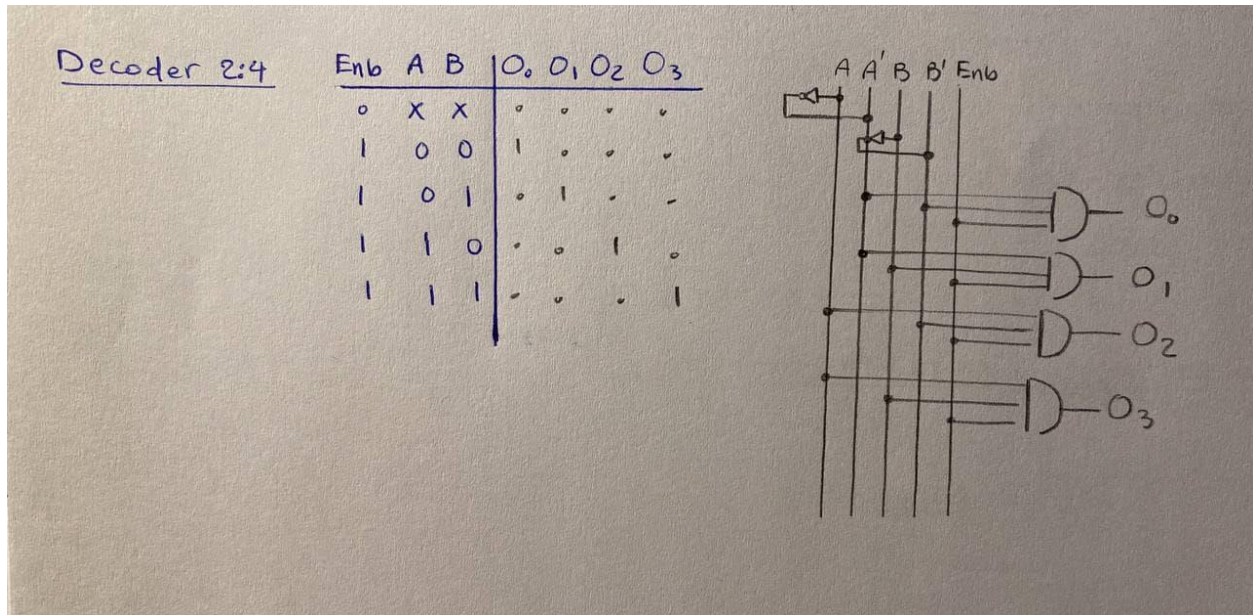


1) Decoder (2x4)



```

module decoder2x4(a,b,enb,O0,O1,O2,O3);
    input a,b,enb;
    output O0,O1,O2,O3;

    not g1(a_not, a);
    not g2(b_not, b);

    and g3(O0, a_not, b_not, enb);
    and g4(O1, a_not, b, enb);
    and g5(O2, a, b_not, enb);
    and g6(O3, a, b, enb);
endmodule
    
```

2) Priority Encoder(4x2)

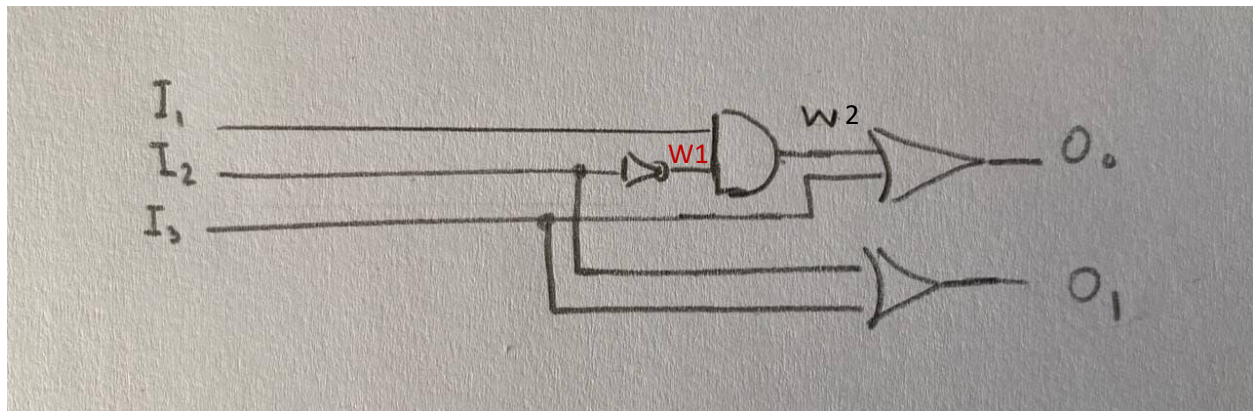
I3	I2	I1	I0	O₁	O₀
0	0	0	0	X	X
0	0	0	1	0	0
0	0	1	X	0	1
0	1	X	X	1	0
1	X	X	X	1	1

I2, I3 / I0, I1	00	01	11	10
00	X	1	1	0
01	1	1	1	1
11	1	1	1	1
10	0	0	0	0

$$\mathbf{O_0 = I3 + I1I2'}$$

I2, I3 / I0, I1	00	01	11	10
00	X	0	0	0
01	1	1	1	1
11	1	1	1	1
10	1	1	1	1

$$\mathbf{O_1 = I3 + I2}$$

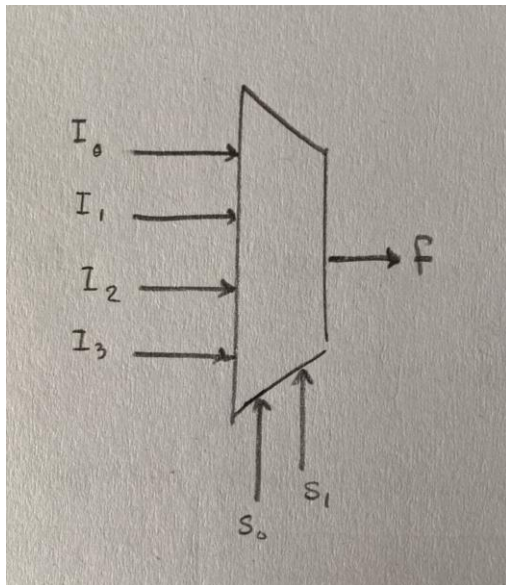


```

module encoder4x2(I0, I1, I2, I3, O0, O1);
    input I0, I1, I2, I3;
    output O0, O1;
    wire w1, w2;
    not g1(w1, I2);
    and g2(w2, I1, w1);
    or g3(O0, w2, I3);
    or g4(O1, I2, I3);
endmodule

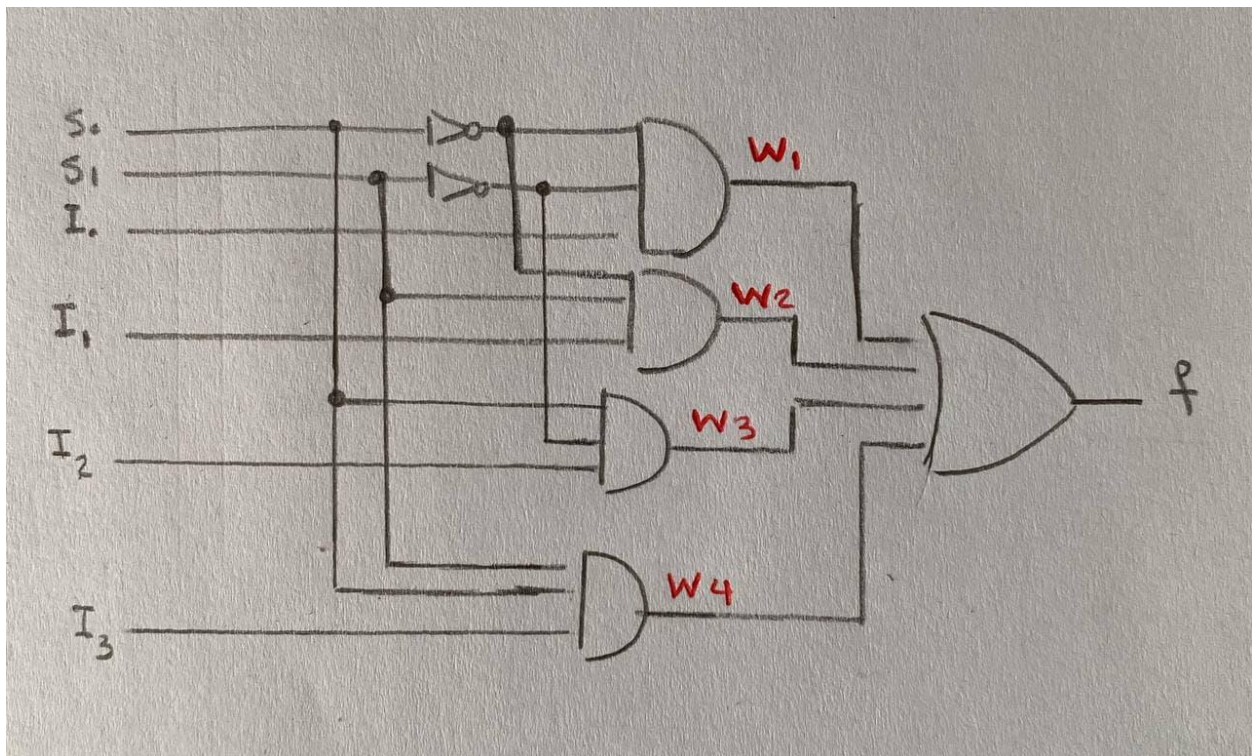
```

3) Multiplexer(4x1)



S0	S1	f
0	0	I0
0	1	I1
1	0	I2
1	1	I3

$$f = (S_0')(S_1')(I_0) + (S_0')(S_1)(I_1) + (S_0)(S_1')(I_2) + (S_0)(S_1)(I_3)$$



```
module multiplexer4x1(s0,s1,I0,I1,I2,I3,f);  
    input s0,s1,I0,I2,I3;  
    output f;  
    wire w1,w2,w3,w4;  
  
    not g1(s0_not, s0);  
    not g2(s1_not, s1);  
  
    and g3(w1, s0_not, s1_not, I0);  
    and g4(w2, s0_not, s1, I1);  
    and g5(w3, s0, s1_not, I2);  
    and g6(w4, s0, s1, I3);  
  
    or g7(f, w1, w2, w3, w4);  
endmodule
```