

# **Assignment 1**

1. Write a Verilog code for a half adder using data flow abstraction and verify using test bench

## **CODE:**

```
module halfadder(a,b,sum,carry);  
    input a, b;  
    output sum, carry;  
    assign sum = a ^ b;  
    assign carry = a & b;  
endmodule
```

## **TESTBENCH:**

```
module half_adder_tb;  
    reg a,b;  
    wire sum,carry;  
    half_adder dut(a,b,sum,carry);  
    initial  
    begin  
        $display("Testing Half Adder");  
        // Test Case 1  
        a = 0; b = 0;  
        #10 $display("Case 1: a=%b, b=%b, Sum=%b, Carry=%b", a, b, sum, carry);  
        // Test Case 2  
        a = 0; b = 1;  
        #10 $display("Case 2: a=%b, b=%b, Sum=%b, Carry=%b", a, b, sum, carry);  
        // Test Case 3  
        a = 1; b = 0;  
        #10 $display("Case 3: a=%b, b=%b, Sum=%b, Carry=%b", a, b, sum, carry);  
        // Test Case 4  
        a = 1; b = 1;
```

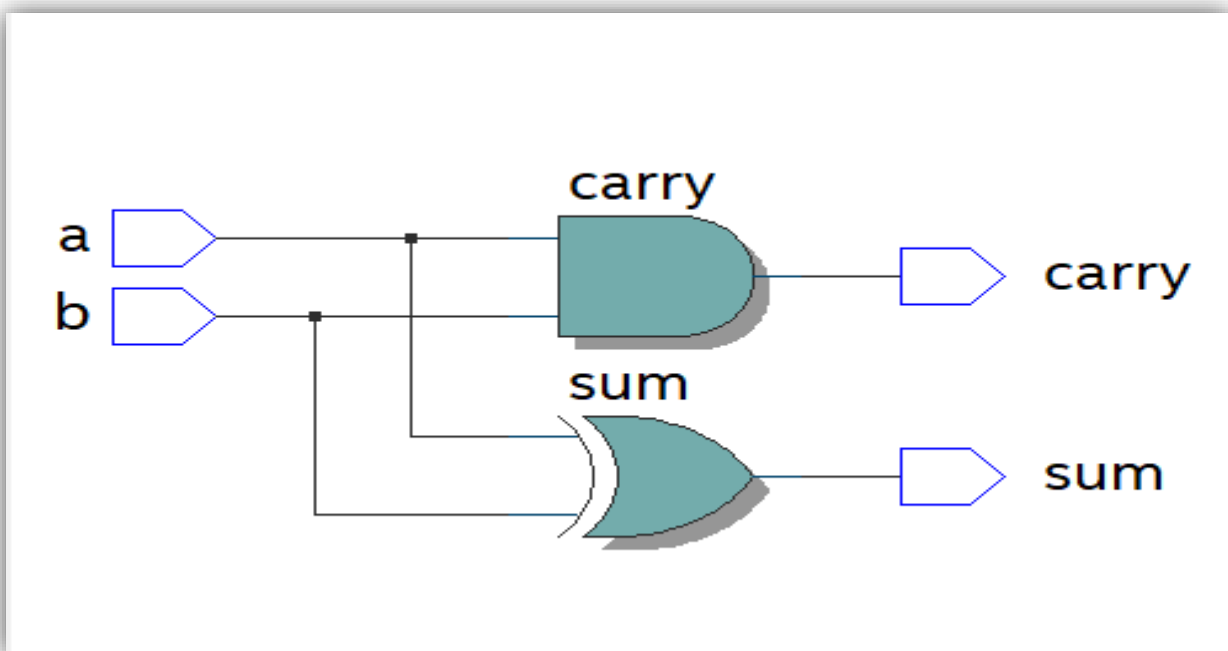
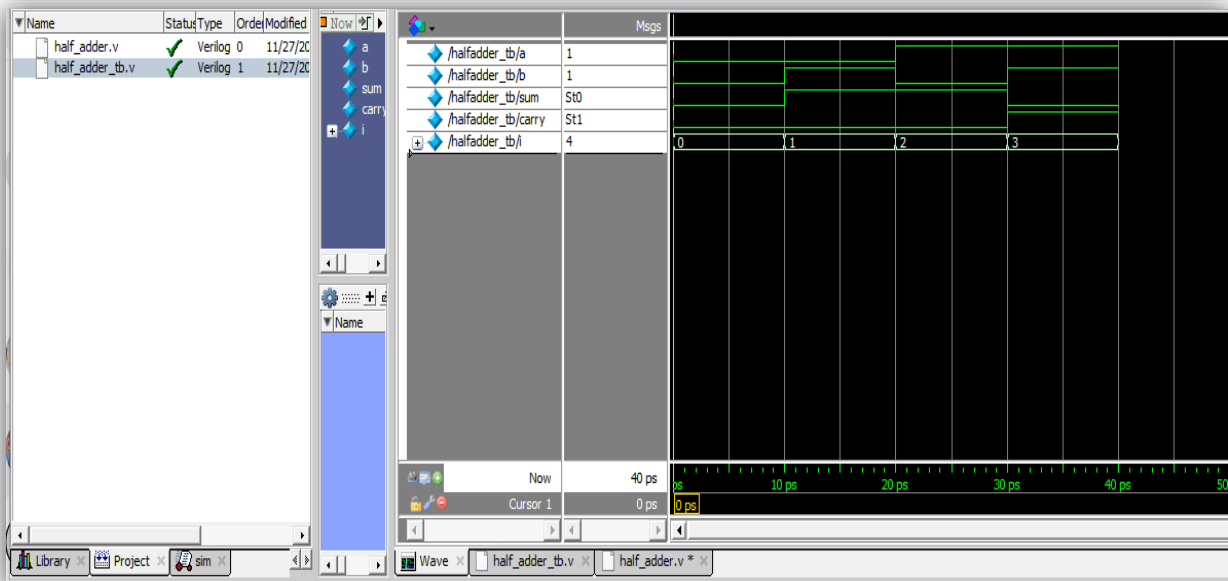
```
#10 $display("Case 4: a=%b, b=%b, Sum=%b, Carry=%b", a, b, sum, carry);
```

```
// Stop simulation
```

```
#10 $finish;
```

```
end
```

```
endmodule
```



**2. Write a Verilog for a 1 bit full adder using 2 half adder and 1 or gate and verify using test bench**

**CODE:**

```
module half_adder(a,b,sum,carry);
    input a,b;
    output sum,carry;
    //Understand the Data-flow abstraction
    assign sum = a ^ b;
    assign carry = a & b;
endmodule

module full_adder(a_in,b_in,c_in,sum_out,carry_out);
    input a_in,b_in,c_in;
    output sum_out,carry_out;
    wire w1,w2,w3;
    half_adder HA1(.a(a_in),.b(b_in),.sum(w1),.carry(w2));
    half_adder HA2(.a(w1),.b(c_in),.sum(sum_out),.carry(w3));
    or or1(carry_out,w3,w2);
endmodule
```

**TESTBENCH:**

```
module full_adder_tb;
    reg a,b,cin;
    wire sum,carry;
    integer i;
    full_adder DUT(a,b,cin,sum,carry);
    initial
        begin
            a = 1'b0;
            b = 1'b0;
            cin = 1'b0;
        end
endmodule
```

```
initial
```

```
begin
```

```
for(i=0;i<8;i=i+1)
```

```
begin
```

```
{a,b,cin}=i;
```

```
#10;
```

```
end
```

```
end
```

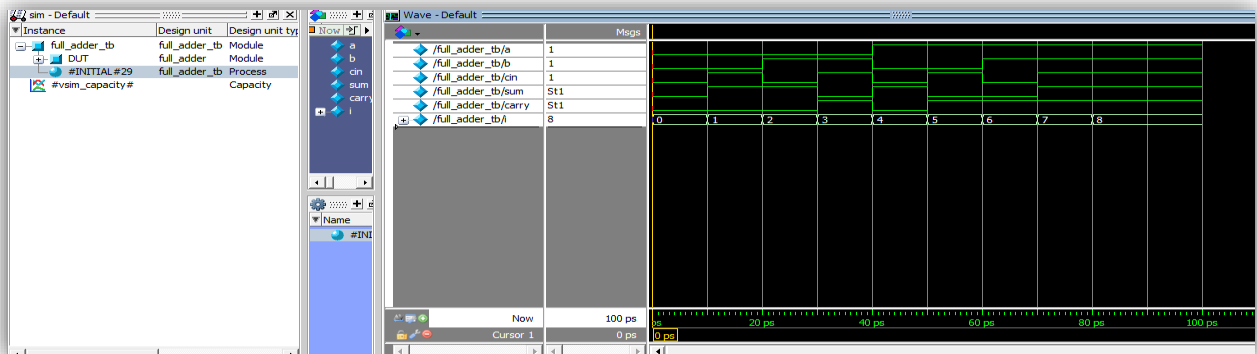
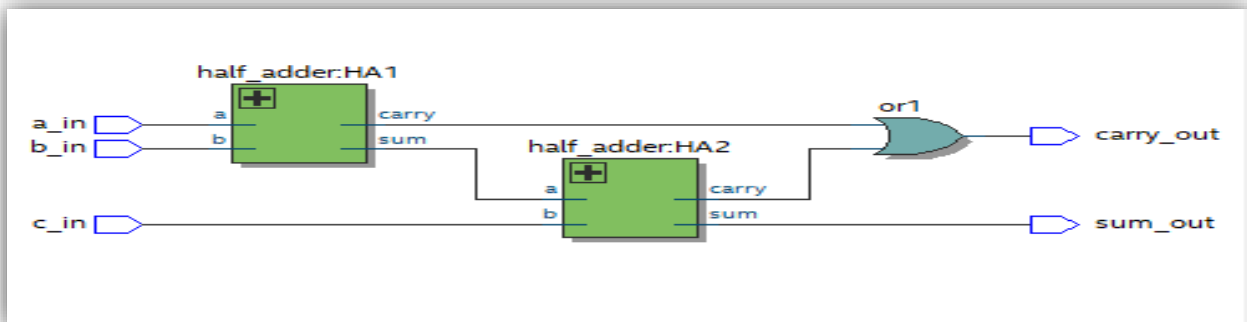
```
initial
```

```
$monitor("Input a=%b, b=%b, c=%b, Output sum =%b, carry=%b",a,b,cin,sum,carry);
```

```
initial
```

```
#100 $finish;
```

```
endmodule
```



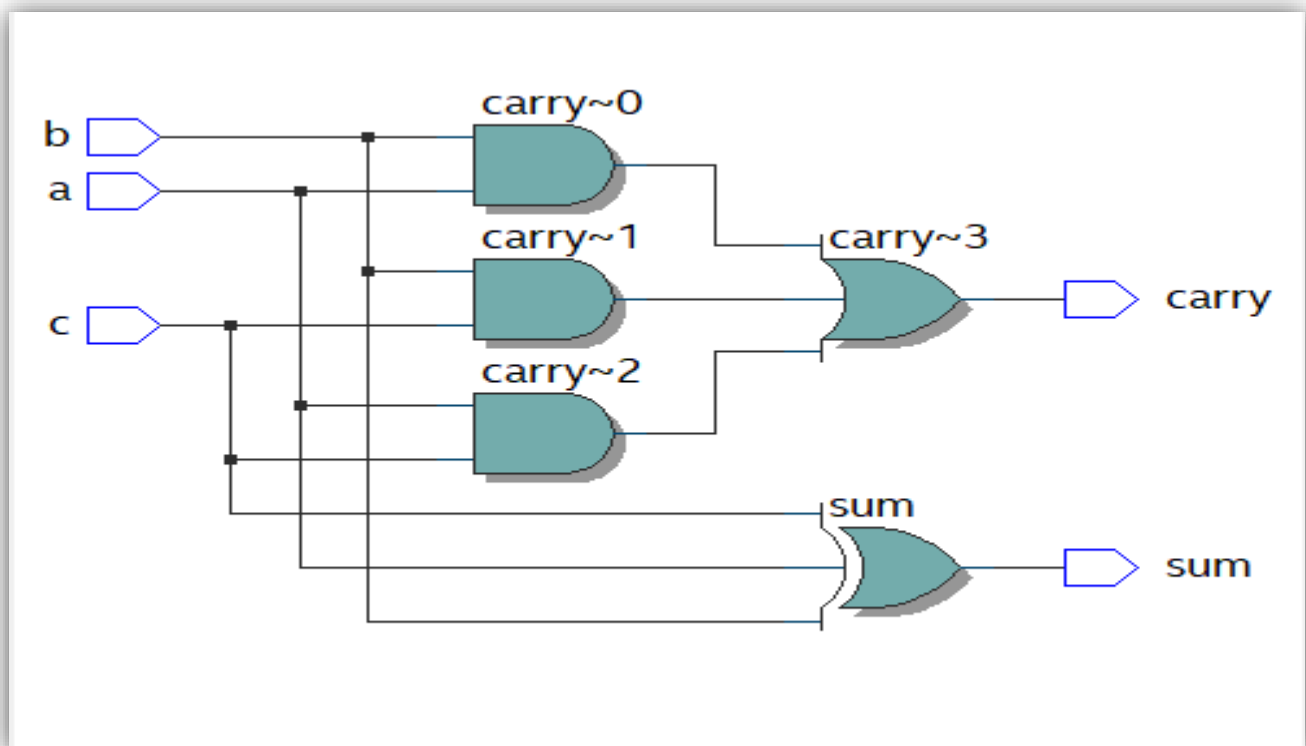
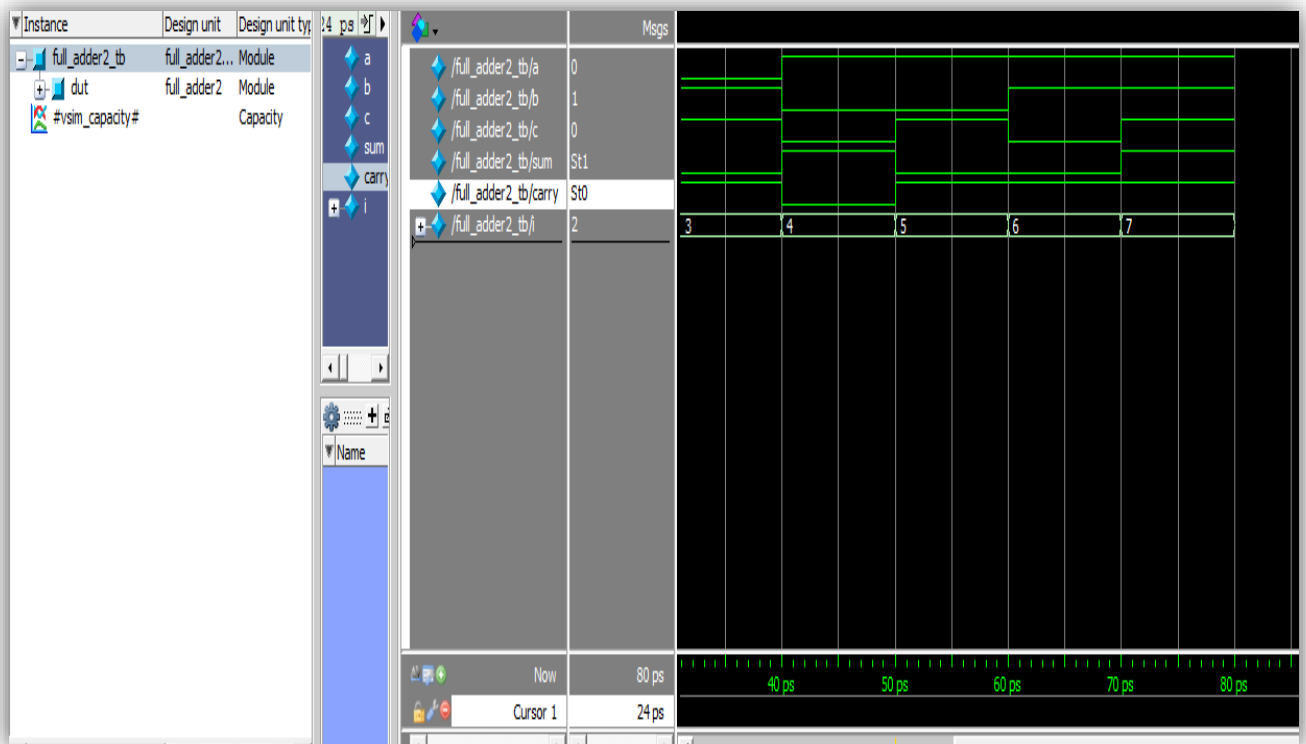
**3. Write a verilog code for a full adder using data flow abstraction and verify using testbench**

**CODE:**

```
module full_adder2(a,b,c,sum,carry);  
input a,b,c;  
output sum,carry;  
assign sum=a^b^c;  
assign carry=(a&b)|(b&c)|(a&c);  
endmodule
```

**TESTBENCH**

```
module full_adder2_tb;  
reg a,b,c;  
wire sum,carry;  
integer i;  
full_adder2 dut(a,b,c,sum,carry);  
initial  
begin  
a=1'b0;b=1'b0;c=1'b0;  
end  
initial  
begin  
for(i=0;i<8;i=i+1)  
begin  
{a,b,c}=i;  
#10;  
end  
end  
endmodule
```



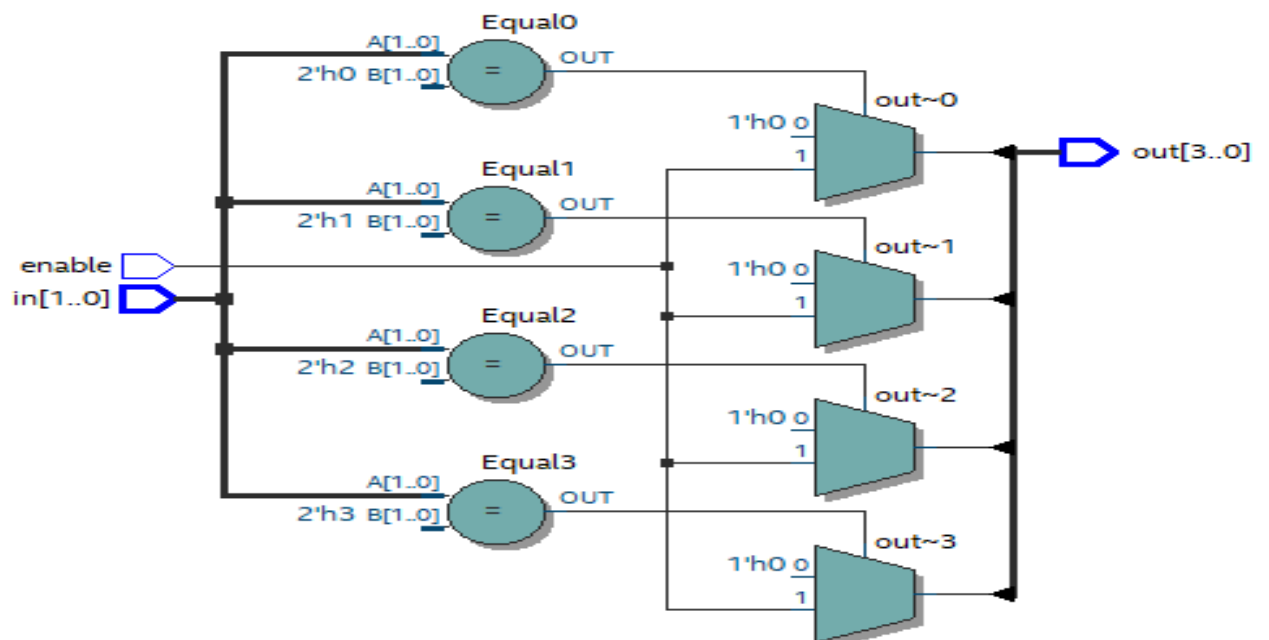
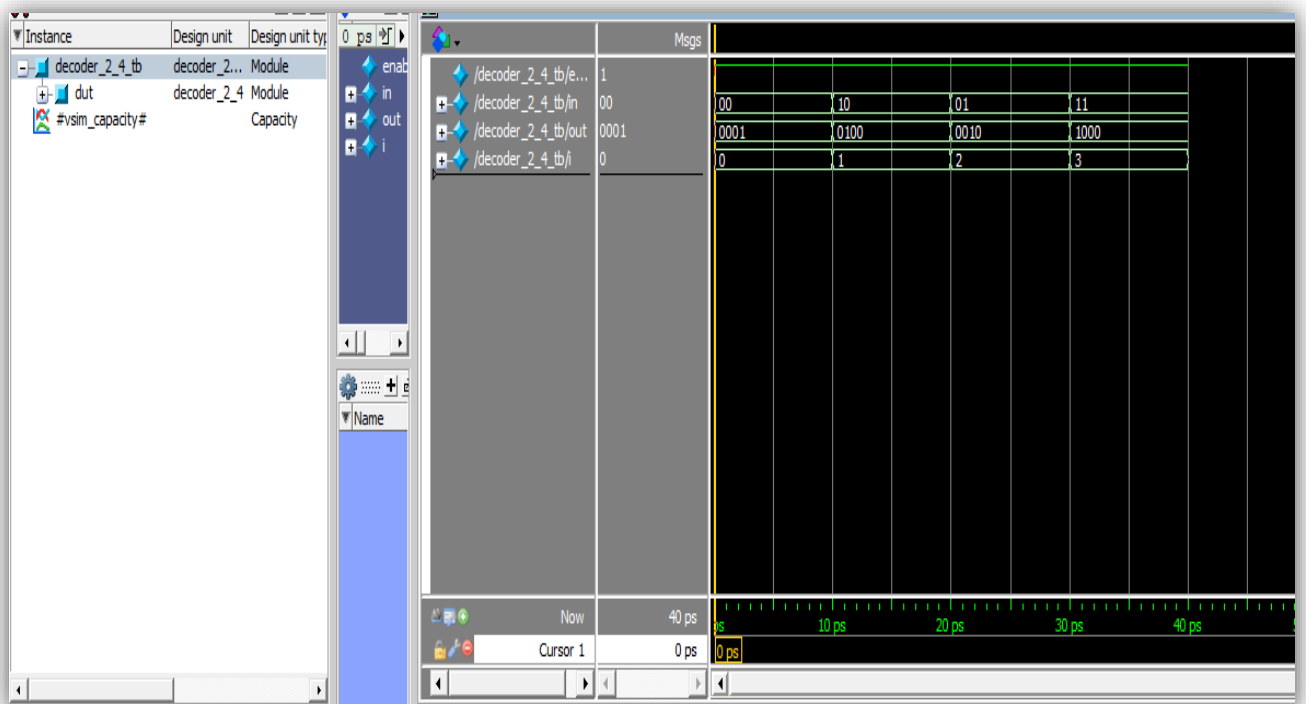
#### 4. Write an RTL and test bench for 2:4 decoder using data flow abstraction

##### CODE:

```
module decoder_2_4(input enable, input [1:0] in, output [3:0] out);  
    assign out[0] = (in == 2'b00) ? enable : 1'b0;  
    assign out[1] = (in == 2'b01) ? enable : 1'b0;  
    assign out[2] = (in == 2'b10) ? enable : 1'b0;  
    assign out[3] = (in == 2'b11) ? enable : 1'b0;  
endmodule
```

##### TESTBENCH:

```
module decoder_2_4_tb;  
    reg enable;  
    reg [1:0] in;  
    wire [3:0] out;  
    integer i;  
    decoder_2_4 dut(enable,in,out);  
    initial  
    begin  
        enable=1'b0;  
        in[0]=1'b0;  
        in[1]=1'b1;  
        end  
    initial  
    begin  
        enable=1'b1;  
        for(i=0;i<4;i=i+1)  
            begin  
                {in[0],in[1]}=i;  
                #10;  
            end  
        end  
    endmodule
```





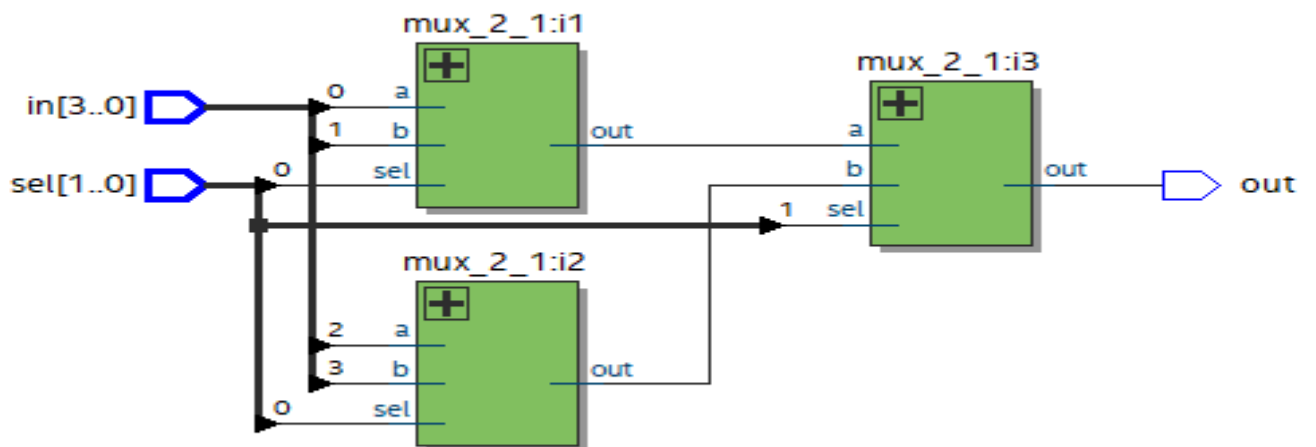
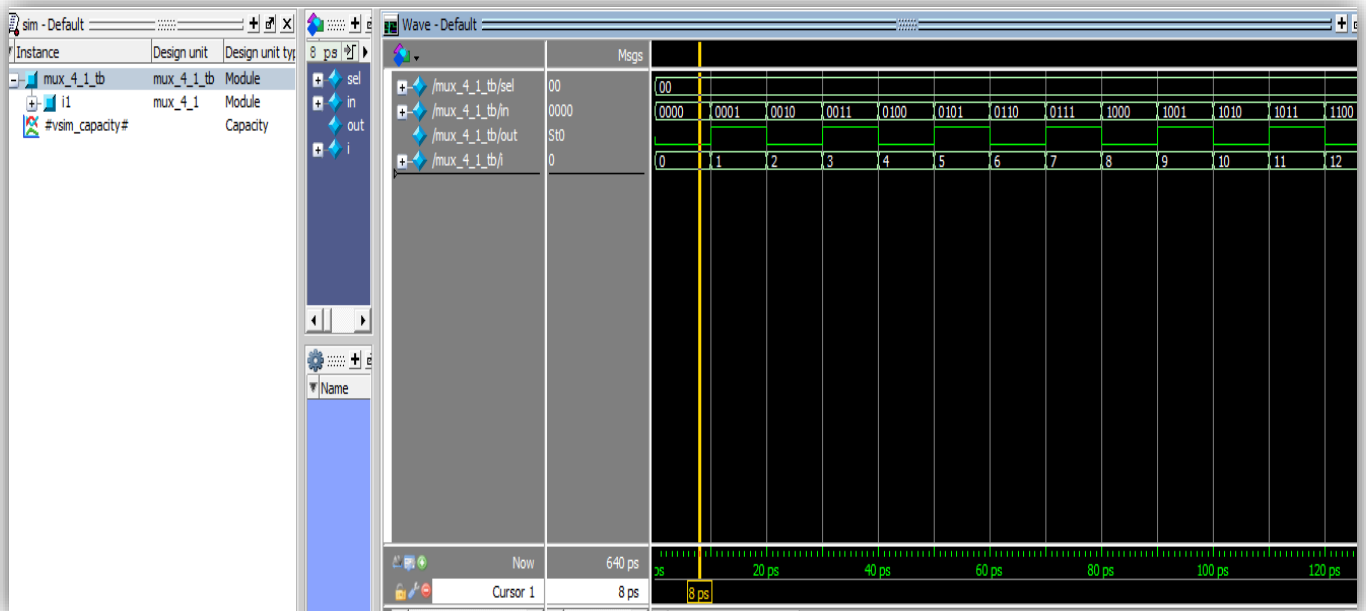
## 5. Write an RTL and test bench for a 4:1 MUX using 2:1 MUX

### CODE:

```
module mux_4_1(input [1:0]sel,input [3:0]in,output out);  
  
wire out1,out2;  
  
mux_2_1 i1(.a(in[0]),.b(in[1]),.sel(sel[0]),.out(out1));  
mux_2_1 i2(.a(in[2]),.b(in[3]),.sel(sel[0]),.out(out2));  
mux_2_1 i3(.a(out1),.b(out2),.sel(sel[1]),.out(out));  
  
endmodule
```

### TESTBENCH:

```
module mux_4_1_tb;  
  
reg [1:0]sel;  
reg [3:0]in;  
wire out;  
integer i;  
mux_4_1 i1(sel,in,out);  
  
initial  
begin  
sel=2'b00;  
in=4'b0000;  
end  
  
initial  
begin  
for(i=0;i<64;i=i+1)  
begin  
{sel,in}=i;  
#10;  
end  
end  
  
endmodule
```



6. Write an RTL for a bidirectional buffer and verify the same using test bench.

CODE:

```
module bi_dir_buf(send_data,recv_data,data_to_buffer);  
input send_data,recv_data;  
output[2:0] data_to_buffer;  
wire [2:0]data_to_buffer;  
wire [2:0] temp;  
assign temp=recv_data?data_to_buffer:3'bzzz;  
assign data_to_buffer=send_data?temp:data_to_buffer;  
endmodule
```

TESTBENCH:

```
module bi_dir_buf_tb;  
  
    // Inputs  
    reg send_data, recv_data;  
  
    // Outputs  
    wire [2:0] data_to_buffer;  
  
    // Instantiate the bidirectional buffer module  
    bi_dir_buf uut (  
        .send_data(send_data),  
        .recv_data(recv_data),  
        .data_to_buffer(data_to_buffer)  
    );  
  
    // Testbench stimulus  
    initial begin  
        $display("Testing Bidirectional Buffer");
```

```

// Test Case 1 (Send data)

send_data = 1; recv_data = 0;

#10 $display("Case 1: send_data=%b, recv_data=%b, data_to_buffer=%b", send_data, recv_data,
data_to_buffer);


// Test Case 2 (Receive data)

send_data = 0; recv_data = 1;

#10 $display("Case 2: send_data=%b, recv_data=%b, data_to_buffer=%b", send_data, recv_data,
data_to_buffer);


// Test Case 3 (No data transfer)

send_data = 0; recv_data = 0;

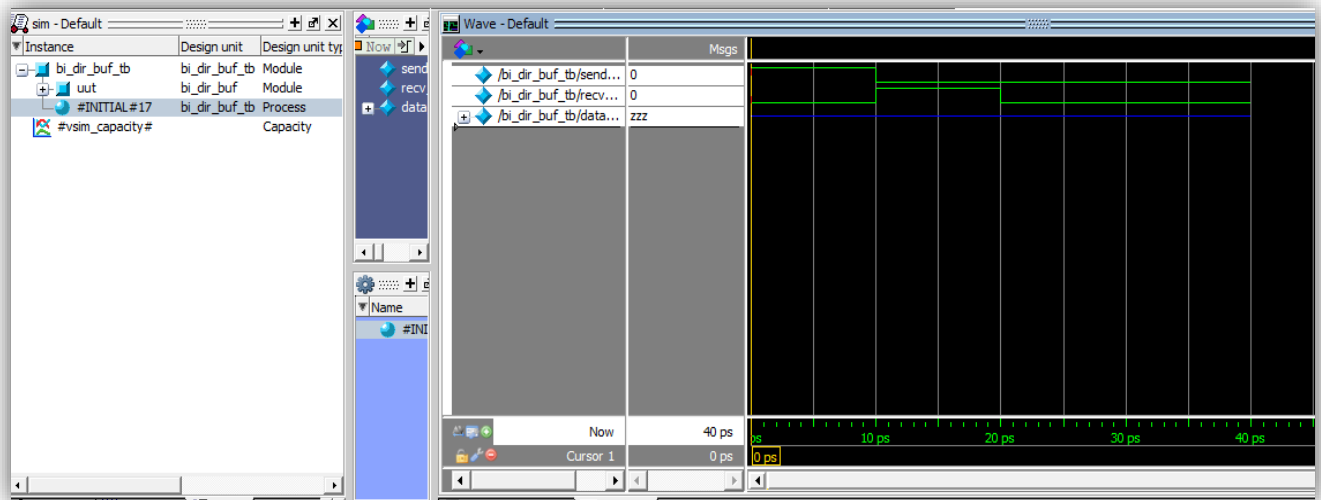
#10 $display("Case 3: send_data=%b, recv_data=%b, data_to_buffer=%b", send_data, recv_data,
data_to_buffer);

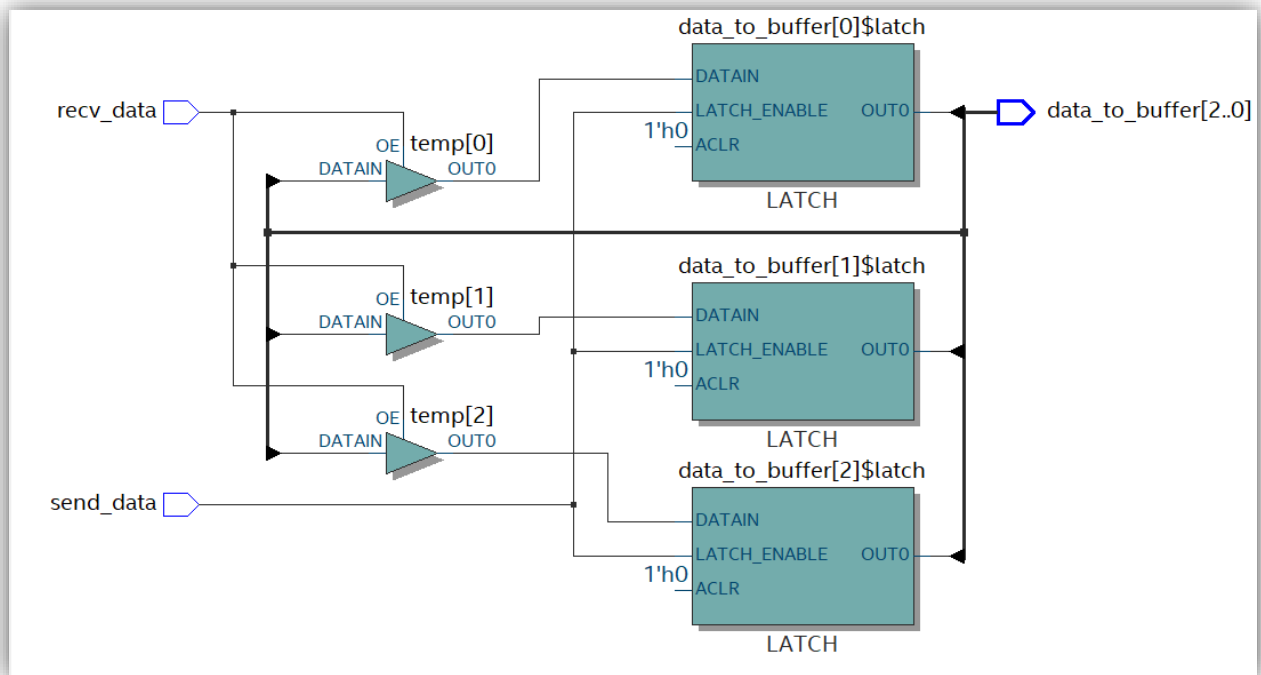

// Stop simulation

#10 $finish;

end
endmodule

```





**7. Write an RTL and test bench and test bench for a 4 bit Ripple carry adder using 1 bit full adder**

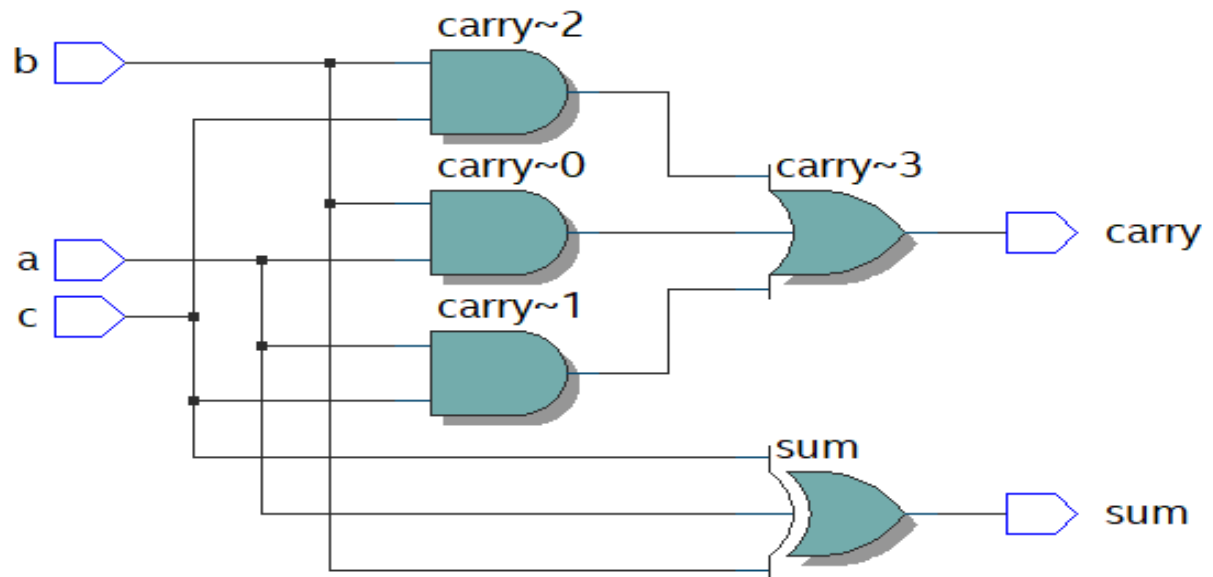
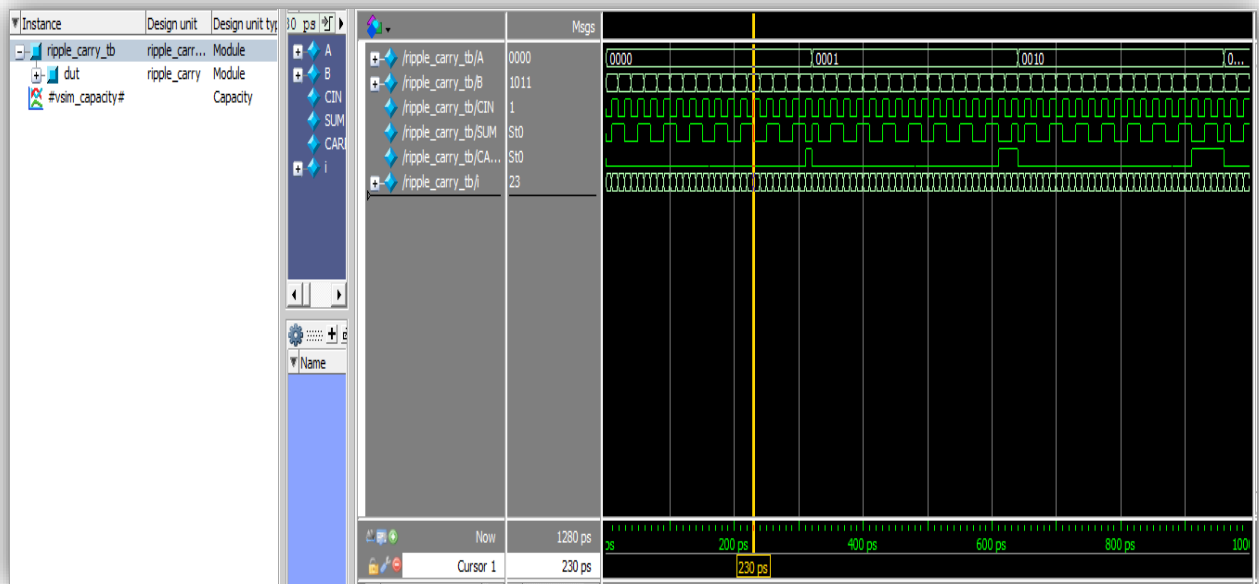
**CODE:**

```
module full_adder(a,b,c,sum,carry);
input a,b,c;
output sum,carry;
assign sum=a^b^c;
assign carry=(a&b)|(a&c)|(b&c);
endmodule
```

```
module ripple_carry(input [3:0]A,input [3:0]B,input CIN,output [3:0]SUM,output CARRY);
wire C1,C2,C3;
full_adder i1(A[0],B[0],CIN,SUM[0],C1);
full_adder i2(A[1],B[1],C1,SUM[1],C2);
full_adder i3(A[2],B[2],C2,SUM[2],C3);
full_adder i4(A[3],B[3],C3,SUM[3],CARRY);
endmodule
```

**TESTBENCH:**

```
module ripple_carry_tb;
reg [3:0]A;
reg [3:0]B;
reg CIN;
wire SUM,CARRY;
integer i;
ripple_carry dut(A,B,CIN,SUM,CARRY);
initial
begin
A=3'b000;
B=3'b000;
CIN=1'b0;
end
initial
begin
for(i=0;i<128;i=i+1)
begin
{A,B,CIN}=i;
#10;
end
end
endmodule
```







```

module mux_4_dec_buf(input [3:0]IN,input [1:0]SEL, output OUT);
wire [3:0]C;
wire [3:0]ot;

decoder d1(SEL,C);
buffer i1(IN[0],C[0],ot[0]);
buffer i2(IN[1],C[1],ot[1]);
buffer i3(IN[2],C[2],ot[2]);
buffer i4(IN[3],C[3],ot[3]);

assign OUT=(SEL==2'b00)?ot[0]:
           (SEL==2'b01)?ot[1]:
           (SEL==2'b10)?ot[2]:
           (SEL==2'b11)?ot[3]:4'b0000;

endmodule

```

### **TESTBENCH:**

```

module mux_4_dec_buf_tb;
reg [1:0]sel;
reg [3:0]in;
wire out;
integer i;
mux_4_dec_buf i1(in,sel,out);
initial
begin
sel=2'b00;
in=4'b0000;
end
initial
begin
for(i=0;i<64;i=i+1)
begin

```

```

{sel,in}=i;

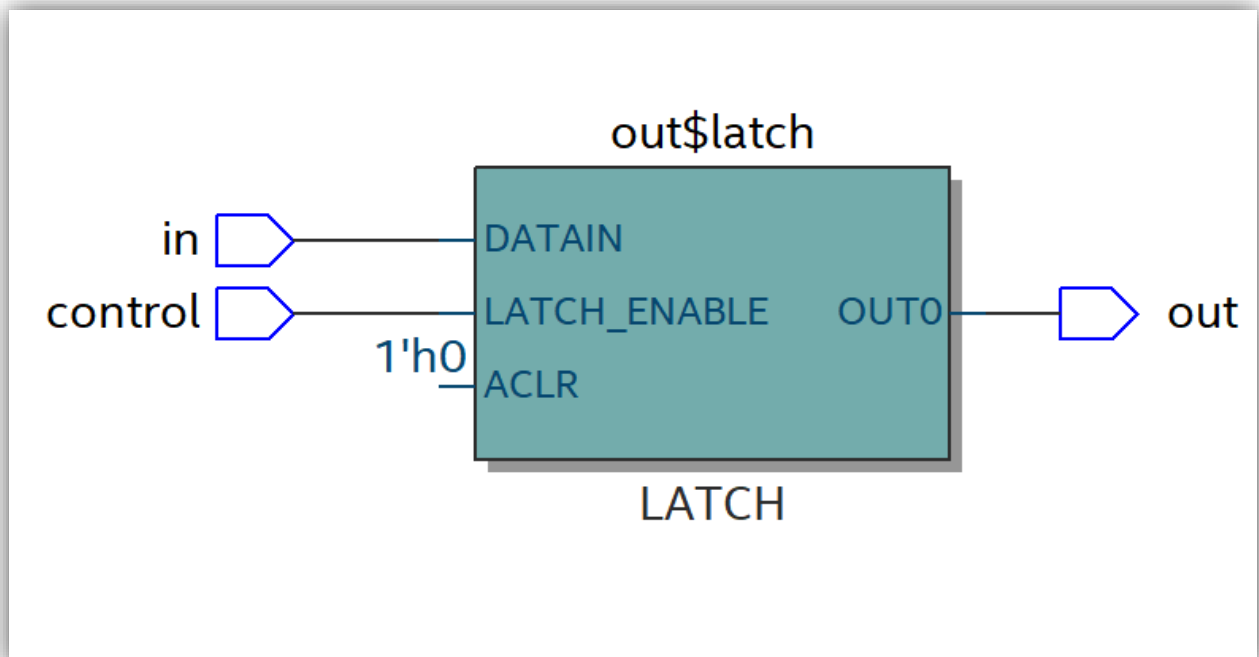
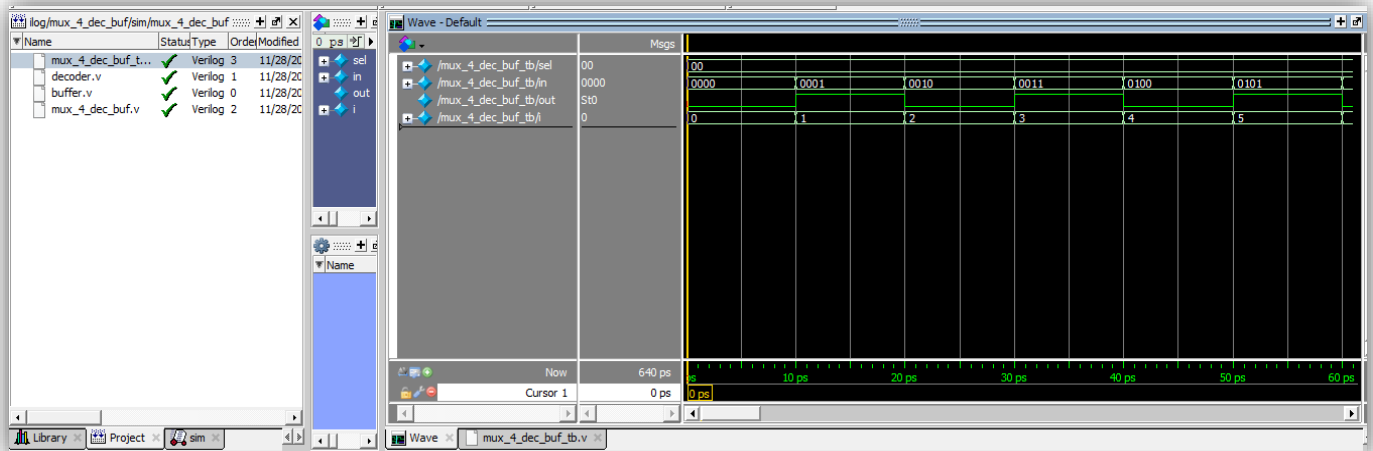
#10;

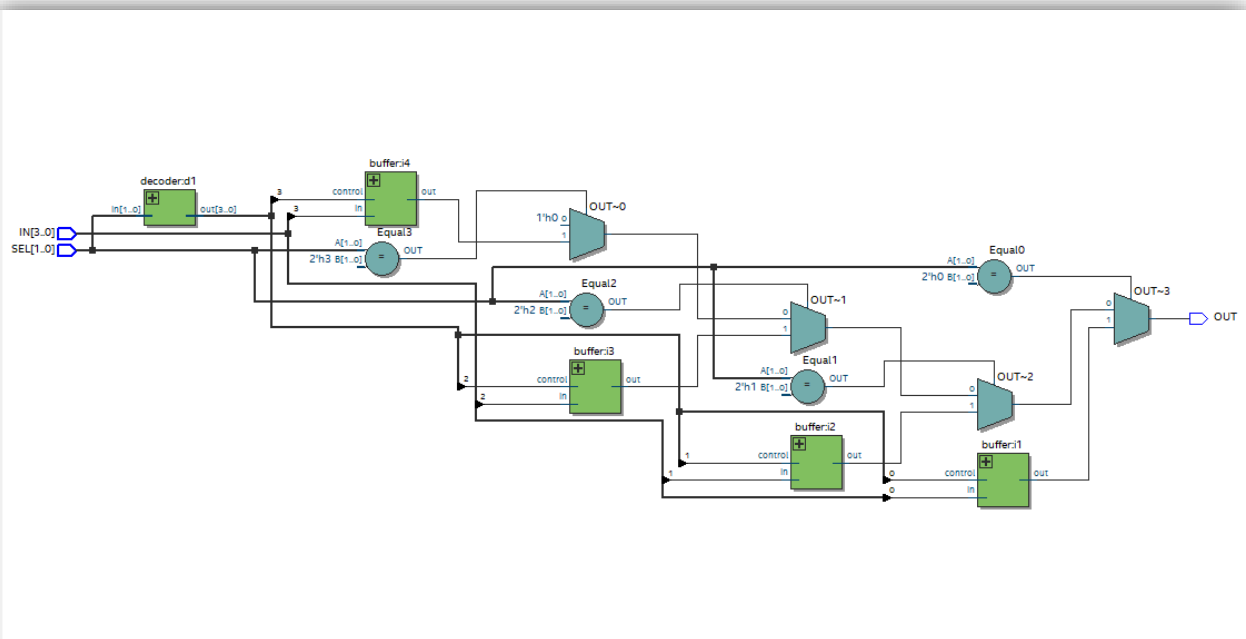
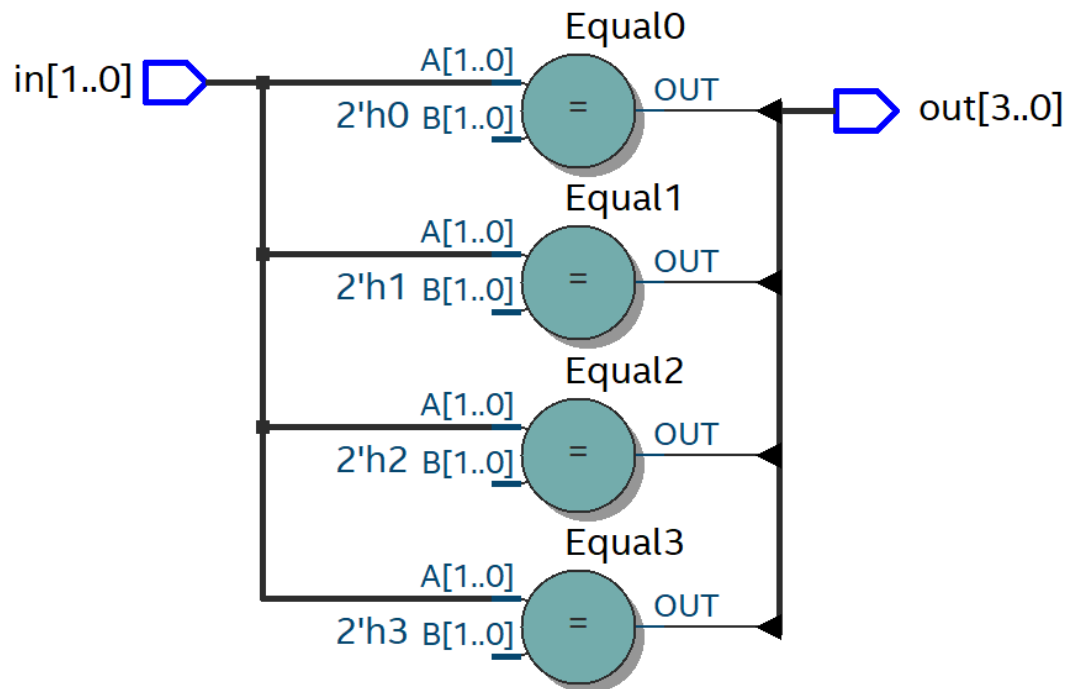
end

end

endmodule

```





9. write 8:3 priority encoder using a structural model.

CODE:

```
module prio_encoder_8_3(input [7:0] in, output [2:0] out);
```

```
assign out = (in[7]) ? 3'b111 :
```

```
    (in[6]) ? 3'b110 :
```

```
    (in[5]) ? 3'b101 :
```

```
    (in[4]) ? 3'b100 :
```

```
    (in[3]) ? 3'b011 :
```

```
    (in[2]) ? 3'b010 :
```

```
    (in[1]) ? 3'b001 :
```

```
    3'b000;
```

```
endmodule
```

TESTBENCH:

```
module prio_encoder_8_3_tb;
```

```
reg [7:0]IN;
```

```
wire [2:0]OUT;
```

```
integer i;
```

```
prio_encoder_8_3 dut(IN,OUT);
```

```
initial
```

```
begin
```

```
IN=8'b0000_0000;
```

```
end
```

```
initial
```

```
begin
```

```
for(i=0;i<256;i=i+1)
```

```
begin
```

```
IN=i;
```

```
#10;
```

```
end
```

```
end
```

```
endmodule
```

