yxnor,yand,yor, a, b, c);

output sum, cout, yxor ,yxnor,yand,yor;

input a, b,c;

assign sum= a ^ b ^ c;

assign cout= (a & b) | (b & c) | (c & a);

assign yxor=a^b^c;

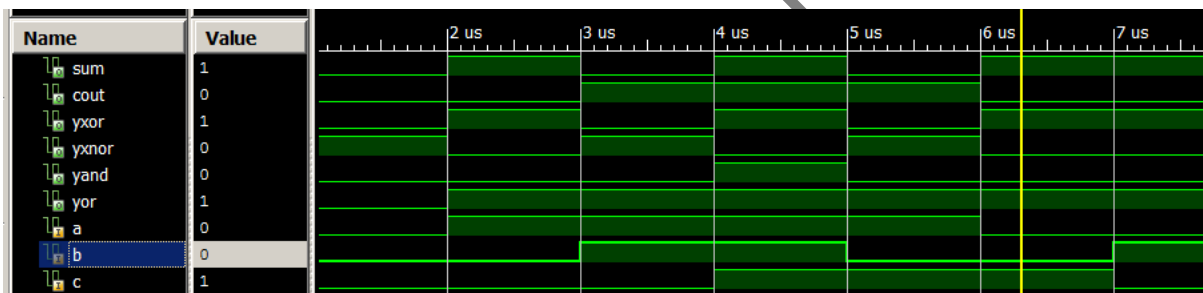
assign yxnor=~(a^b^c);

assign yand=a&b&c;

assign yor=a|b|c;

endmodule

```



3. Verilog 32-bit ALU shown in figure below and verify the functionality of ALU by selecting appropriate test patterns. The functionality of the ALU is presented in Table 1.
 - a. Write test bench to verify the functionality of the ALU considering all possible input patterns
 - b. The enable signal will set the output to required functions if enabled, if disabled all the outputs are set to tri-state
 - c. The acknowledge signal is set high after every operation is complete

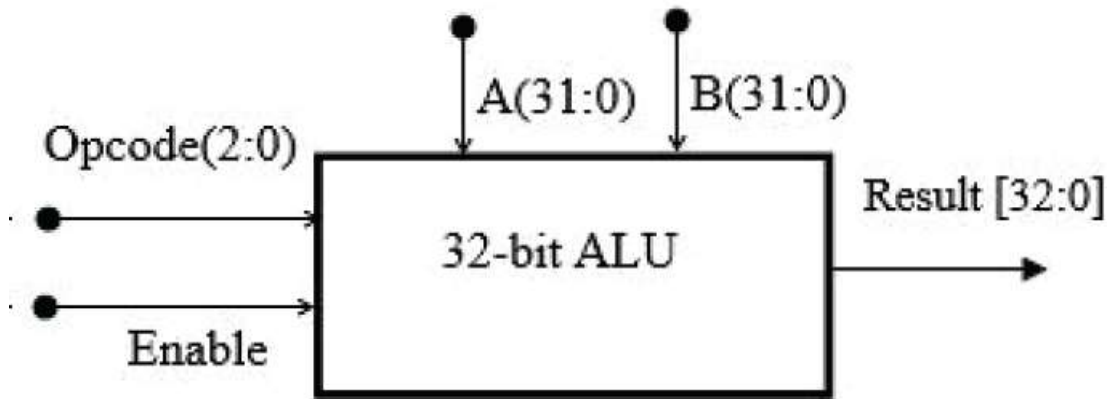


Table 1 ALU Functions

| Opcode (2:0) | ALU Operation | Remarks | |
|-----------------|------------------|----------------------------|---|
| 000 | A + B | Addition of two numbers | Both A and B are in two's complement format |
| 001 | A - B | Subtraction of two numbers | |
| 010 | A + 1 | Increment Accumulator by 1 | A is in two's complement format |
| 011 | A - 1 | Decrement accumulator by 1 | |
| 100 | A | True | Inputs can be in any format |
| 101 | A Complement | Complement | |
| 110 | A OR B | Logical OR | |
| 111 | A AND B | Logical AND | |

Result[32] is acknowledge signal for completion of operation

```

module alu_3(Result, A, B, Opcode, Enable);

output [32:0] Result;

input signed[31:0] A, B;
input [2:0] Opcode;
input Enable;

reg [32:0] Result;

always@(Opcode,A,B,Enable)

begin

if(Enable==0)

begin

Result=31'bx;

end

end
  
```

```
else
```

```
begin
```

```
case(Opcode)
```

```
3'b000: begin Result=A+B; end
```

```
3'b001: begin Result=A-B; end
```

```
3'b010: begin Result=A+1; end
```

```
3'b011: begin Result=A-1; end
```

```
3'b100: begin Result=!A; end
```

```
3'b101: begin Result=~A; end
```

```
3'b110: begin Result=A|B; end
```

```
3'b111: begin Result=A&B; end
```

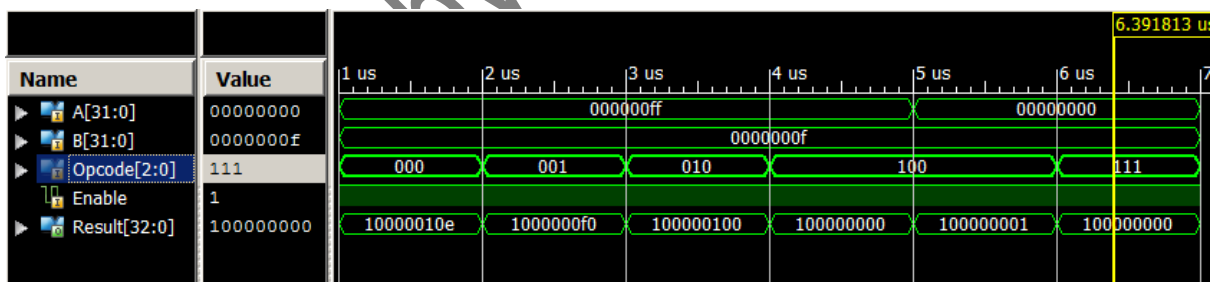
```
endcase
```

```
Result[32]=1'b1;
```

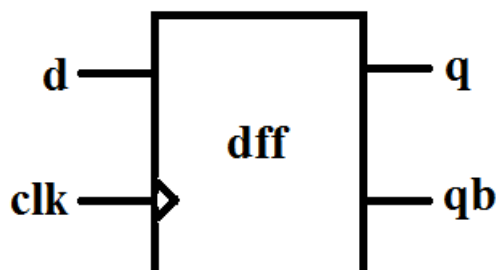
```
end
```

```
end
```

```
endmodule
```



4. Write Verilog code for SR, D and JK and verify the flip flop.



```

module dff(q,qb,d,clk);

output q,qb;

input d,clk;

reg q=0,qb=1;

always@(posedge clk)

begin

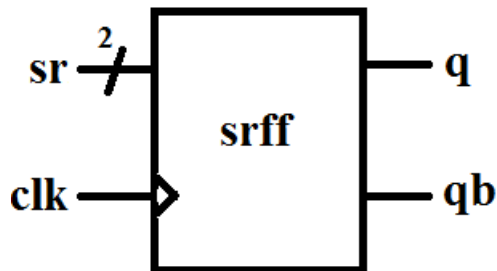
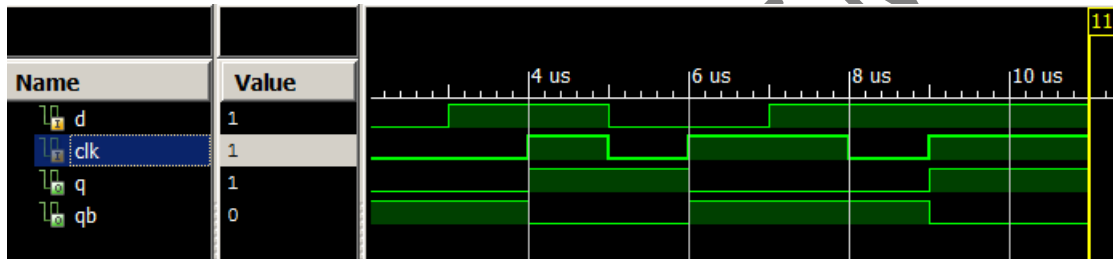
q= d;

qb=~q;

end

endmodule

```



```

module srff(q,qb,sr,clk);

output q,qb;

input clk;

input[1:0]sr;

reg q=0,qb=1;

always@(posedge clk)

begin

```

```

case(sr)

2'b00:q=q;

2'b01:q=0;

2'b10:q=1;

2'b11:q=1'bZ;

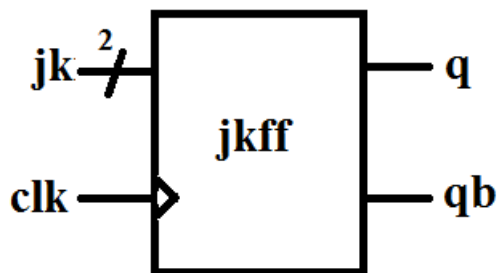
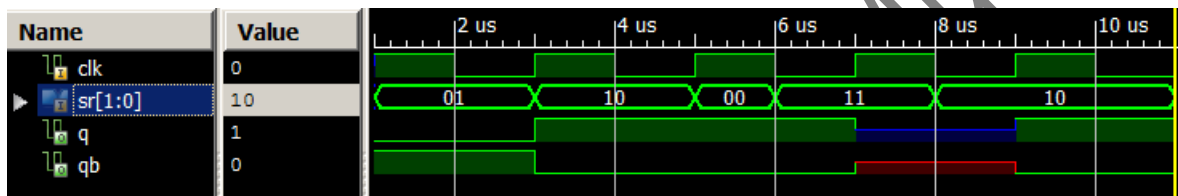
endcase

qb=~q;

end

endmodule

```



```

module jkff(q,qb,jk,clk);
output q,qb;
input clk;
input [1:0]jk;
reg q=0,qb=1;
always@(posedge clk)
begin
case (jk)
2'b00:q=q;
2'b01:q=0;

```

```

2'b10:q=1;

2'b11:q=~q;

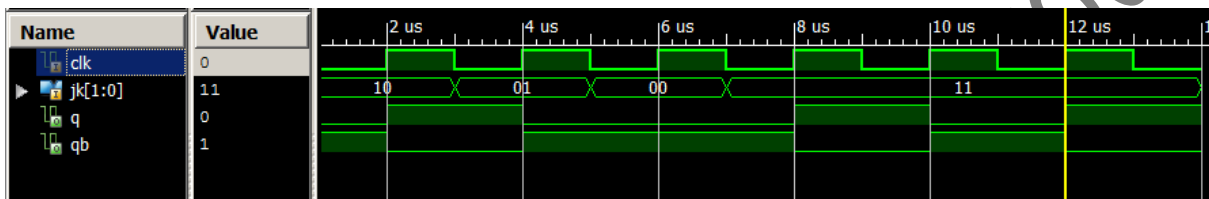
endcase

qb=~q;

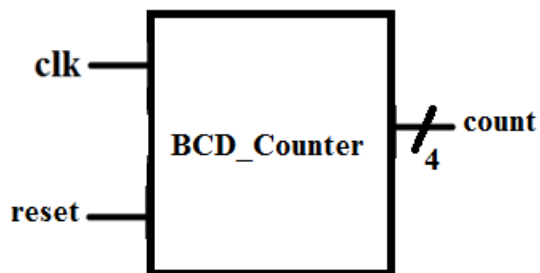
end

endmodule

```



5. Write Verilog code for 4-bit BCD synchronous counter.



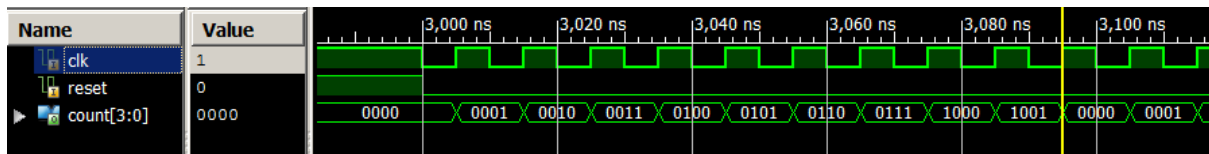
```

module BCD_Counter(count, clk, reset);
    output [3:0] count;
    input clk, reset;
    reg[3:0] count=4'b0000;
    always@(posedge clk)
    begin
        if((reset==1) | (count==4'b1001))
            count = 4'b0000;
        else
            count = count+1;
    end
endmodule

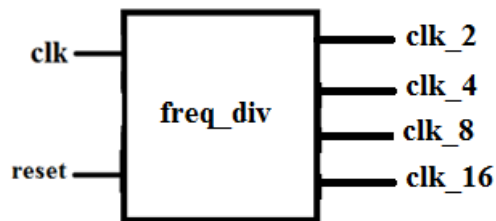
```

end

endmodule



6. Write Verilog code for counter with given input clock and check whether it works as clock divider performing division of clock by 2, 4, 8 and 16. Verify the functionality of the code.



```
module freq_div(clk_2,clk_4,clk_8,clk_16,clk,reset);
```

```
output clk_2,clk_4,clk_8,clk_16;
```

```
input clk,reset;
```

```
reg clk_2,clk_4,clk_8,clk_16;
```

```
reg[3:0]count=4'b0000;
```

```
always@(posedge clk)
```

```
begin
```

```
if(reset==1)
```

```
begin count = 4'b0000; end
```

```
else
```

```
begin count = count+1; end
```

```
clk_2=count[0];
```

```
clk_4=count[1];
```

```
clk_8=count[2];
```

```
clk_16=count[3];
```

end

endmodule

