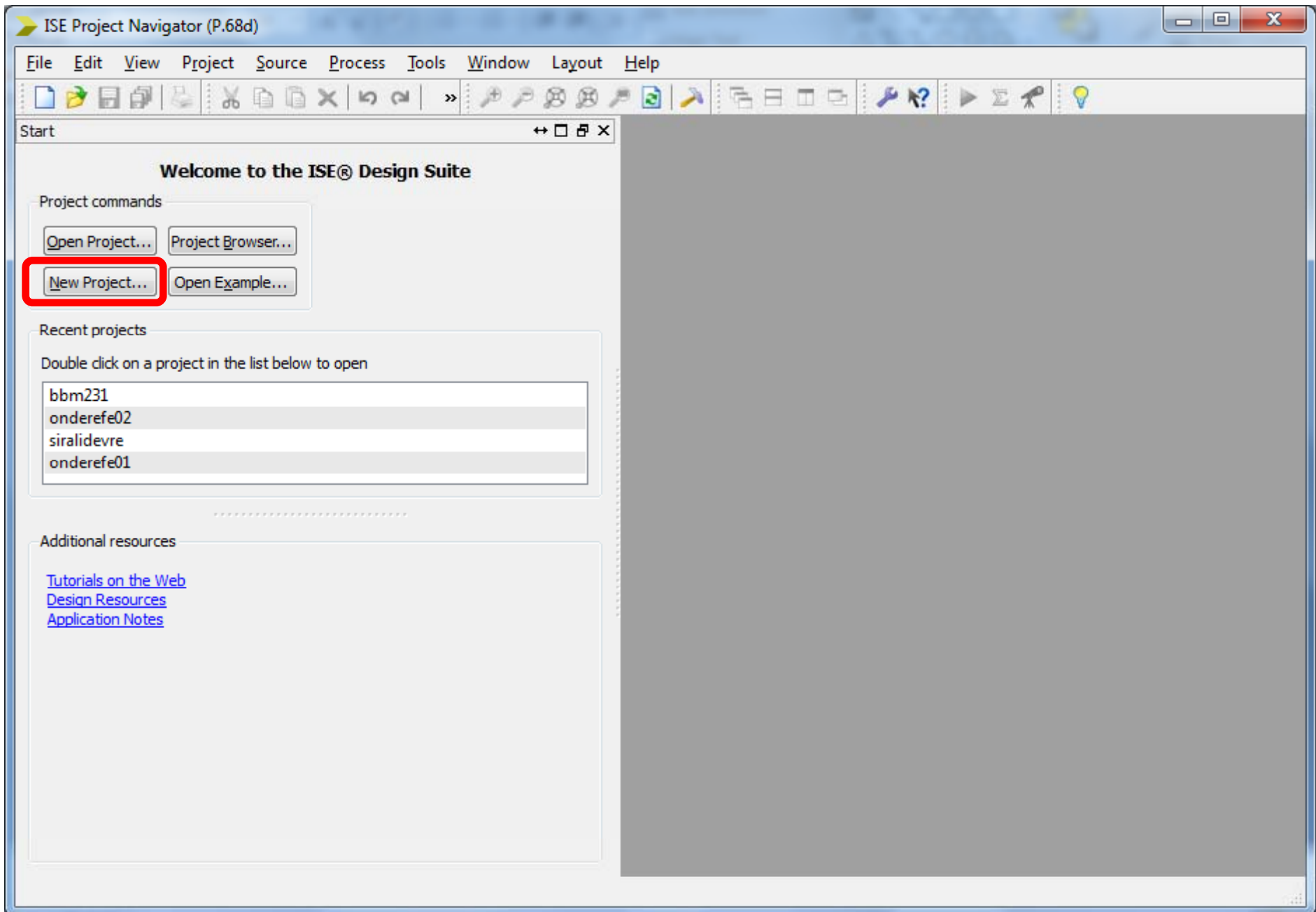


Verilog

Coding in Xilinx ISE Design Suite v14.6

Prof. Dr. Mehmet Önder Efe
onderefe@cs.hacettepe.edu.tr



New Project Wizard

X

Create New Project

Specify project location and type.

Enter a name, locations, and comment for the project

Name:

myproject

Location:

C:\AAA_ONDER\C_EFE\verilog_onderefe\myproject

...

Working Directory:

C:\AAA_ONDER\C_EFE\verilog_onderefe\myproject

...

Description:

Select the type of top-level source for the project

Top-level source type:

HDL

HDL

Schematic

EDIF

NGC/NGO

More



New Project Wizard



Project Settings

Specify device and project properties.

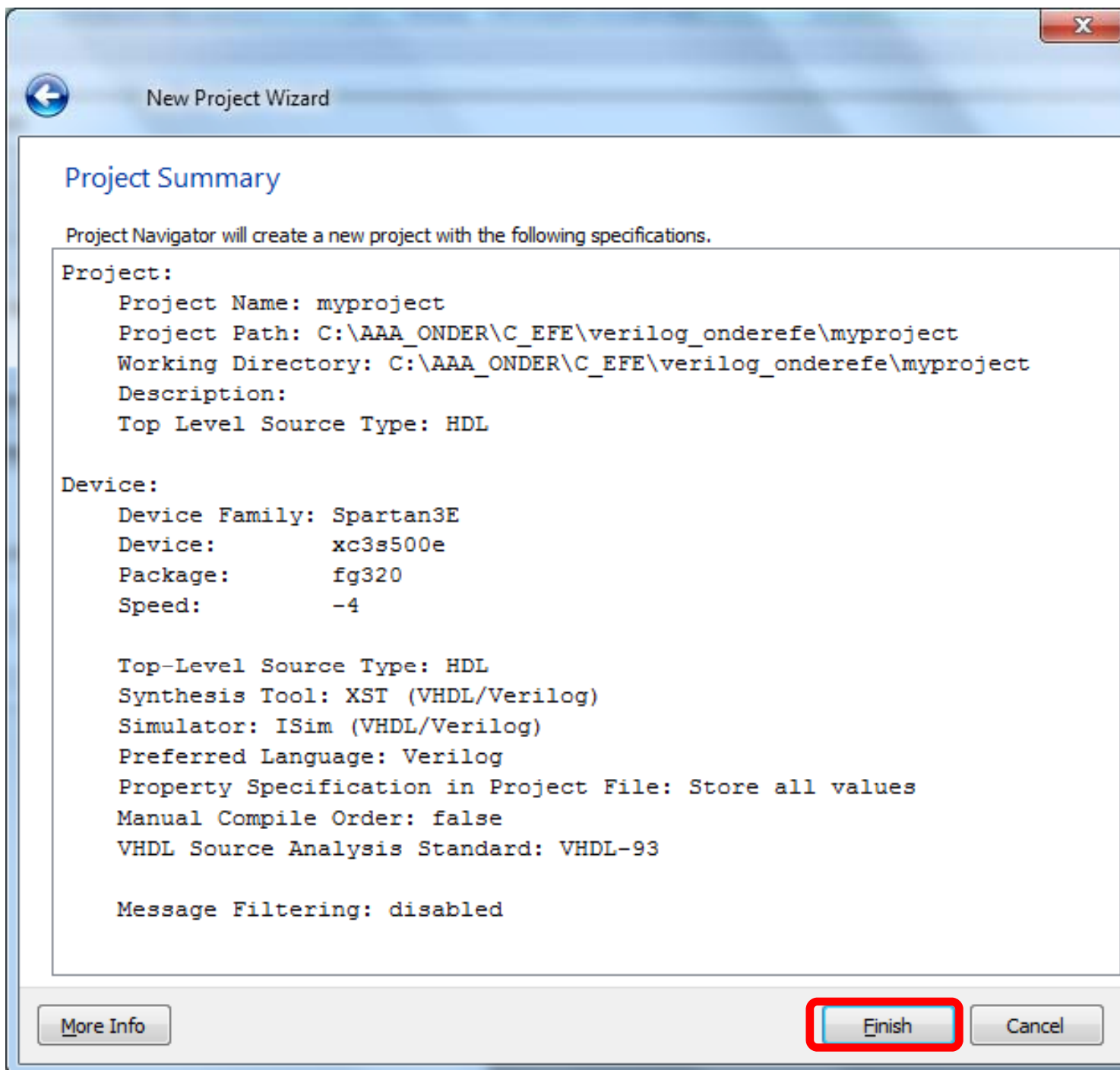
Select the device and design flow for the project

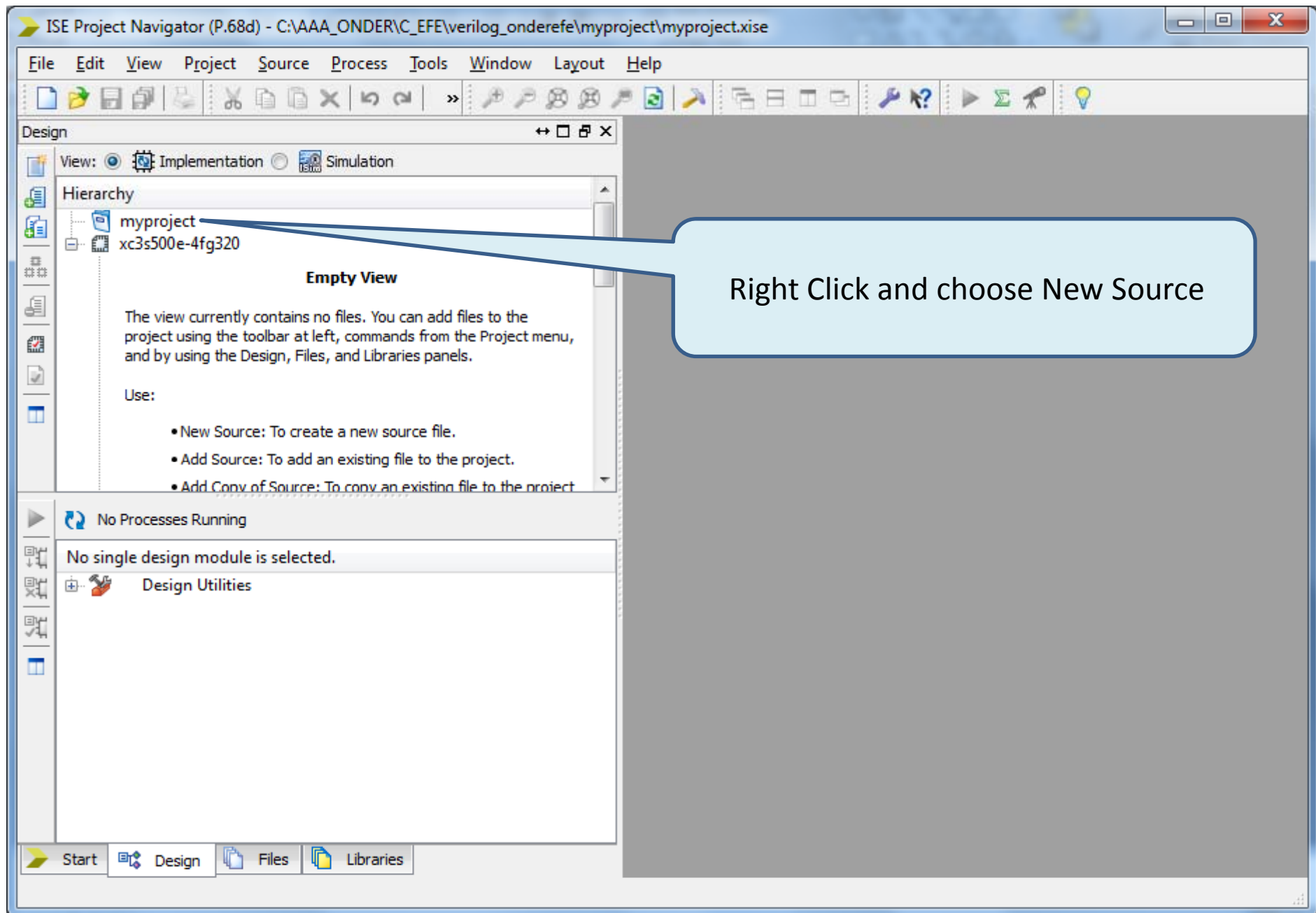
Property Name	Value
Evaluation Development Board	None Specified
Product Category	All
Family	Spartan3E
Device	XC3S500E
Package	FG320
Speed	-4
Top-Level Source Type	HDL
Synthesis Tool	XST (VHDL/Verilog)
Simulator	ISim (VHDL/Verilog)
Preferred Language	Verilog
Property Specification in Project File	Store all values
Manual Compile Order	<input type="checkbox"/>
VHDL Source Analysis Standard	VHDL-93
Enable Message Filtering	<input type="checkbox"/>

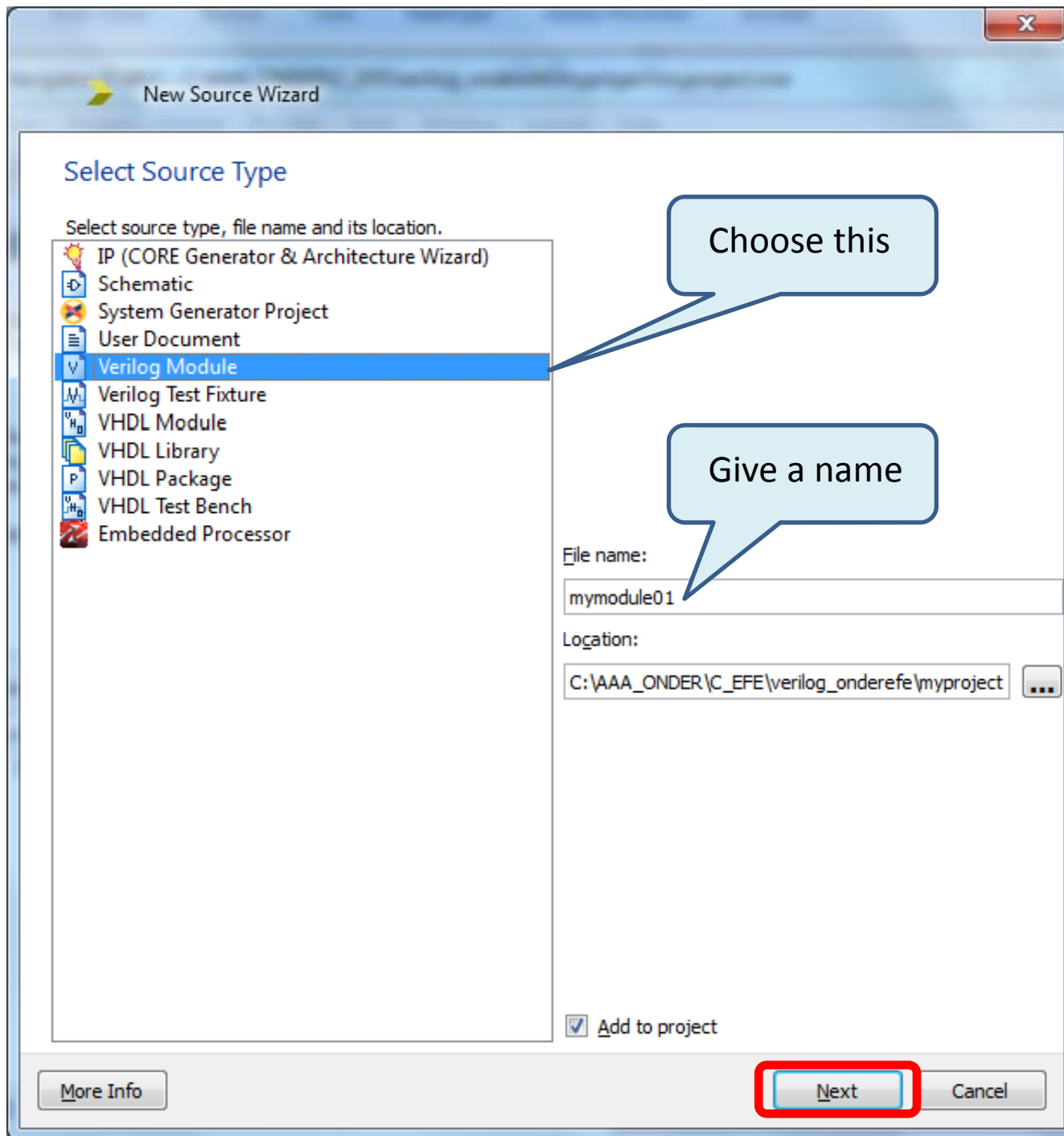
More Info

Next

Cancel







×

←

New Source Wizard

Define Module

Specify ports for module.

Module name mymodule01

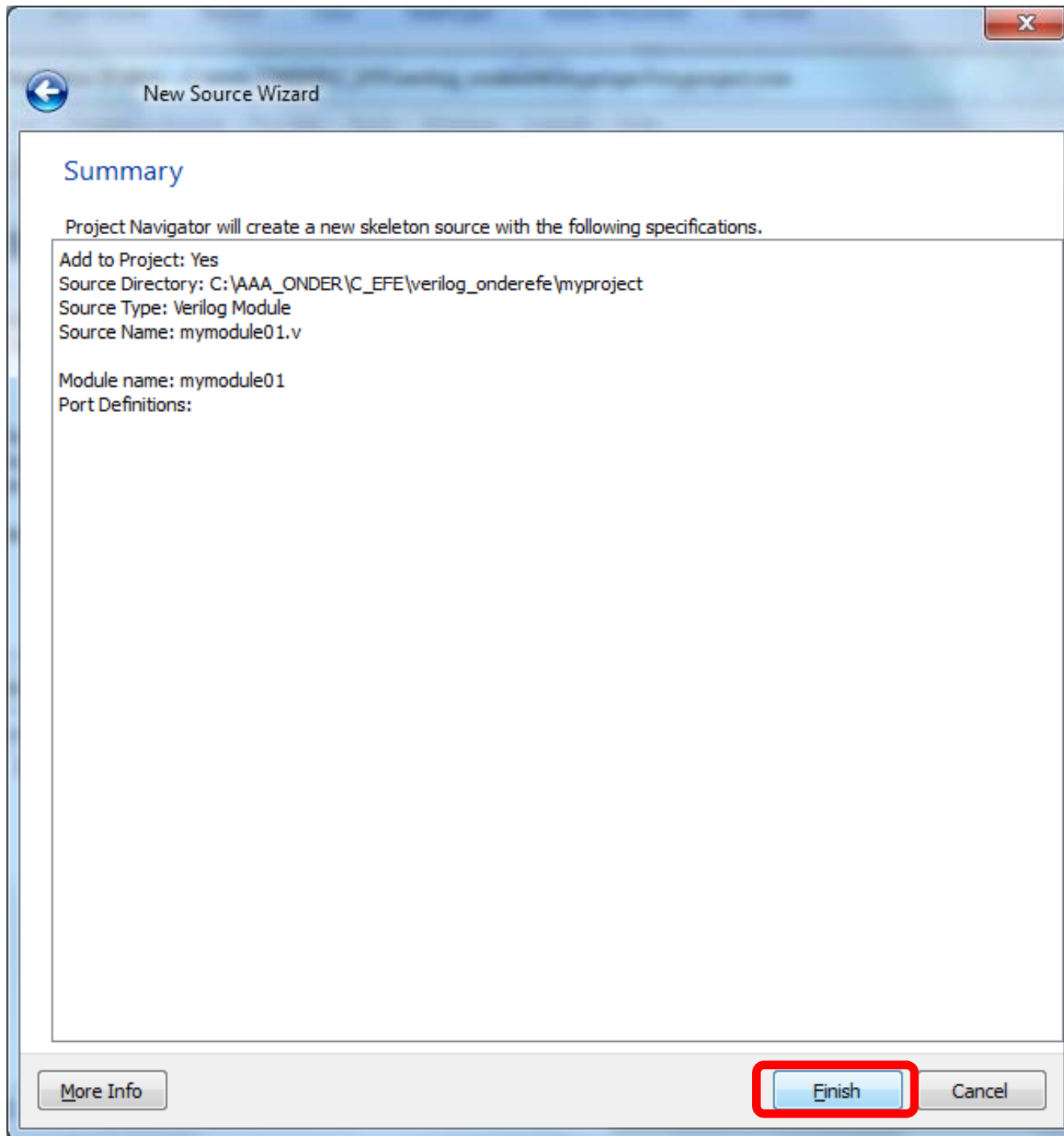
Port Name	Direction	Bus	MSB	LSB
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		
	input	<input type="checkbox"/>		

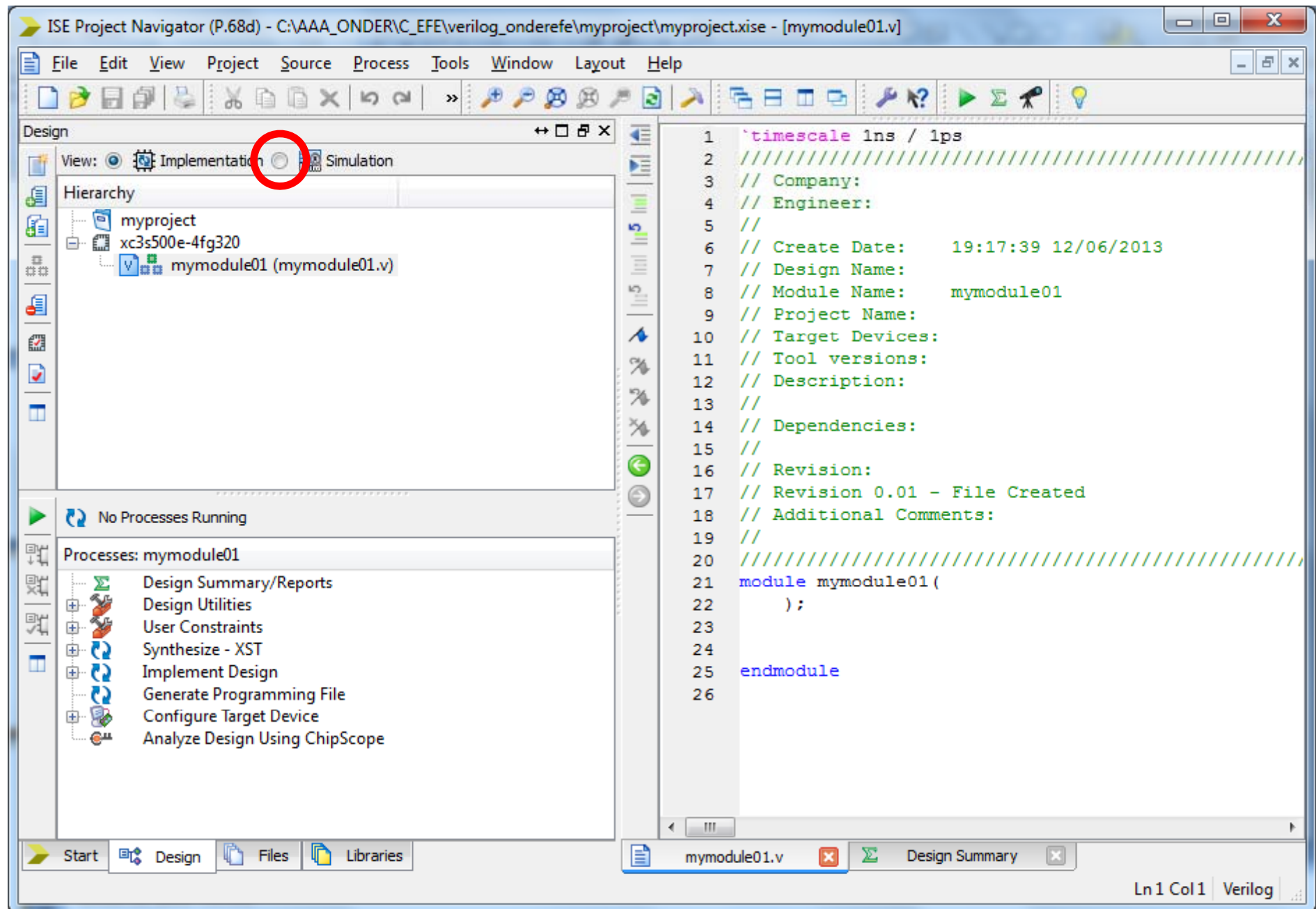
You can define inputs and outputs of your module here. Press Next and you will do it later

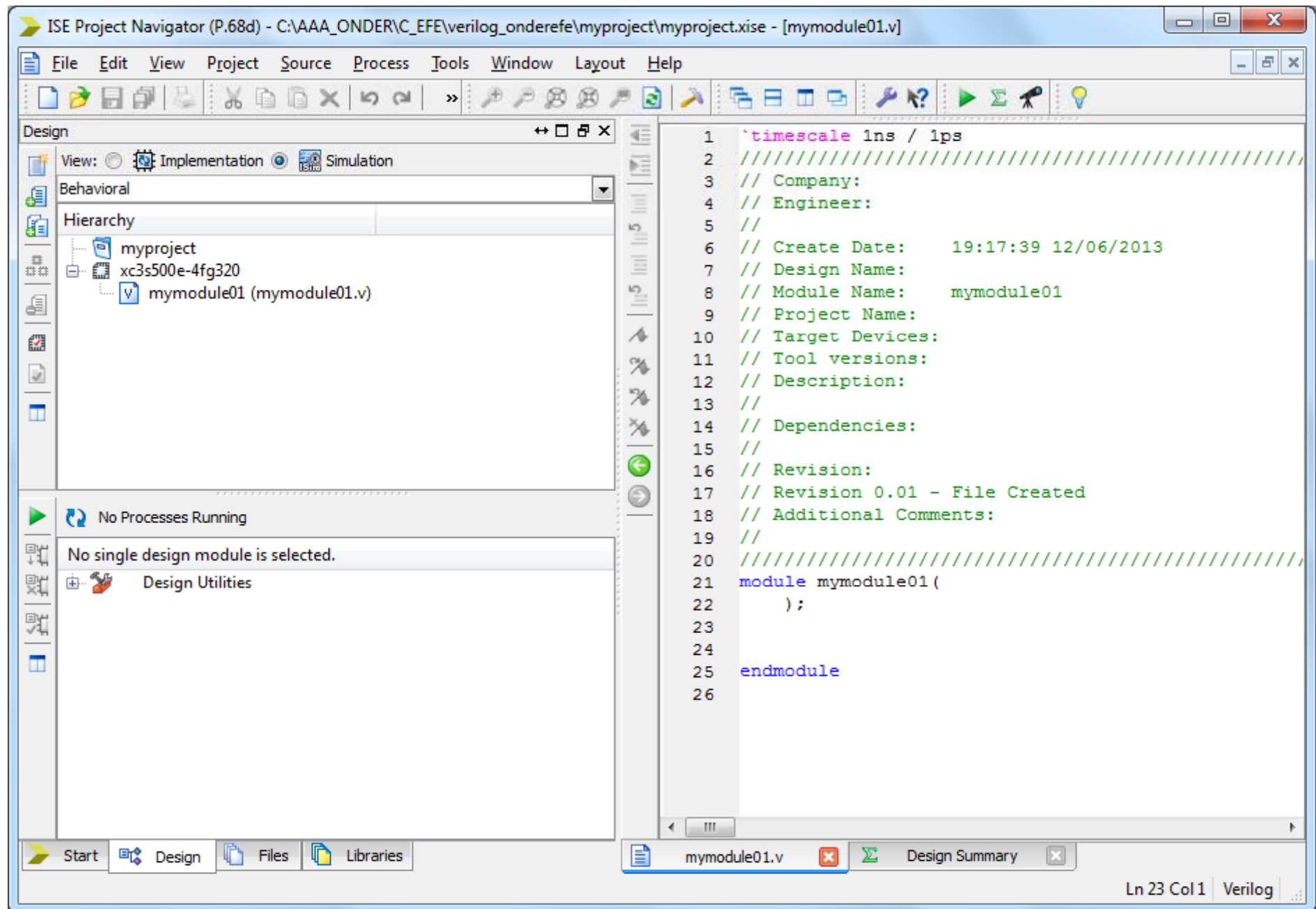
More Info

Next

Cancel

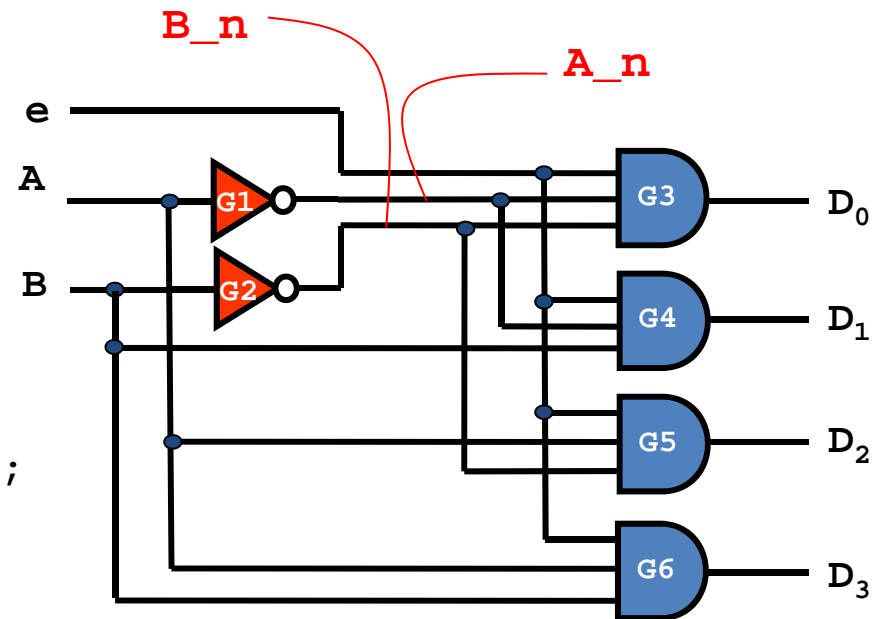


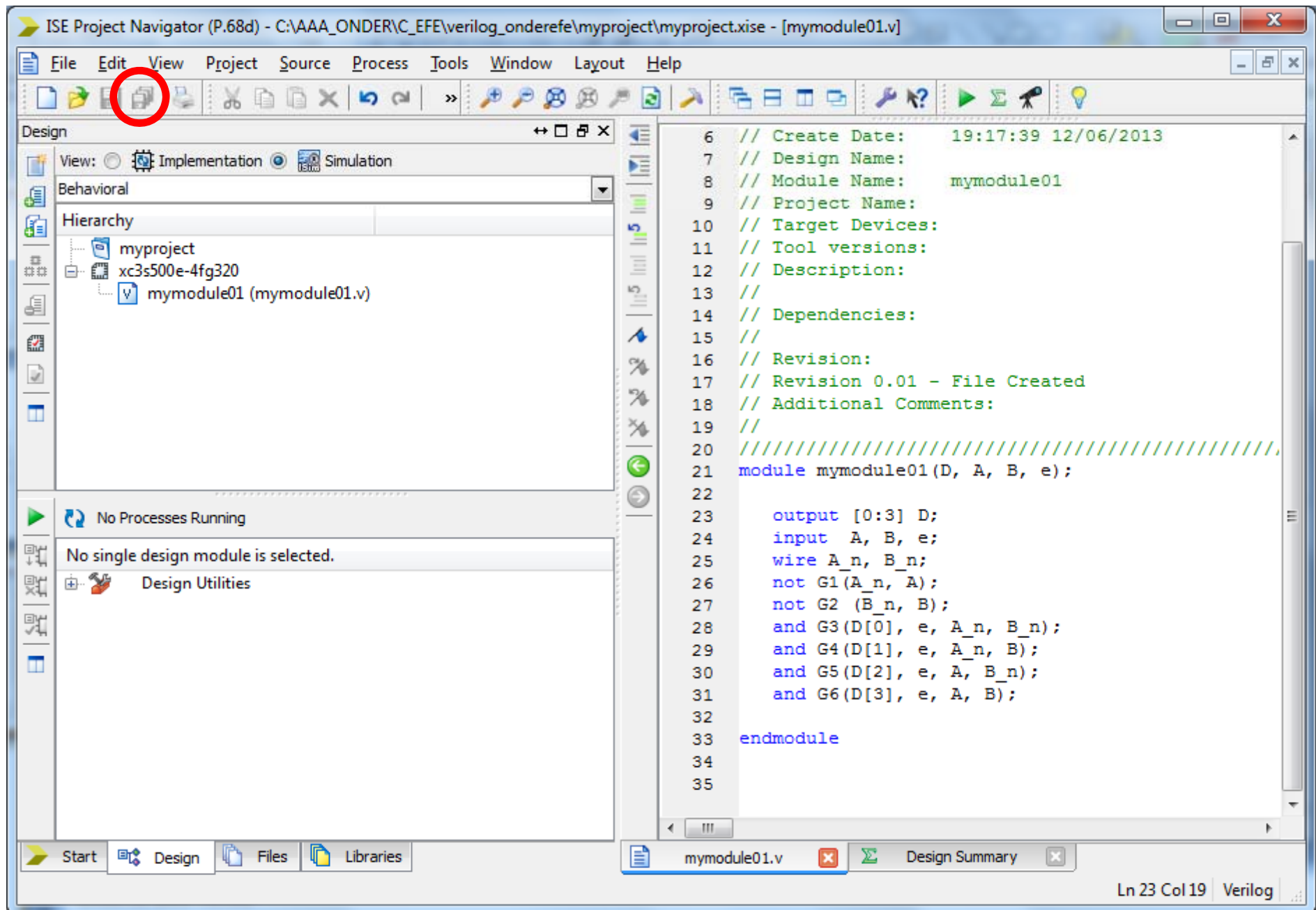




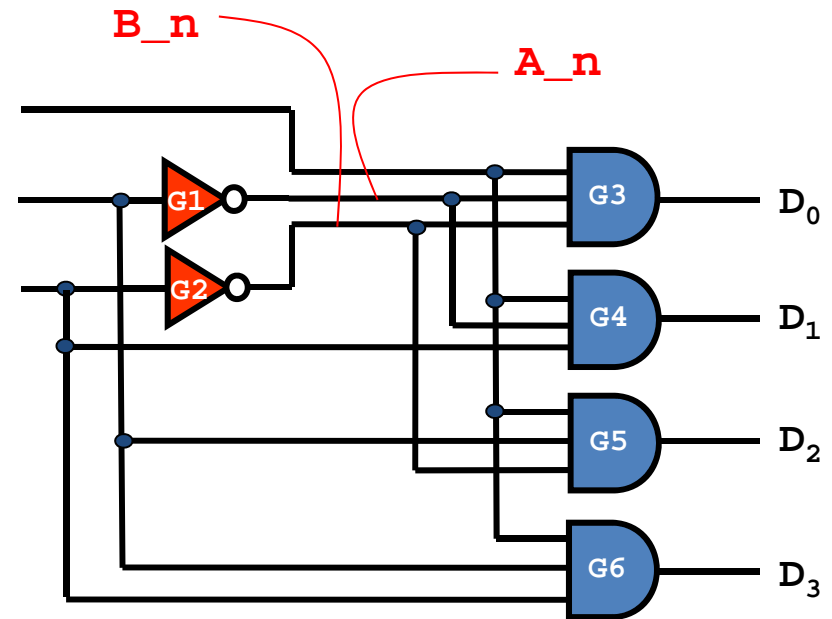
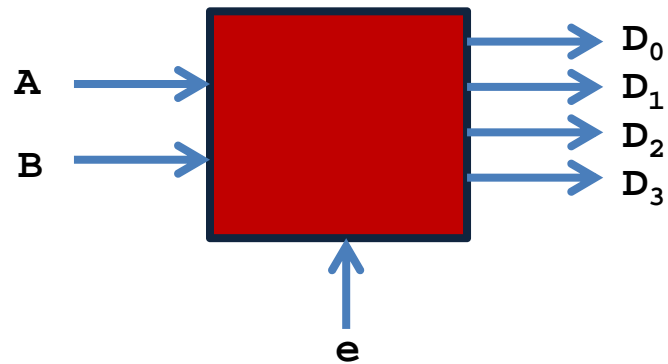
mymodule01 : 2 to 4 decoder

```
module mymodule01(D, A, B, e);  
  
    output [0:3] D;  
    input  A, B, e;  
    wire  A_n, B_n;  
    not G1(A_n, A);  
    not G2(B_n, B);  
    and G3(D[0], e, A_n, B_n);  
    and G4(D[1], e, A_n, B);  
    and G5(D[2], e, A, B_n);  
    and G6(D[3], e, A, B);  
  
endmodule
```





Our decoder code is ready. Save it.



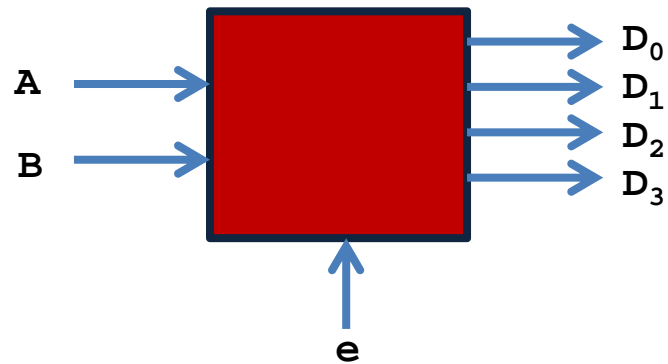
$$D_0 = eA'B'$$

$$D_1 = eA'B$$

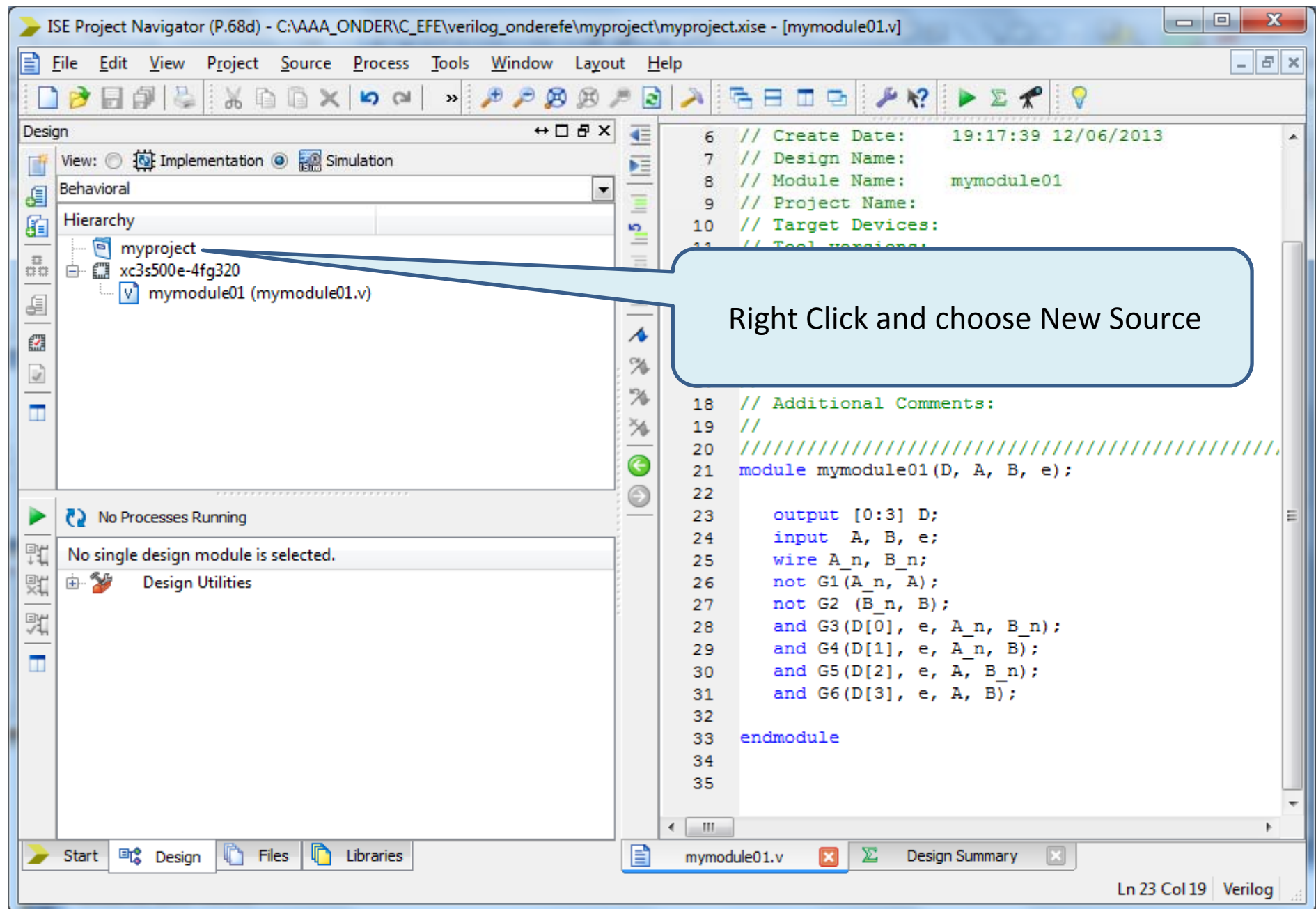
$$D_2 = eAB'$$

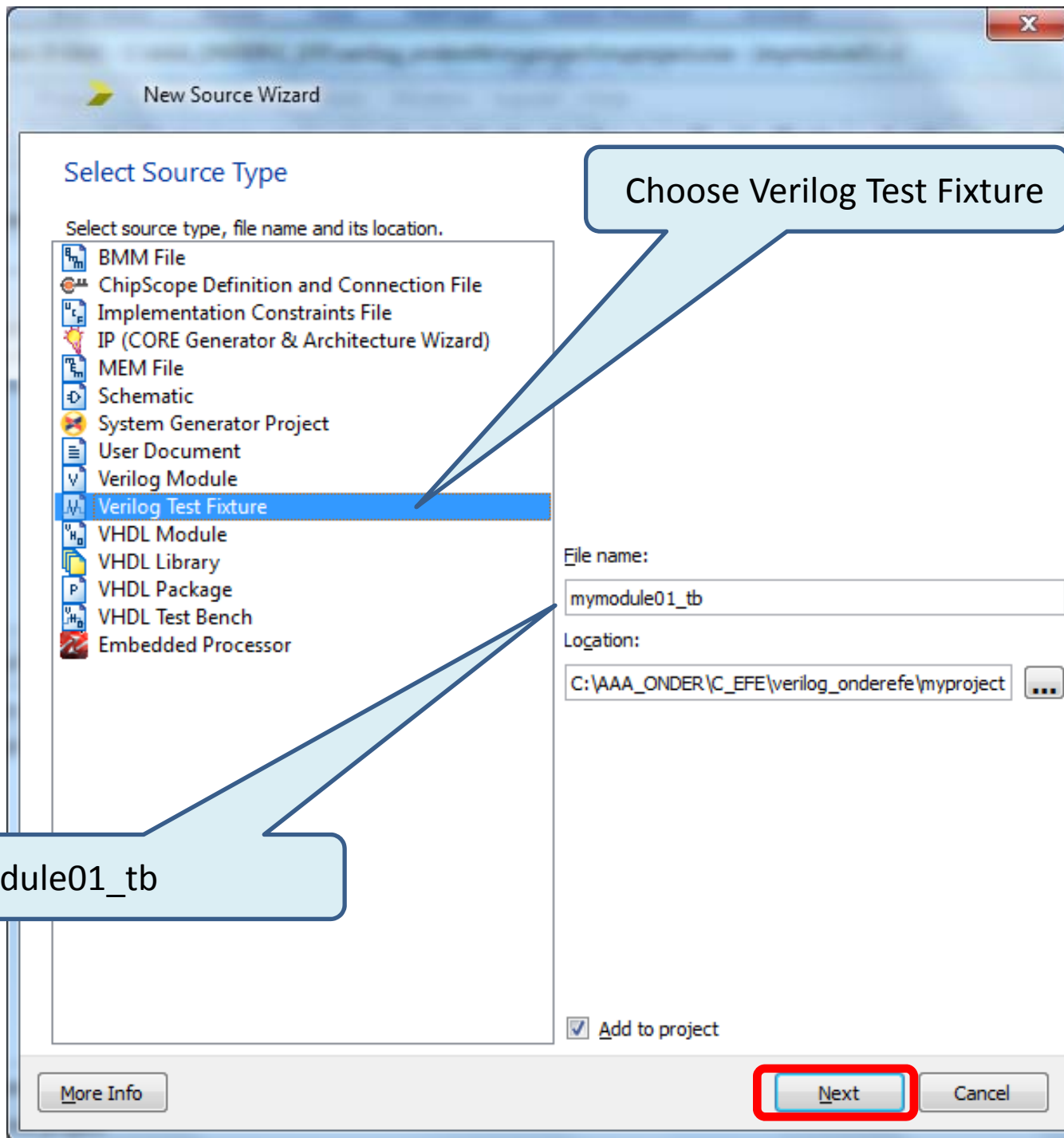
$$D_3 = eAB$$

Now we will write a testbench
Apply A, B, e, obtain D_0, D_1, D_2, D_3



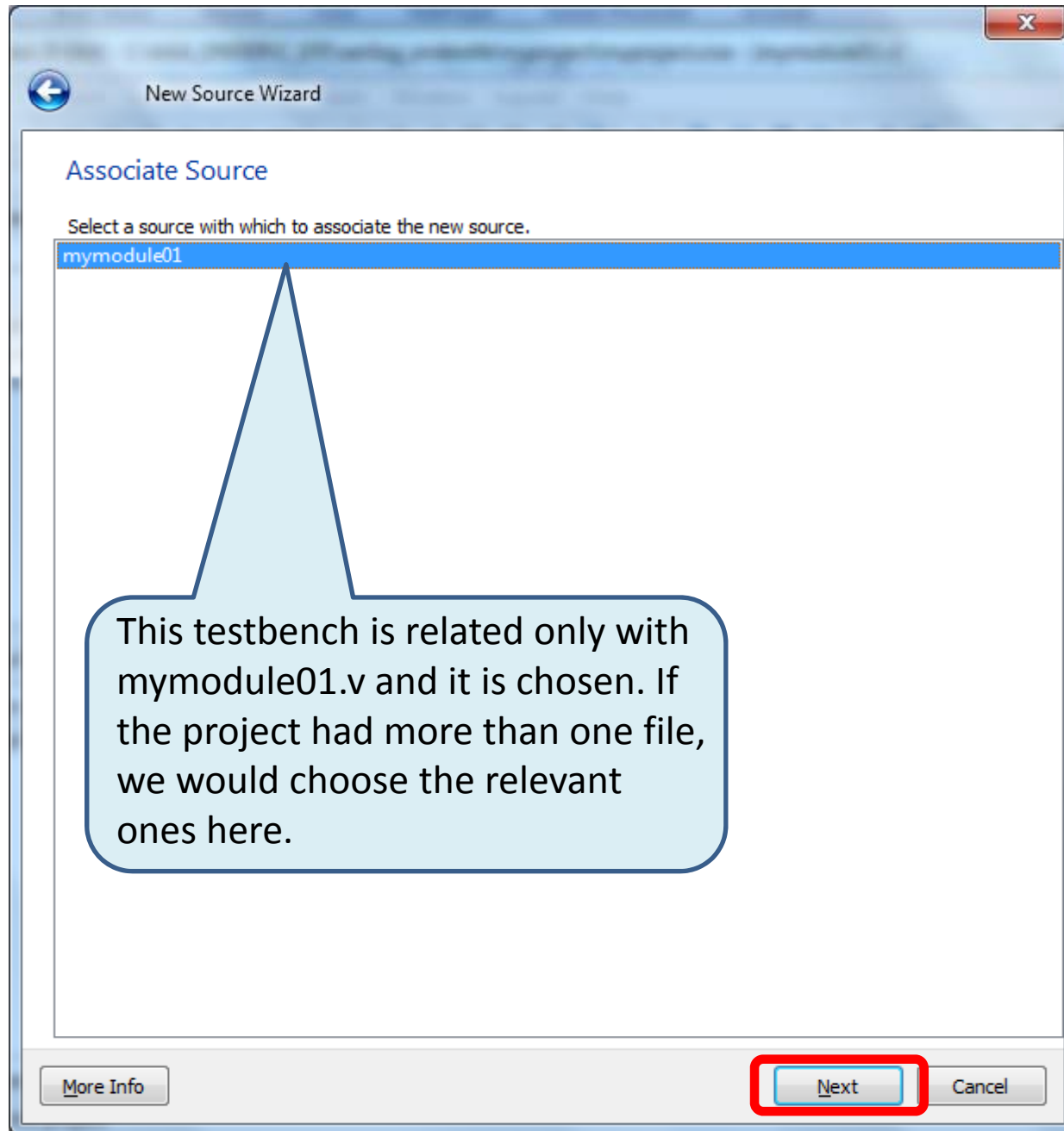
$$\begin{aligned} D_0 &= eA'B' \\ D_1 &= eA'B \\ D_2 &= eAB' \\ D_3 &= eAB \end{aligned}$$

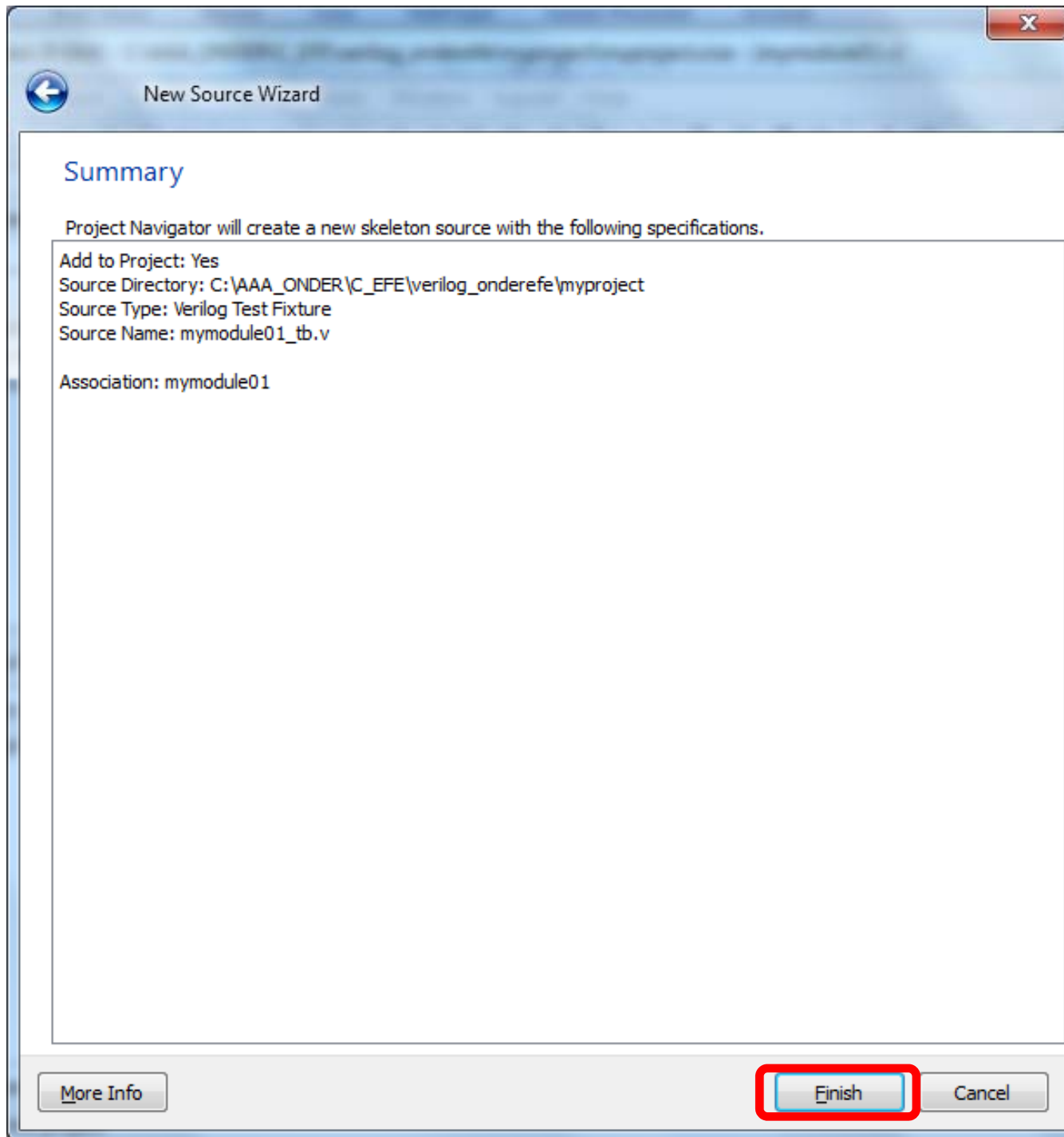


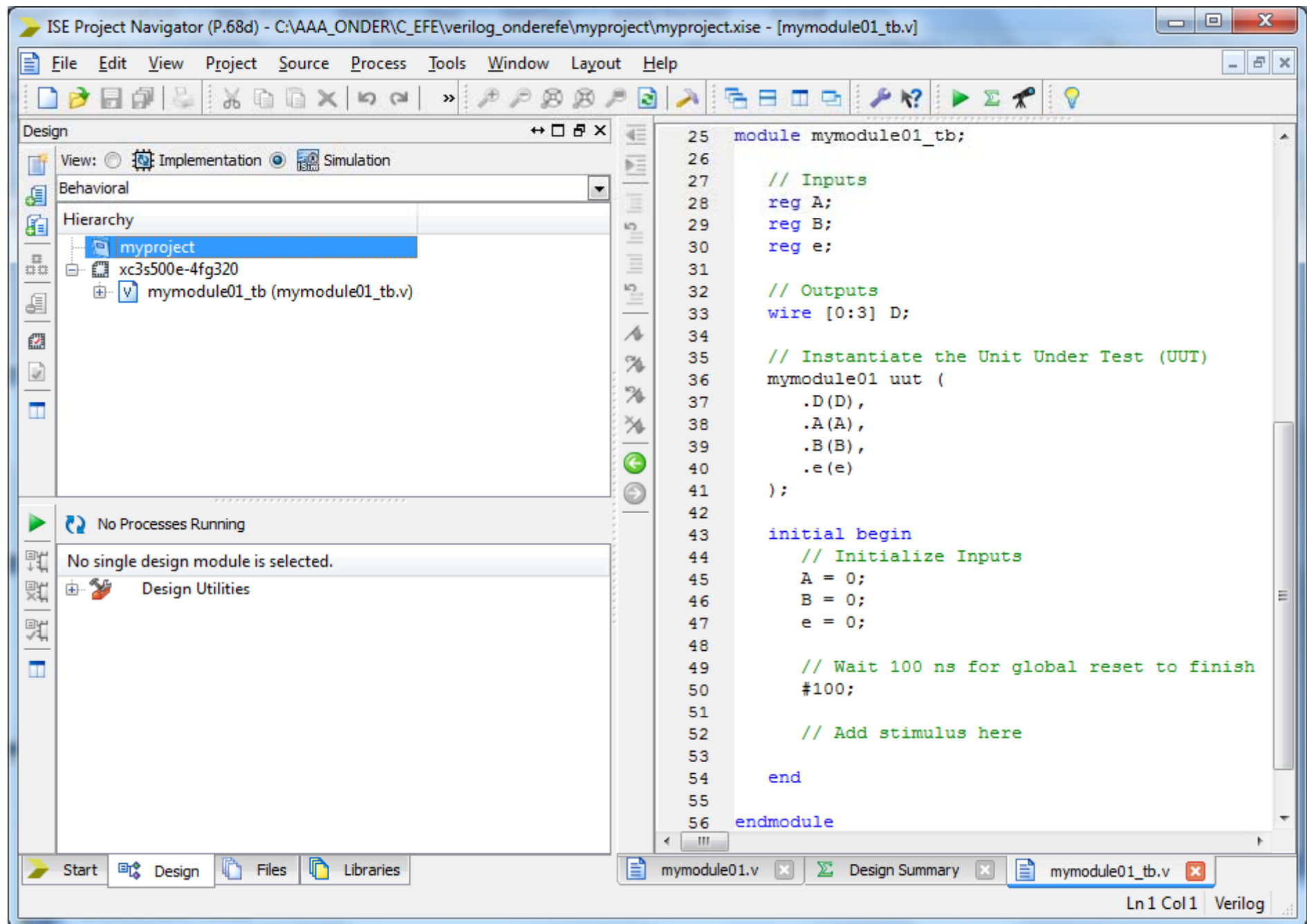


Choose Verilog Test Fixture

mymodule01_tb







```
module mymodule01_tb;
```

```
// Inputs
```

```
reg A;
```

```
reg B;
```

```
reg e;
```

```
// Outputs
```

```
wire [0:3] D;
```

```
// Instantiate the Unit Under Test (UUT)
```

```
mymodule01 uut (
```

```
    .D(D),
```

```
    .A(A),
```

```
    .B(B),
```

```
    .e(e)
```

```
);
```

```
initial begin
```

```
    // Initialize Inputs
```

```
    A = 0;
```

```
    B = 0;
```

```
    e = 0;
```

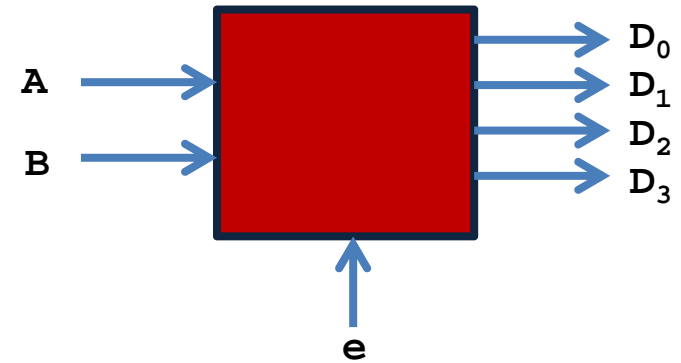
```
    // Wait 100 ns for global reset to finish
```

```
    #100;
```

```
    // Add stimulus here
```

```
end
```

```
endmodule
```



```
module mymodule01_tb;
```

```
    // Inputs
```

```
    reg A;
```

```
    reg B;
```

```
    reg e;
```

```
    // Outputs
```

```
    wire [0:3] D;
```

```
    // Instantiate the Unit Under Test (UUT)
```

```
    mymodule01 uut (
```

```
        .D(D),
```

```
        .A(A),
```

```
        .B(B),
```

```
        .e(e)
```

```
    );
```

```
    initial begin
```

```
        // Initialize Inputs
```

```
        A = 0;
```

```
        B = 0;
```

```
        e = 0;
```

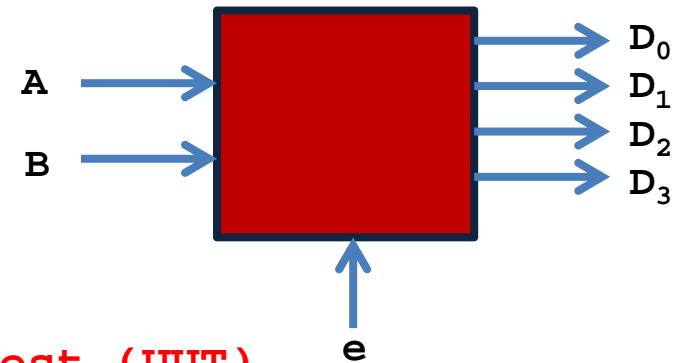
```
        // Wait 100 ns for global reset to finish
```

```
        #100;
```

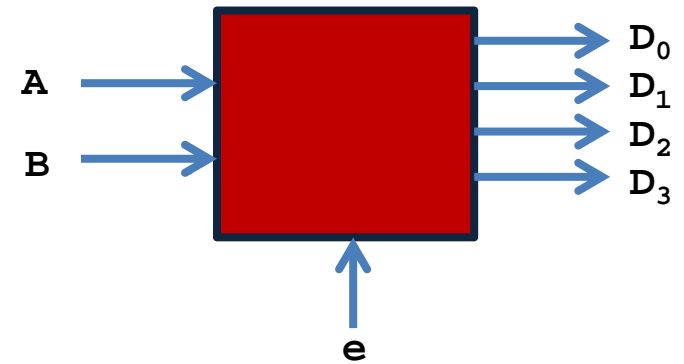
```
        // Add stimulus here
```

```
    end
```

```
endmodule
```



• • •
• • •



```
initial begin
    // Initialize Inputs
    A = 0;
    B = 0;
    e = 0;

    // Wait 100 ns for global reset to finish
    #100;

    // Add stimulus here
    // ENTER YOUR TESTING CONDITIONS HERE

end

endmodule
```

```
// Add stimulus here
```

```
A = 0;
```

```
B = 0;
```

```
e = 1;
```

```
#20;
```

```
A = 0;
```

```
B = 1;
```

```
e = 1;
```

```
#40;
```

```
A = 1;
```

```
B = 0;
```

```
e = 1;
```

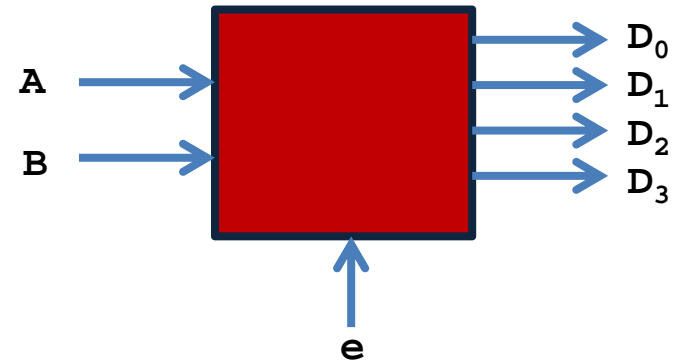
```
#60;
```

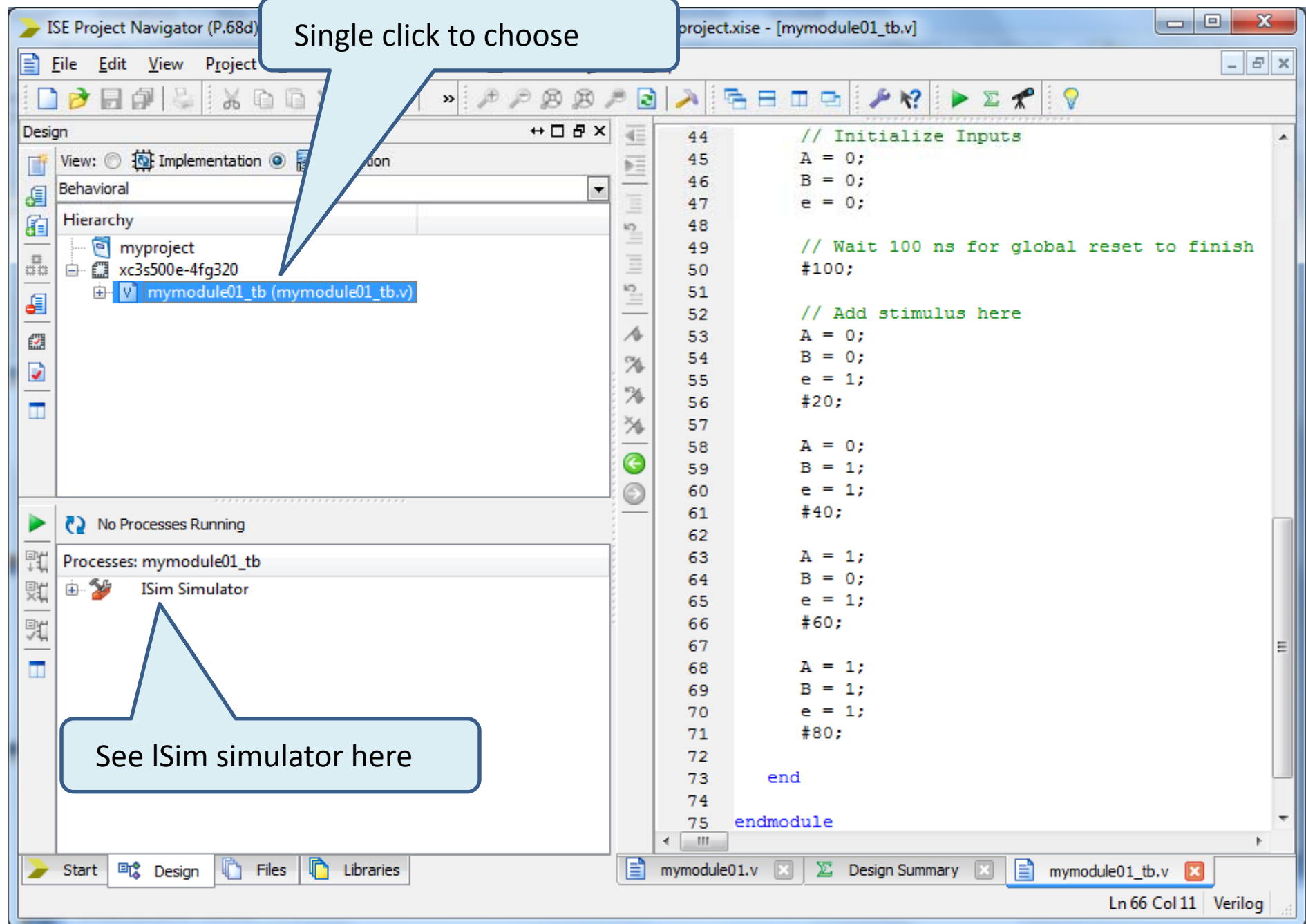
```
A = 1;
```

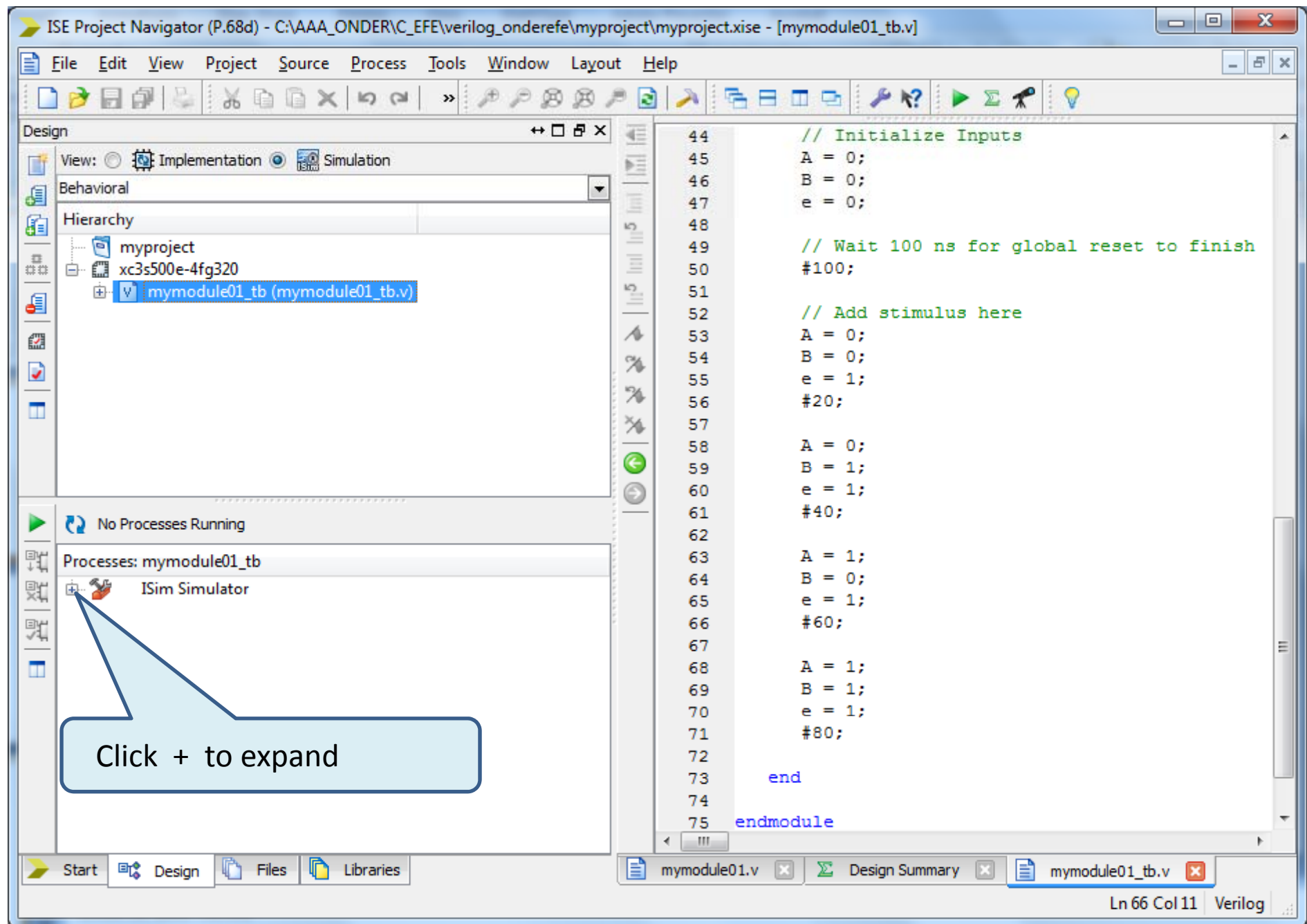
```
B = 1;
```

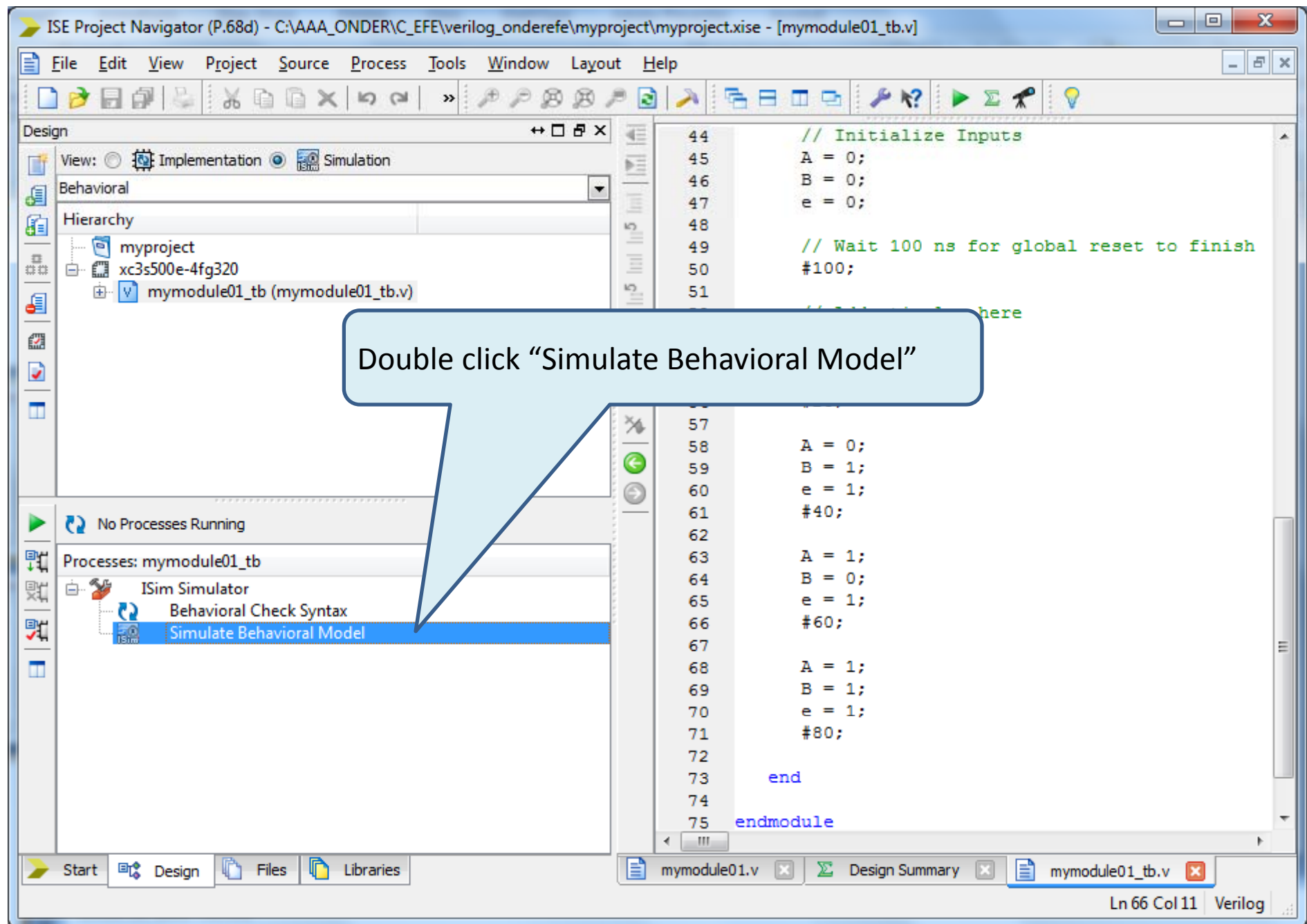
```
e = 1;
```

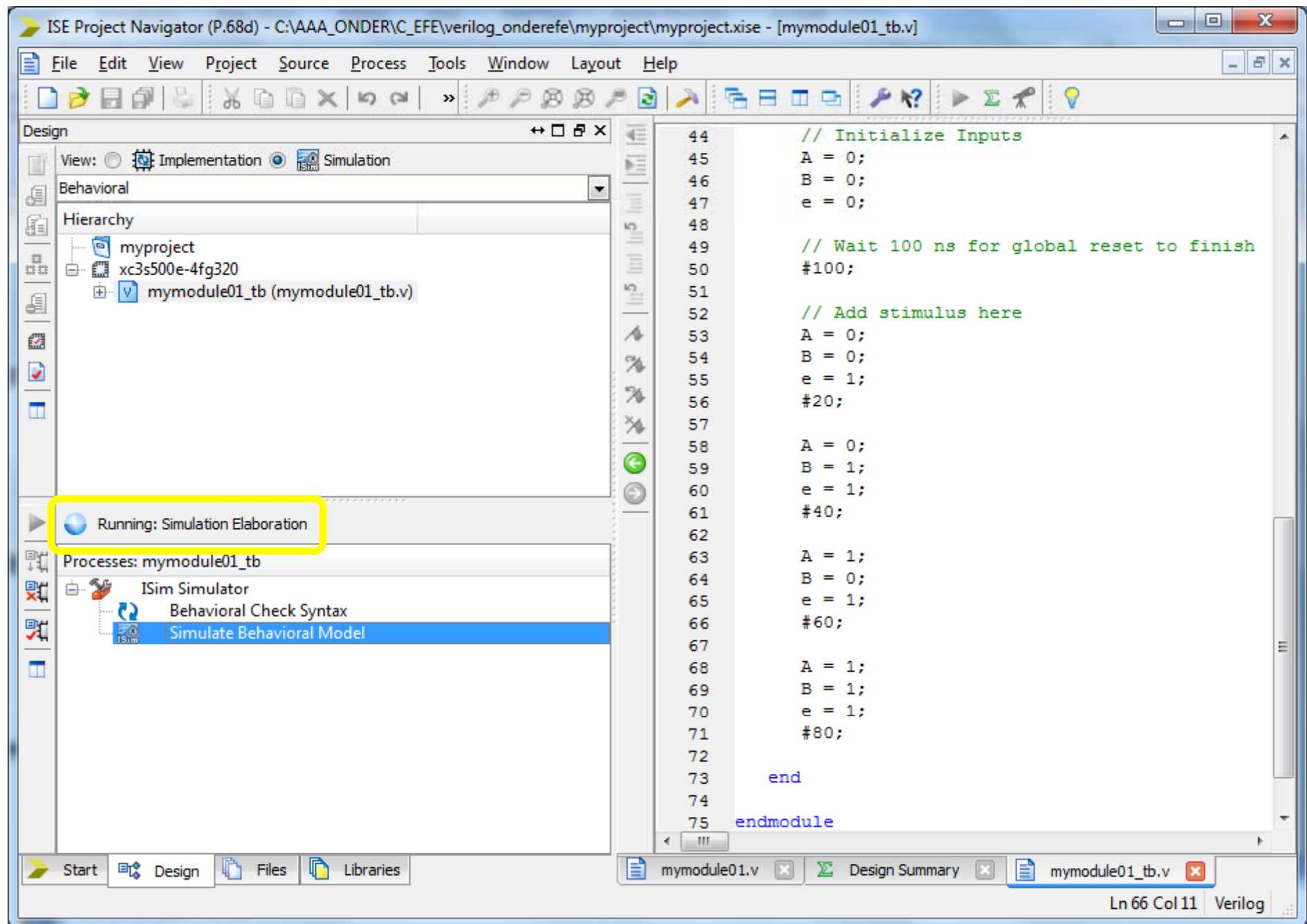
```
#80;
```





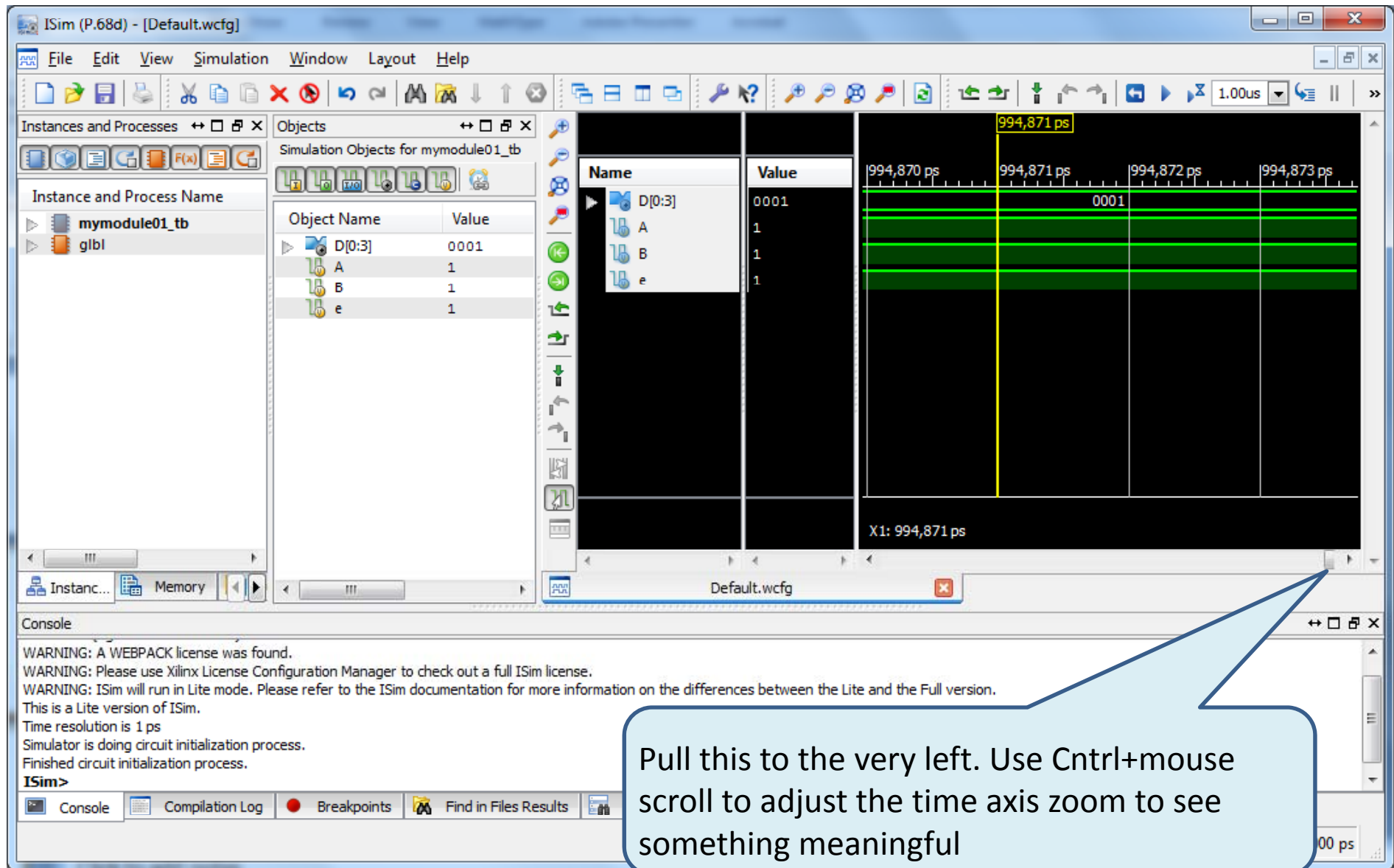






What is next?

- After the processing is finished, Isim window will appear automatically



ISim (P.68d) - [Default.wcfg]

File Edit View Simulation Window Layout Help

Instances and Processes Simulation Objects

Simulation Objects for mymodule01_tb

Instance and Process Name

- mymodule01_tb
- glbl

Object Name	Value
D[0:3]	0001
A	1
B	1
e	1

Name Value

- D[0:3] 0000
- A 0
- B 0
- e 0

0.003 ns

0 ns 50 ns 100 ns 150 ns 200 ns 250 ns

0000 1000 0100 0010 0001

X1: 0.003 ns

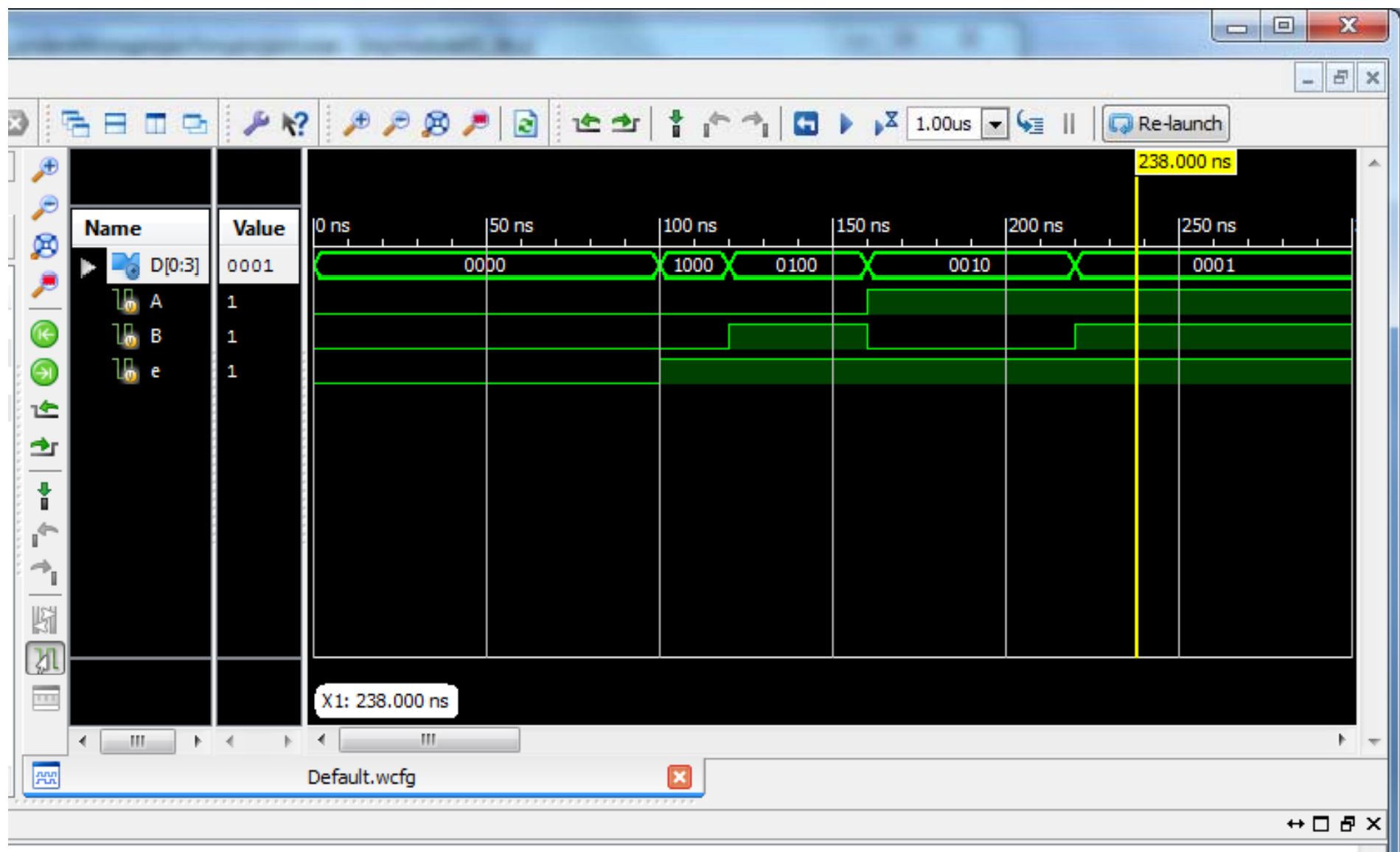
Default.wcfg

Console

WARNING: A WEBPACK license was found.
WARNING: Please use Xilinx License Configuration Manager to check out a full ISim license.
WARNING: ISim will run in Lite mode. Please refer to the ISim documentation for more information on the differences between the Lite and the Full version.
This is a Lite version of ISim.
Time resolution is 1 ps
Simulator is doing circuit initialization process.
Finished circuit initialization process.
ISim>

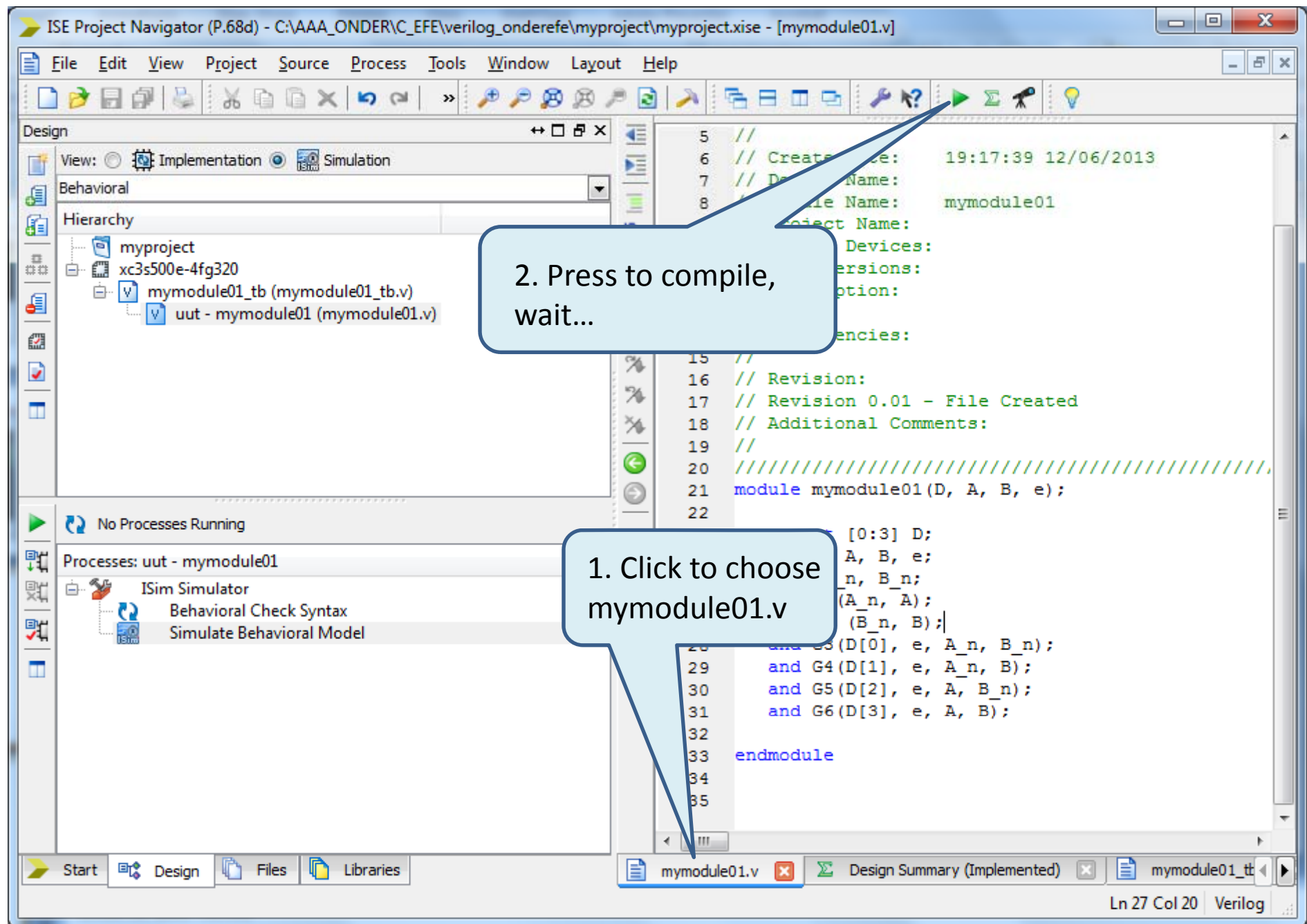
Console Compilation Log Breakpoints Find in Files Results Search Results

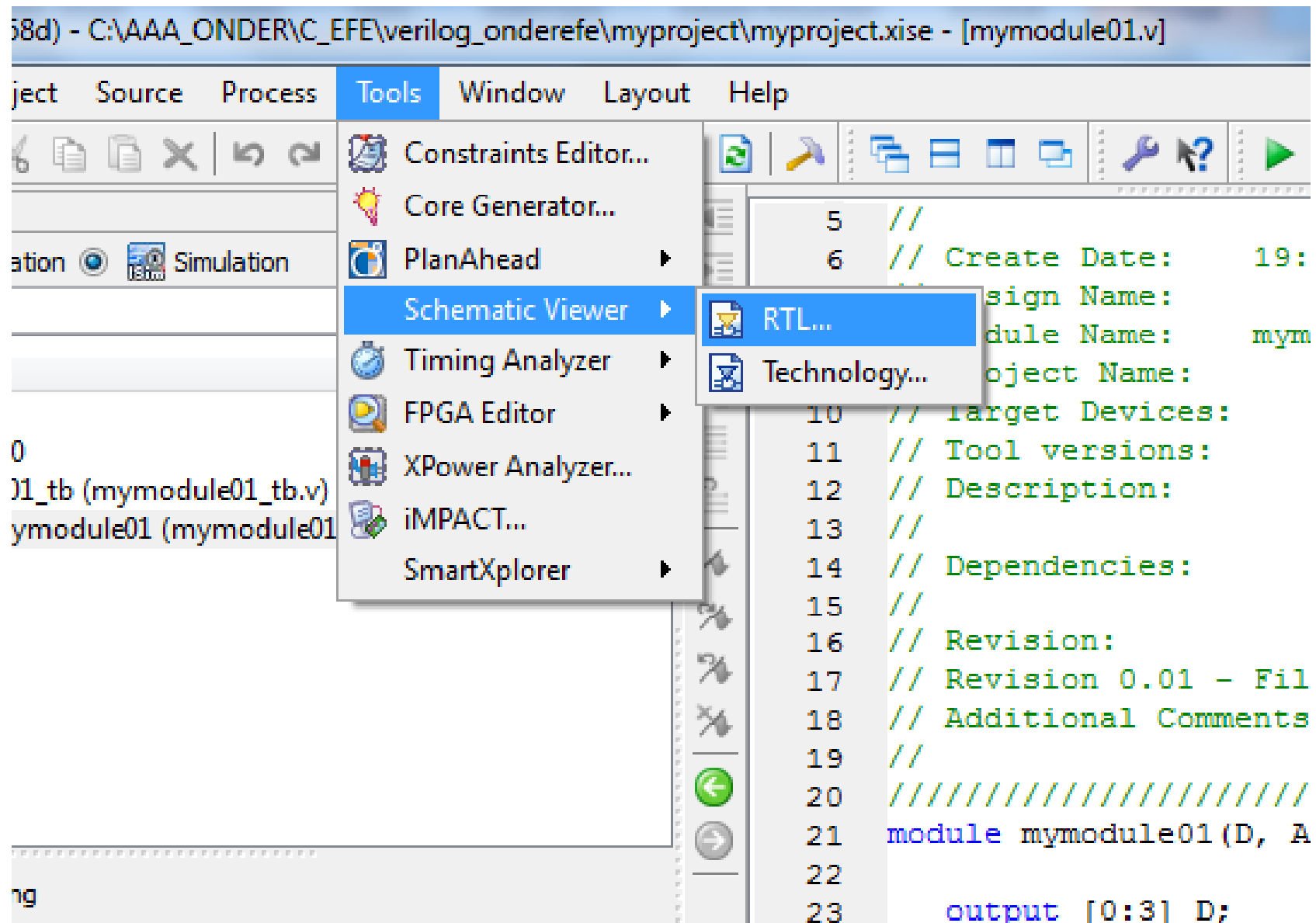
Sim Time: 1,000,000 ps



Creating the Schematic - Syntesis

- We defined the logic system via a bunch of code lines. What is the circuit corresponding to our code?
- Can it be optimized according to the physical hardware in hand?







Set RTL/Tech Viewer Startup Mode



Select how the RTL/Tech Viewer behaves when it is initially invoked

Startup mode

- ☒ Start with the Explorer Wizard

In this mode, the Explorer Wizard is the initial screen, and allows you to select the elements that you want to see on the initial schematic

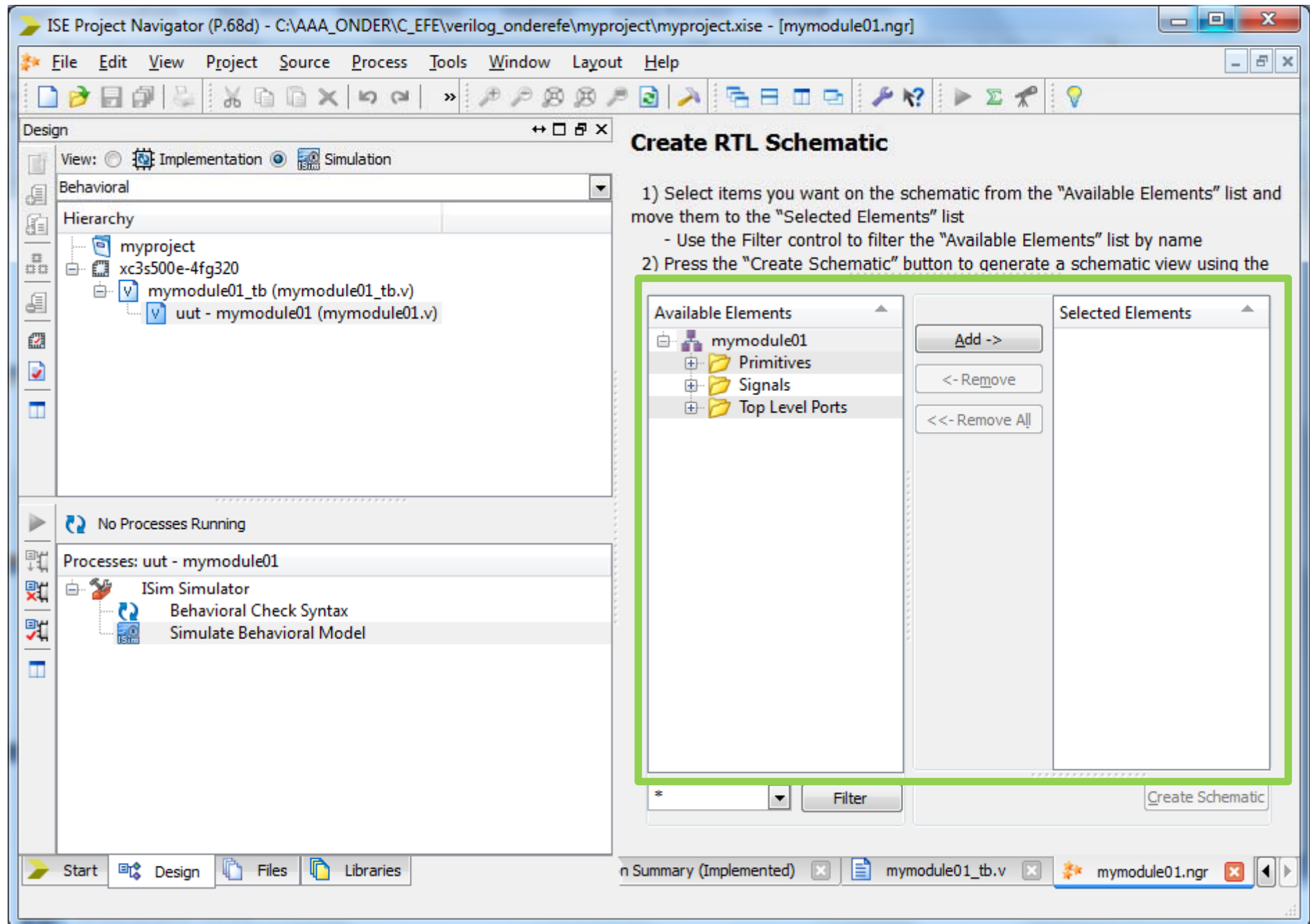
- ☐ Start with a schematic of the top-level block

In this mode, the Explorer Wizard is bypassed and an initial schematic is created with only the top-level block displayed. You can then use the logic expansion capabilities of the Viewer to start expanding from the top-level block





You can also change the startup mode by selecting Edit->Preferences under the RTL/Tech Viewer page

- ☒ Show this dialog on startup

OK



Available Elements

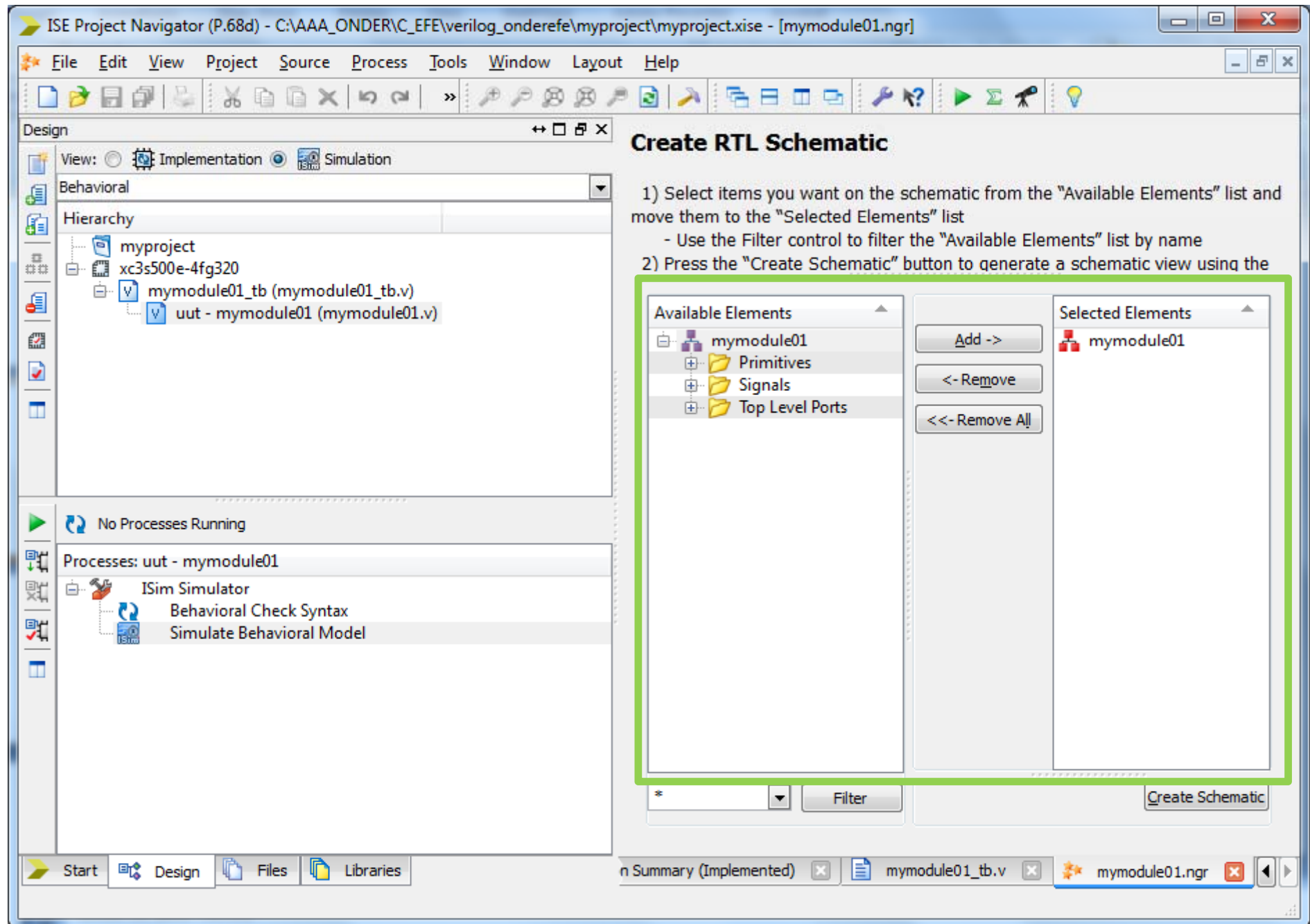
-  mymodule01
 -  Primitives
 -  Signals
 -  Top Level Ports

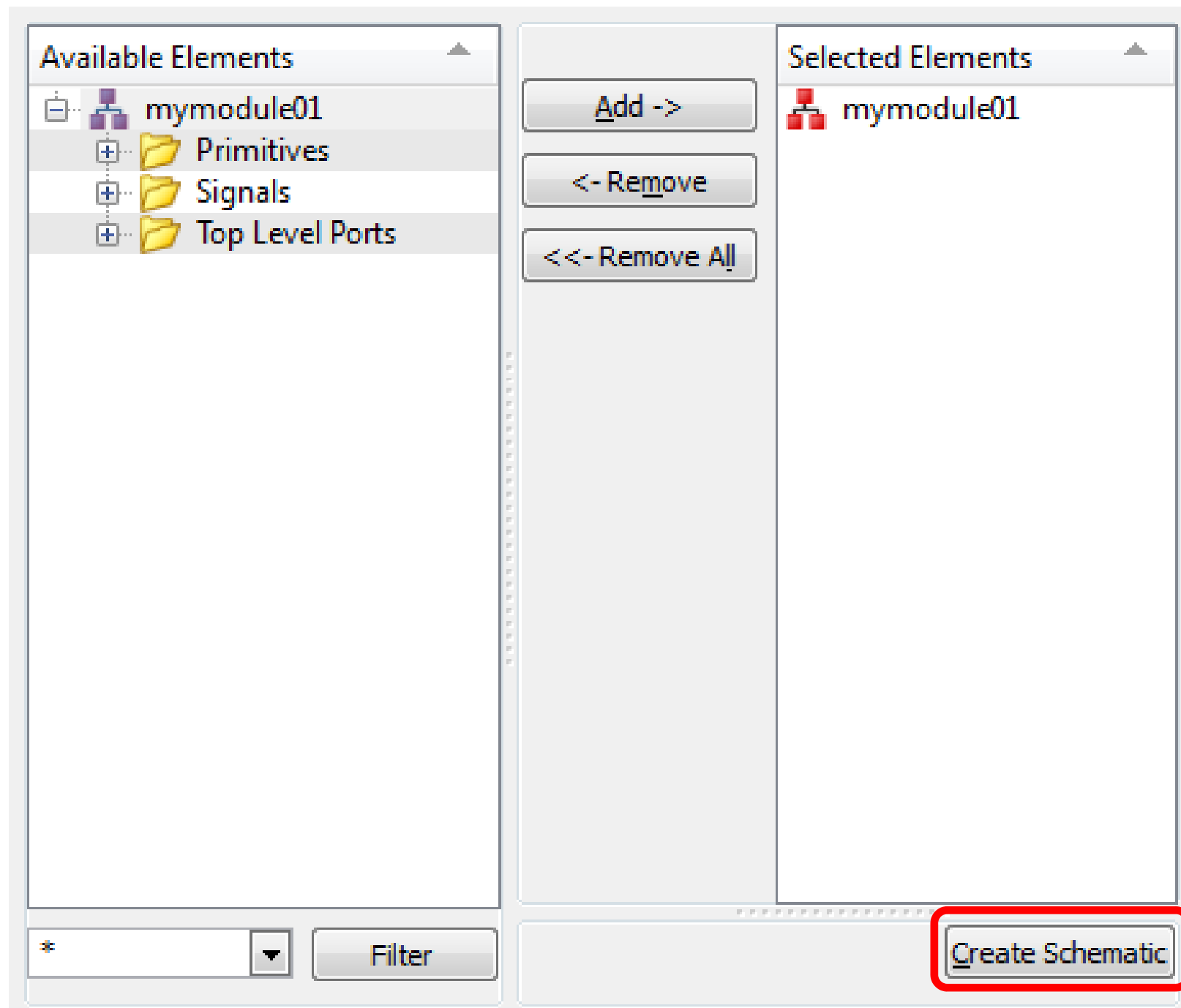
Add ->

<- Remove

<<- Remove All

Selected Elements





ISE Project Navigator (P.68d) - C:\AAA_ONDER\C_EFE\verilog_onderefe\myproject\myproject.xise - [mymodule01 (RTL3)]

File Edit View Project Source Process Tools Window Layout Help

Design

View: ☐ Implementation ☒ Simulation

Behavioral

Hierarchy

- myproject
 - xc3s500e-4fg320
 - mymodule01_tb (mymodule01_tb.v)
 - uut - mymodule01 (mymodule01.v)

No Processes Running

Processes: uut - mymodule01

- ISim Simulator
 - Behavioral Check Syntax
 - Simulate Behavioral Model

mymodule01_tb.v mymodule01.ngr:1 mymodule01 (RTL3)

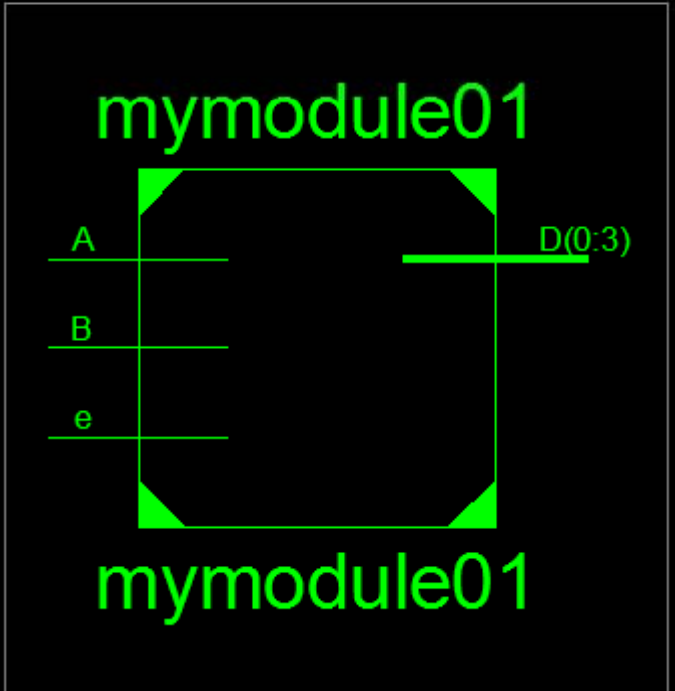
View by Category

Design Objects of Top Level Block

Instances	Pins	Signals	Name	Value
mymodule01				

Properties: (No Selection)

[0,0]



The RTL schematic shows a module named 'mymodule01' with three inputs: 'A', 'B', and 'e'. It has a single output 'D(0:3)'. The module is represented by a black square with green corner markers.

ISE Project Navigator (P.68d) - C:\AAA_ONDER\C_EFE\verilog_onderefe\myproject\myproject.xise - [mymodule01 (RTL3)]

File Edit View Project Source Process Tools Window Layout Help

Design

View: Implementation Simulation

Behavioral

Hierarchy

- myproject
 - xc3s500e-4fg320
 - mymodule01_tb (mymodule01_tb.v)
 - uut - mymodule01 (mymodule01.v)

No Processes Running

Processes: uut - mymodule01

- ISim Simulator
 - Behavioral Check Syntax
 - Simulate Behavioral Model

mymodule01_tb.v mymodule01.ngr:1 mymodule01 (RTL3)

View by Category

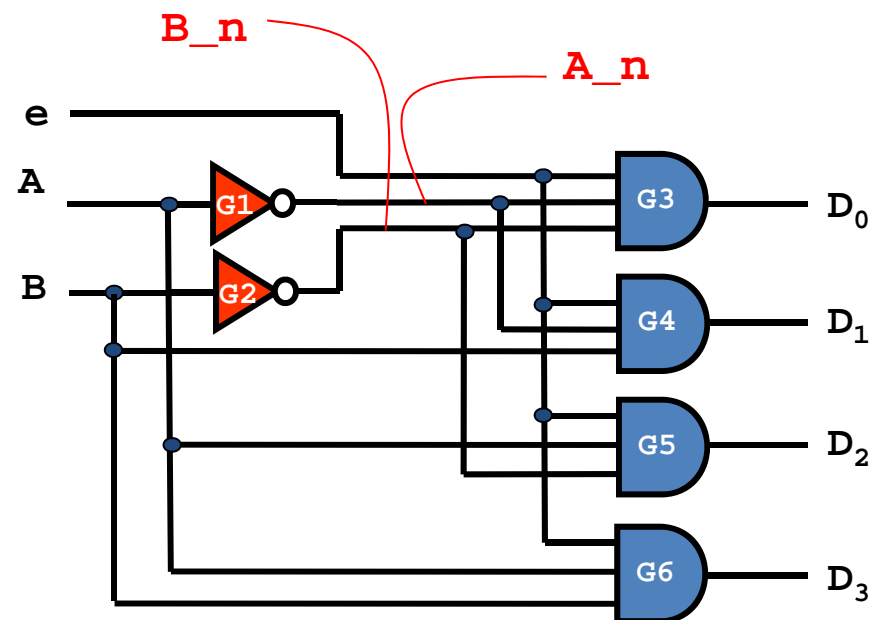
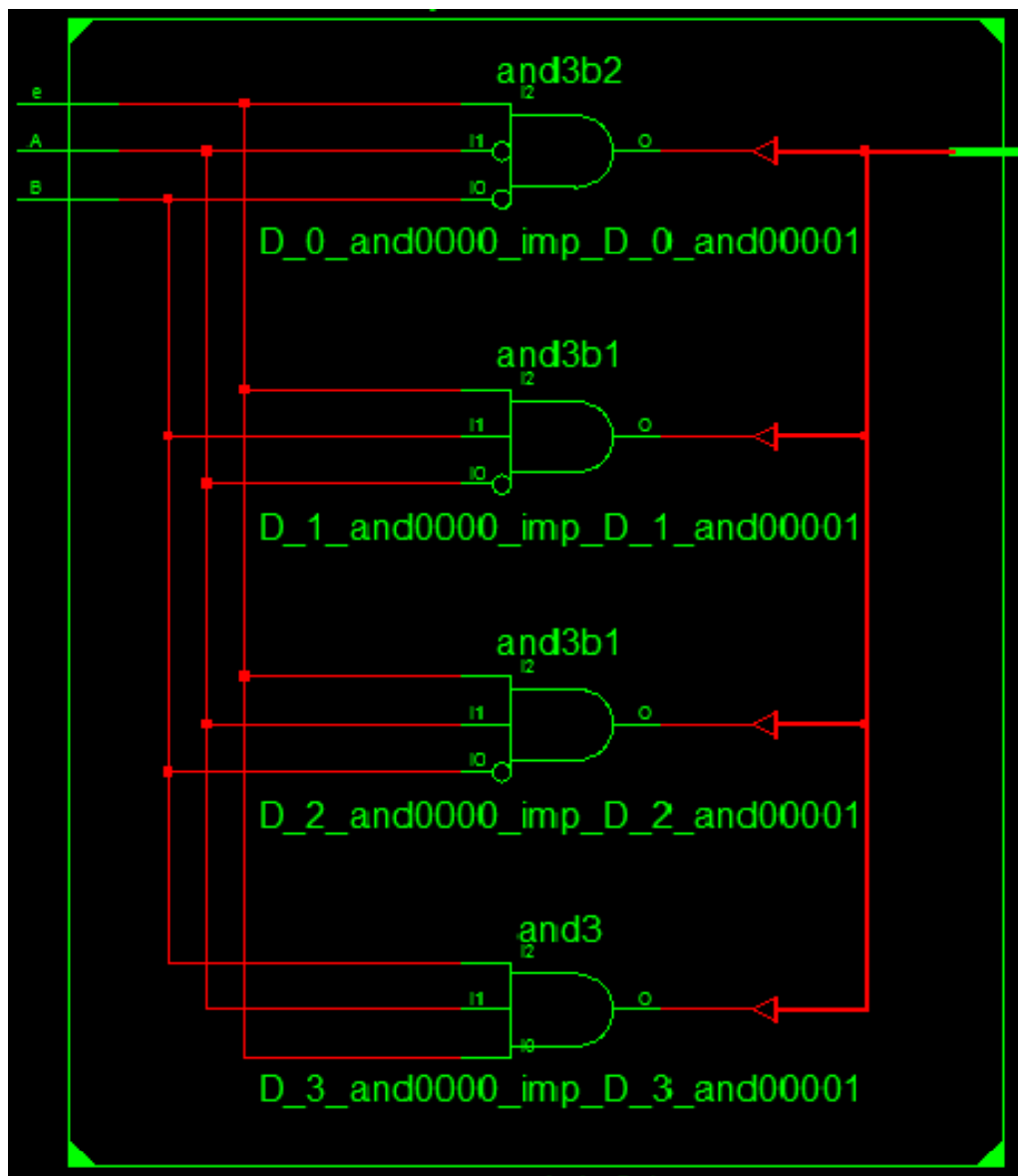
Design Objects of Top Level Block

Instances	Pins	Signals
mymodule01	mymodule01	mymodule01

Properties: (No Selection)

Name	Value
------	-------

[1680,1112]



ISE Project Navigator (P.68d) - C:\AAA_ONDER\C_EFE\verilog_onderefe\myproject\myproject.xise - [mymodule01 (RTL3)]

File Edit View Project Source Process Tools Window Layout Help

Design

View: ☐ Behavioral ☒ Implementation ☐ Simulation

Hierarchy

- myproject
 - xc3s500e-4fg320
 - mymodule01_tb (mymodule01_tb.v)
 - uut - mymodule01 (mymodule01.v)

No Processes Running

Processes: uut - mymodule01

- ISim Simulator
 - Behavioral Check Syntax
 - Simulate Behavioral Model

Summary (Implemented) | mymodule01_tb.v | mymodule01.ngr:1 | mymodule01 (RTL3)

Design Objects of Top Level Block

Instances

- mymodule01
 - D_0_and0000_im...
 - D_1_and0000_im...
 - D_2_and0000_im...
 - D_3_and0000_im...

Pins

- mymodule01
 - A
 - B
 - D(0:3)
 - e

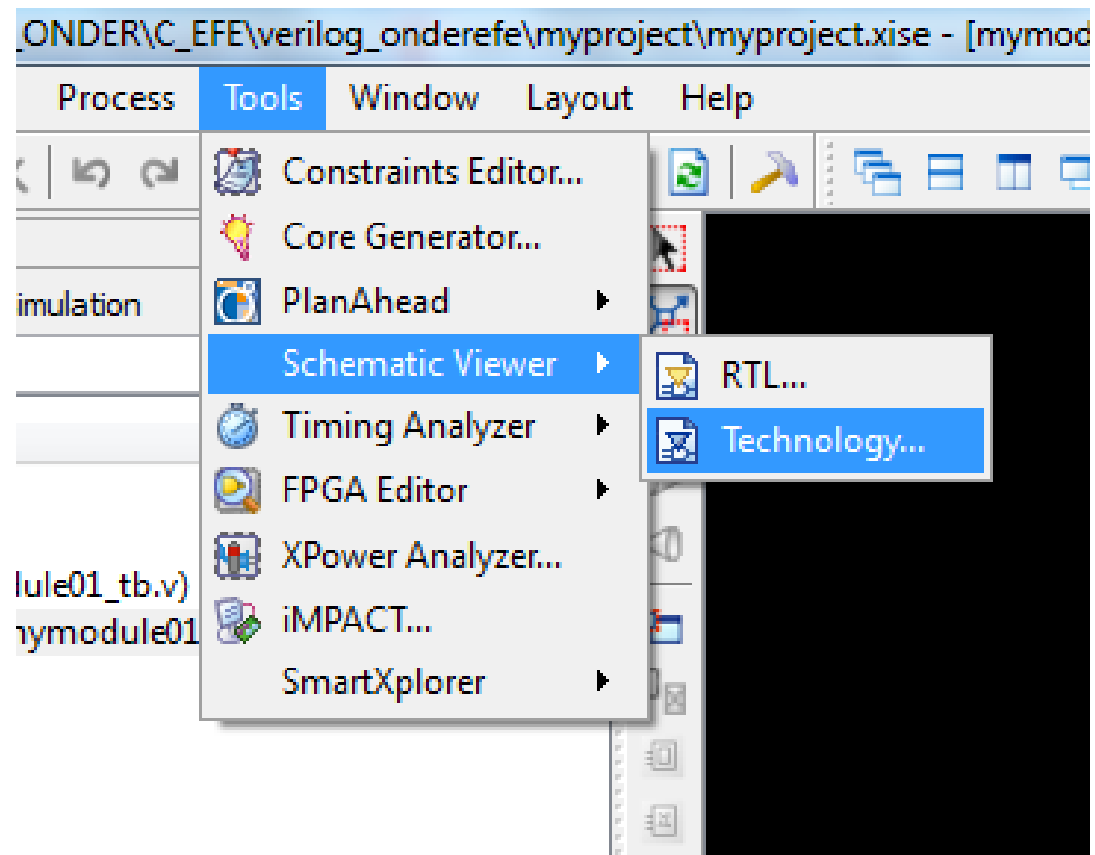
Signals

- mymodule01
 - A
 - B
 - D(0:3)
 - e

Properties of Instance: D_3_and0000_imp_D_3_and00001

Name	Value
Verilog Model	AND3
VHDL Model	AND3
Type	and3
Library Version	2.0.0
Level	XILINX
Instance Name	D_3_and0000_imp_D_3_and00001
Device	AND

[-404,956]



RTL View

Viewing an RTL schematic opens an NGR file that can be viewed as a **gate-level** schematic.

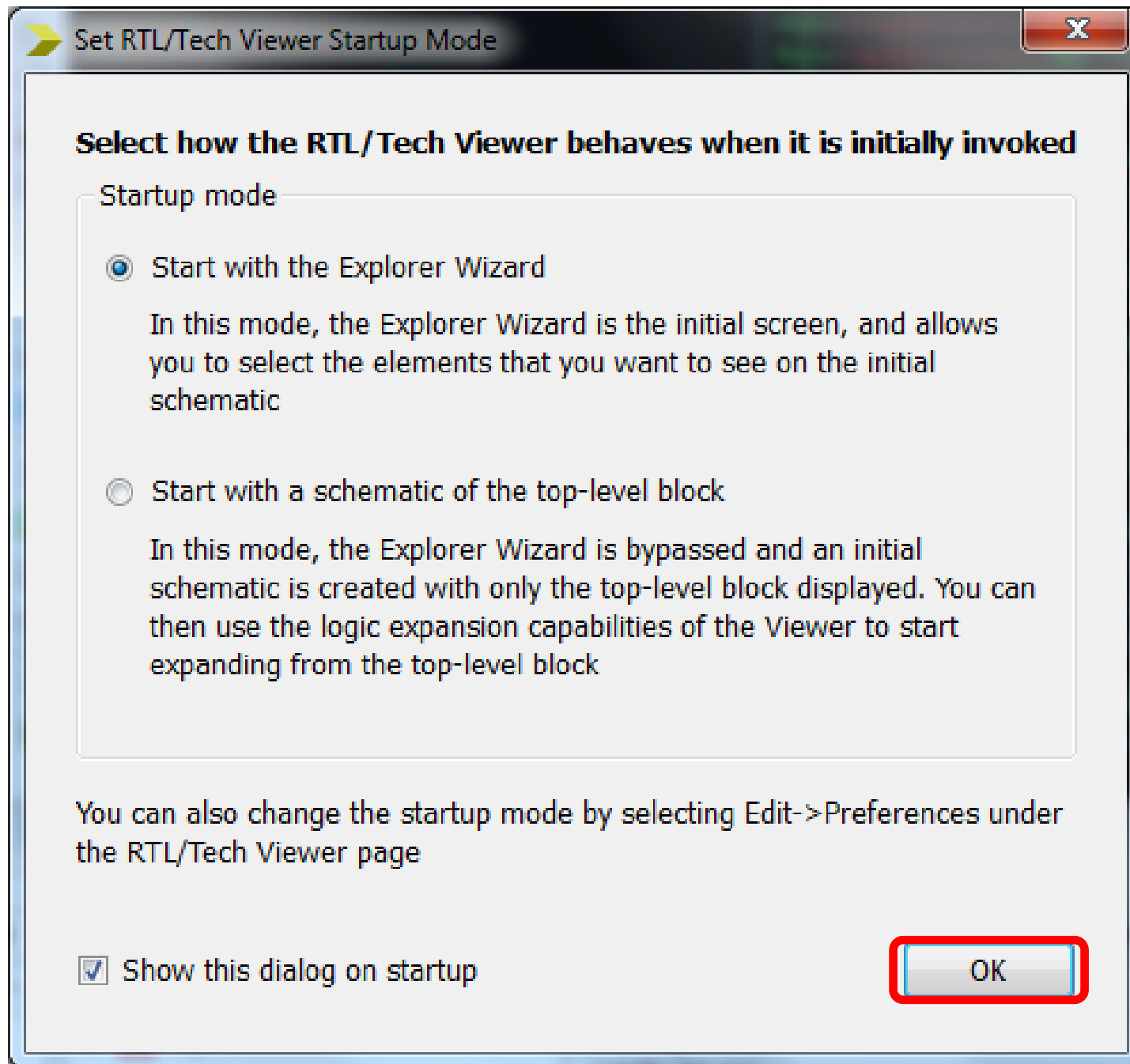
This schematic is generated after the HDL synthesis phase of the synthesis process. It shows a representation of the pre-optimized design in terms of generic symbols, such as adders, multipliers, counters, AND gates, and OR gates, that are independent of the targeted Xilinx device.

Technology View

Viewing a Technology schematic opens an NGC file that can be viewed as an architecture-specific schematic.

This schematic is generated after the optimization and technology targeting phase of the synthesis process. It shows a representation of the **design in terms of logic elements optimized to the target Xilinx device** or "technology"; for example, in terms of LUTs, carry logic, I/O buffers, and other technology-specific components. Viewing this schematic allows you to see a technology-level representation of your HDL optimized for a specific Xilinx architecture, which might help you discover design issues early in the design process.

You should always refer to technology schematic for synthesized result.



ISE Project Navigator (P.68d) - C:\AAA_ONDER\C_EFE\verilog_onderefe\myproject\myproject.xise - [mymodule01.ngc]

File Edit View Project Source Process Tools Window Layout Help

Design View: Implementation Simulation

Behavioral

Hierarchy

- myproject
 - xc3s500e-4fg320
 - mymodule01_tb (mymodule01_tb.v)
 - uut - mymodule01 (mymodule01.v)

No Processes Running

Processes: uut - mymodule01

- ISim Simulator
 - Behavioral Check Syntax
 - Simulate Behavioral Model

Create Technology Schematic

1) Select items you want on the schematic from the "Available Elements" list and move them to the "Selected Elements" list

- Use the Filter control to filter the "Available Elements" list by name

2) Press the "Create Schematic" button to generate a schematic view using the items in the "Selected Elements" list

Available Elements

- mymodule01
- Primitives
- Signals
- Top Level Ports

Add ->

<- Remove

<<- Remove All

Add

Selected Elements

Create Schematic

* Filter

Start Design Files Libraries

mymodule01_tb.v mymodule01.ngr:1 mymodule01 (RTL3) mymodule01.ngc

View by Category

Design Objects of Top Level Block

Instances	Pins	Signals
mymodule01	mymodule01	mymodule01

Properties of Instance: D_3_and0000_imp_D_3_and00001

Name	Value
Verilog Model	AND3
VHDL Model	AND3
Type	and3
Library Version	2.0.0
Level	XILINX
Instance Name	D_3_and0000_imp_D_3_and00001
Device	AND

ISE Project Navigator (P.68d) - C:\AAA_ONDER\C_EFE\verilog_onderefe\myproject\myproject.xise - [mymodule01.ngc]

File Edit View Project Source Process Tools Window Layout Help

Design View: Implementation Simulation

Behavioral

Hierarchy

- myproject
 - xc3s500e-4fg320
 - mymodule01_tb (mymodule01_tb.v)
 - uut - mymodule01 (mymodule01.v)

No Processes Running

Processes: uut - mymodule01

- ISim Simulator
 - Behavioral Check Syntax
 - Simulate Behavioral Model

Create Technology Schematic

1) Select items you want on the schematic from the "Available Elements" list and move them to the "Selected Elements" list

- Use the Filter control to filter the "Available Elements" list by name

2) Press the "Create Schematic" button to generate a schematic view using the items in the "Selected" list

Available Elements

- mymodule01
- Primitives
- Signals
- Top Level Ports

Add -> <- Remove <<- Remove All

Selected Elements

- mymodule01

* Filter

Create Schematic

Start Design Files Libraries

mymodule01_tb.v mymodule01.ngr:1 mymodule01 (RTL3) mymodule01.ngc

View by Category

Design Objects of Top Level Block

Instances	Pins	Signals
mymodule01	mymodule01	mymodule01

Properties of Instance: D_3_and0000_imp_D_3_and00001

Name	Value
Verilog Model	AND3
VHDL Model	AND3
Type	and3
Library Version	2.0.0
Level	XILINX
Instance Name	D_3_and0000_imp_D_3_and00001
Device	AND

ISE Project Navigator (P.68d) - C:\AAA_ONDER\C_EFE\verilog_onderefe\myproject\myproject.xise - [mymodule01 (Tech2)]

File Edit View Project Source Process Tools Window Layout Help

Design

View: ☐ Implementation ☒ Simulation

Behavioral

Hierarchy

- myproject
 - xc3s500e-4fg320
 - mymodule01_tb (mymodule01_tb.v)
 - uut - mymodule01 (mymodule01.v)

No Processes Running

Processes: uut - mymodule01

- ISim Simulator
 - Behavioral Check Syntax
 - Simulate Behavioral Model

RTL3) mymodule01.ngc:1 mymodule01 (Tech2)

View by Category

Design Objects of Top Level Block

Instances	Pins	Signals	Name	Value
mymodule01				

Properties: (No Selection)

[708,328]

ISE Project Navigator (P.68d) - C:\AAA_ONDER\C_EFE\verilog_onderefe\myproject\myproject.xise - [mymodule01 (Tech2)]

File Edit View Project Source Process Tools Window Layout Help

Design

View: ☐ Implementation ☒ Simulation

Behavioral

Hierarchy

- myproject
 - xc3s500e-4fg320
 - mymodule01_tb (mymodule01_tb.v)
 - uut - mymodule01 (mymodule01.v)

No Processes Running

Processes: uut - mymodule01

- ISim Simulator
 - Behavioral Check Syntax
 - Simulate Behavioral Model

Start Design Files Libraries

mymodule01.ngr:1 mymodule01 (RTL3) mymodule01.ngc:1 mymodule01 (Tech2)

View by Category

Design Objects of Top Level Block

Instances

- mymodule01

Pins

- mymodule01

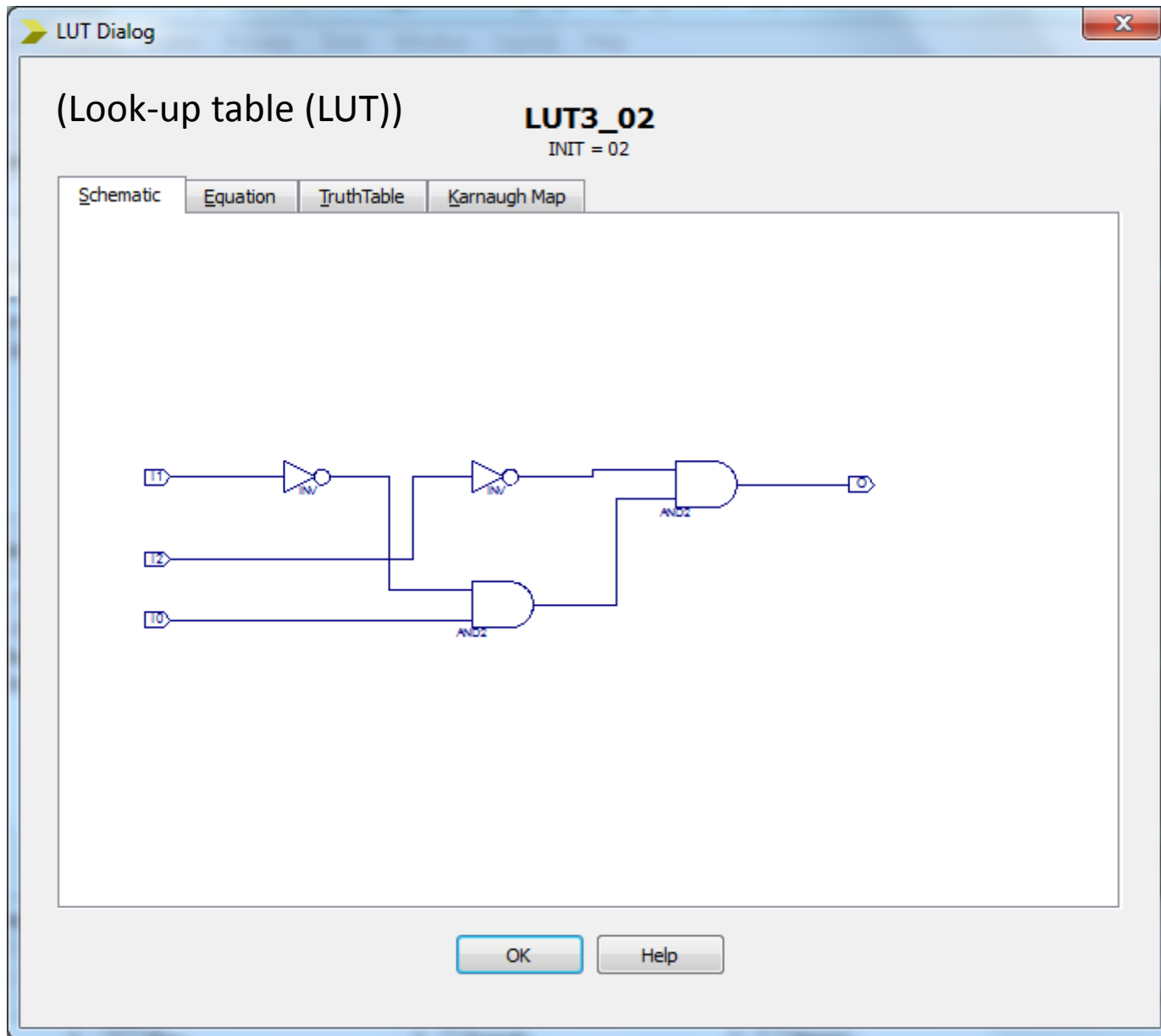
Signals

- mymodule01

Properties: (No Selection)

Name	Value
------	-------

[1012,2428]



LUT Dialog

LUT3_02
INIT = 02

Schematic Equation TruthTable Karnaugh Map

O = (I0 * !I1 * !I2);

OK Help

LUT Dialog

X

LUT3_02

INIT = 02

Schematic

Equation

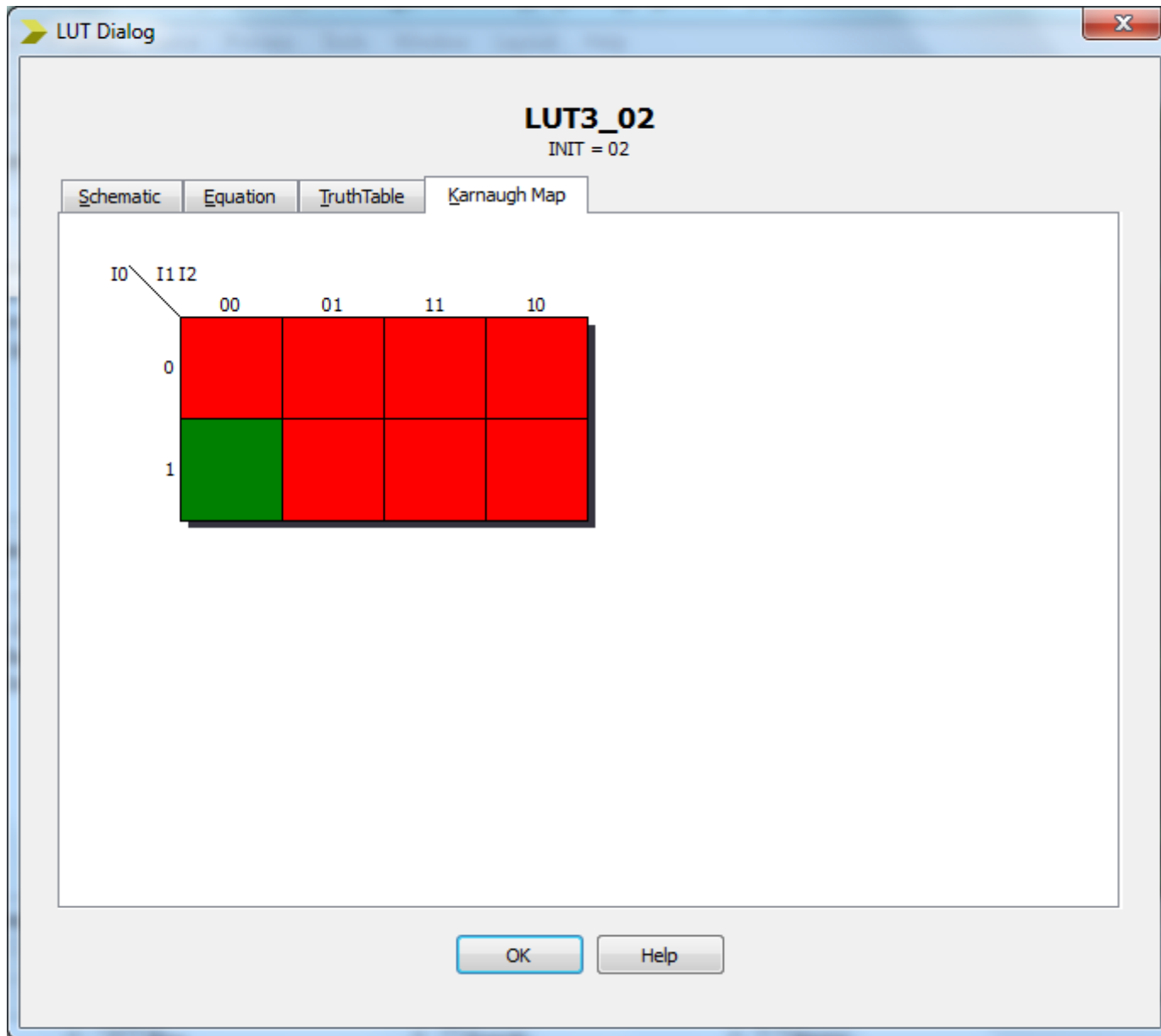
TruthTable

Karnaugh Map

I2	I1	I0	O
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	0
1	1	0	0
1	1	1	0

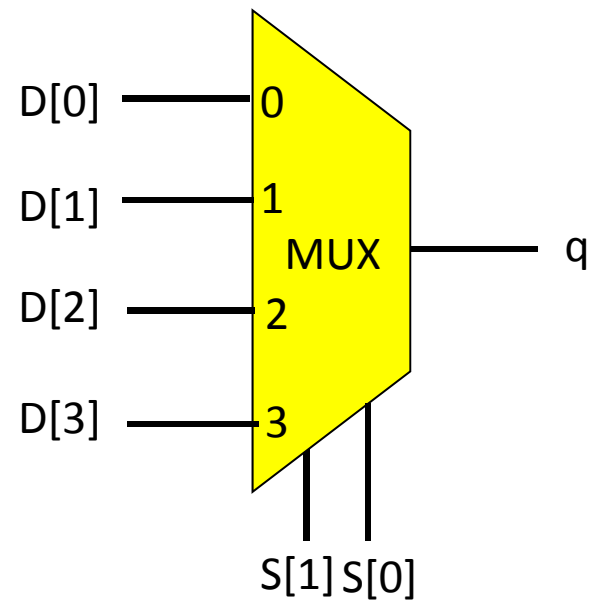
OK

Help



MUX

```
module mux1( select, d, q );  
  input[1:0] select;  
  input[3:0] d;  
  output q;  
  wire q;  
  wire[1:0] select;  
  wire[3:0] d;  
  assign q = d[select];  
endmodule
```



MUX Testbench 1/4

```
module mux1_tb;  
    // Inputs  
    reg [1:0] select;  
    reg [3:0] d;  
    // Outputs  
    wire q;  
    integer i;  
    // Instantiate the Unit Under Test (UUT)  
    mux1 uut (  
        .select(select),  
        .d(d),  
        .q(q)  
    );
```

MUX Testbench 2/4

initial

begin

#1 \$monitor("d = %b", d, " | select = ", select, " | q = ", q);

for(i = 0; i <= 15; i = i + 1)

begin

d = i;

select = 0; #1;

select = 1; #1;

select = 2; #1;

select = 3; #1;

\$display("-----");

end

end

endmodule

MUX Testbench 3/4

d = 0000 | select = 0 | q = 0
d = 0000 | select = 1 | q = 0
d = 0000 | select = 2 | q = 0
d = 0000 | select = 3 | q = 0

d = 0001 | select = 0 | q = 1
d = 0001 | select = 1 | q = 0
d = 0001 | select = 2 | q = 0
d = 0001 | select = 3 | q = 0

d = 0010 | select = 0 | q = 0
d = 0010 | select = 1 | q = 1
d = 0010 | select = 2 | q = 0
d = 0010 | select = 3 | q = 0

d = 0011 | select = 0 | q = 1
d = 0011 | select = 1 | q = 1
d = 0011 | select = 2 | q = 0
d = 0011 | select = 3 | q = 0

d = 0100 | select = 0 | q = 0
d = 0100 | select = 1 | q = 0
d = 0100 | select = 2 | q = 1
d = 0100 | select = 3 | q = 0

d = 0101 | select = 0 | q = 1
d = 0101 | select = 1 | q = 0

d = 0101 | select = 2 | q = 1
d = 0101 | select = 3 | q = 0

d = 0110 | select = 0 | q = 0
d = 0110 | select = 1 | q = 1
d = 0110 | select = 2 | q = 1
d = 0110 | select = 3 | q = 0

d = 0111 | select = 0 | q = 1
d = 0111 | select = 1 | q = 1
d = 0111 | select = 2 | q = 1
d = 0111 | select = 3 | q = 0

d = 1000 | select = 0 | q = 0
d = 1000 | select = 1 | q = 0
d = 1000 | select = 2 | q = 0
d = 1000 | select = 3 | q = 1

d = 1001 | select = 0 | q = 1
d = 1001 | select = 1 | q = 0
d = 1001 | select = 2 | q = 0
d = 1001 | select = 3 | q = 1

d = 1010 | select = 0 | q = 0
d = 1010 | select = 1 | q = 1
d = 1010 | select = 2 | q = 0
d = 1010 | select = 3 | q = 1

d = 1011 | select = 0 | q = 1
d = 1011 | select = 1 | q = 1
d = 1011 | select = 2 | q = 0
d = 1011 | select = 3 | q = 1

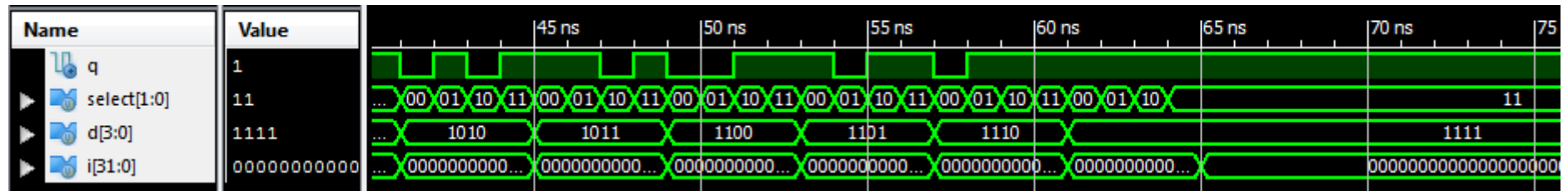
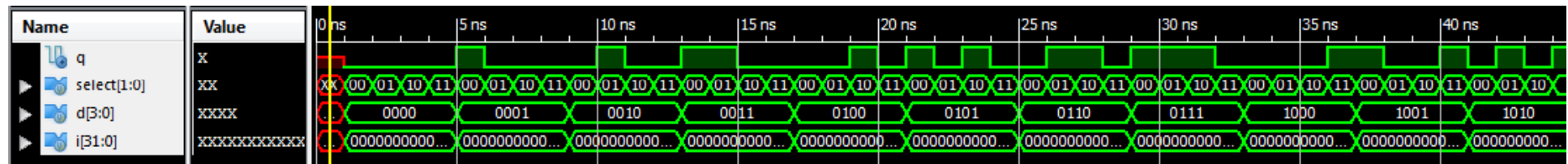
d = 1100 | select = 0 | q = 0
d = 1100 | select = 1 | q = 0
d = 1100 | select = 2 | q = 1
d = 1100 | select = 3 | q = 1

d = 1101 | select = 0 | q = 1
d = 1101 | select = 1 | q = 0
d = 1101 | select = 2 | q = 1
d = 1101 | select = 3 | q = 1

d = 1110 | select = 0 | q = 0
d = 1110 | select = 1 | q = 1
d = 1110 | select = 2 | q = 1
d = 1110 | select = 3 | q = 1

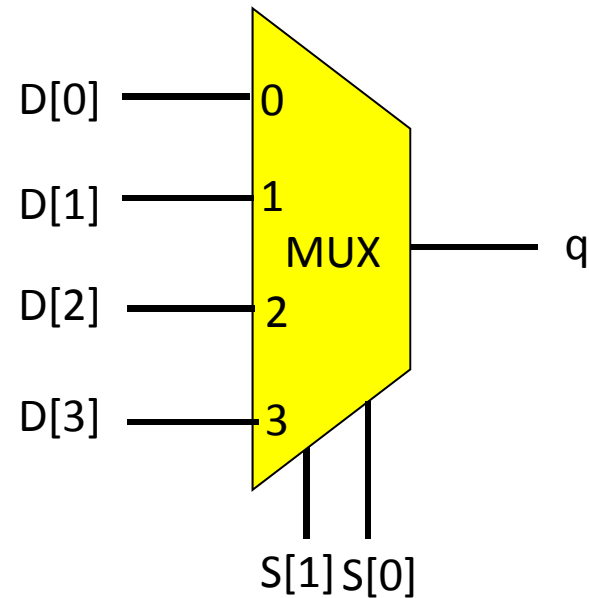
d = 1111 | select = 0 | q = 1
d = 1111 | select = 1 | q = 1
d = 1111 | select = 2 | q = 1
d = 1111 | select = 3 | q = 1

MUX Testbench 4/4



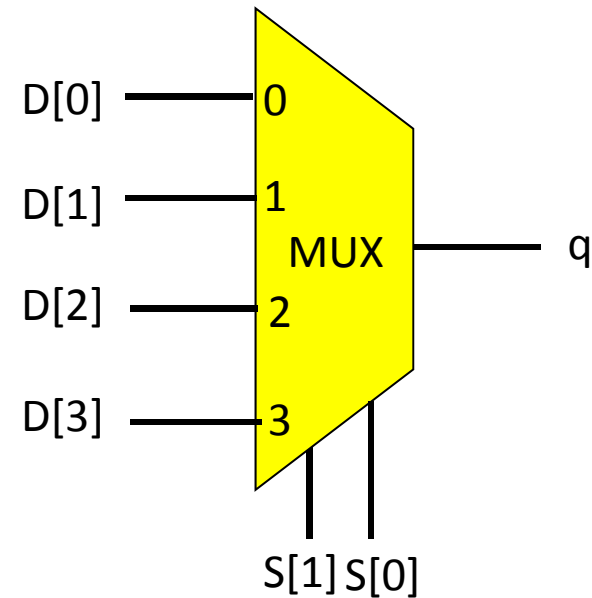
MUX using **always** block

```
module mux2( select, d, q );  
  input[1:0] select;  
  input[3:0] d;  
  output q;  
  reg q;  
  wire[1:0] select;  
  wire[3:0] d;  
  always @(d or select)  
    q = d[select];  
endmodule
```



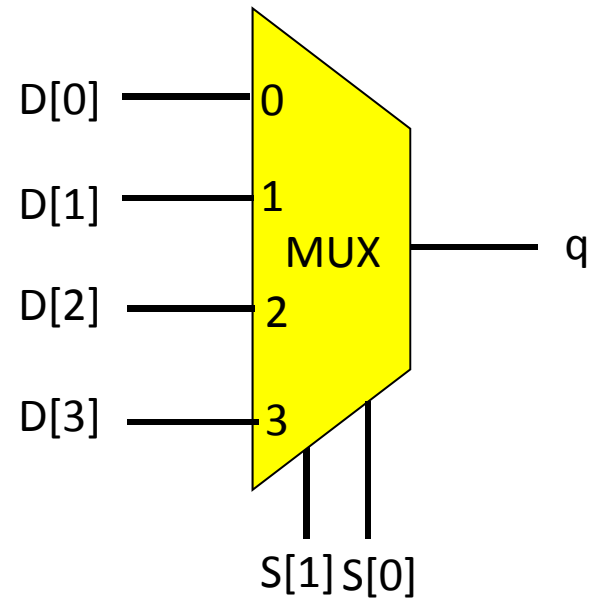
MUX using if statements

```
module mux3( select, d, q );  
  input[1:0] select;  
  input[3:0] d;  
  output q;  
  reg q;  
  wire[1:0] select;  
  wire[3:0] d;  
  always @( select or d )  
  begin  
    if( select == 0)  
      q = d[0];  
    if( select == 1)  
      q = d[1];  
    if( select == 2)  
      q = d[2];  
    if( select == 3)  
      q = d[3];  
  end  
endmodule
```



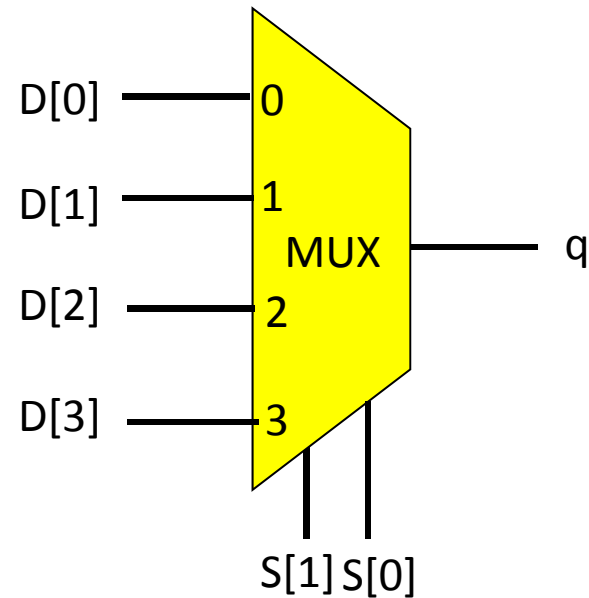
MUX using **case** statements

```
module mux4( select, d, q );  
  input[1:0] select;  
  input[3:0] d;  
  output q;  
  reg q;  
  wire[1:0] select;  
  wire[3:0] d;  
  always @( select or d )  
  begin  
    case( select )  
      0 : q = d[0];  
      1 : q = d[1];  
      2 : q = d[2];  
      3 : q = d[3];  
    endcase  
  end  
endmodule
```



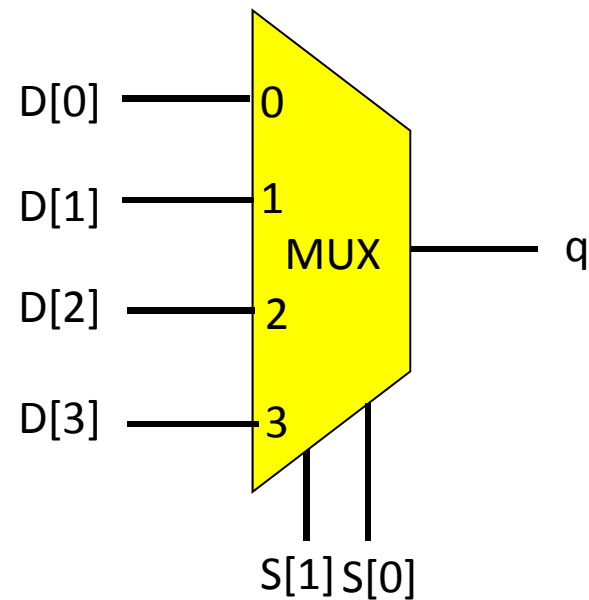
MUX using nested conditional statements

```
module mux5( select, d, q );  
  input[1:0] select;  
  input[3:0] d;  
  output q;  
  wire q;  
  wire[1:0] select;  
  wire[3:0] d;  
  assign q = ( select == 0 )? d[0] : ( select == 1 )? d[1] : ( select == 2 )? d[2] : d[3];  
endmodule
```



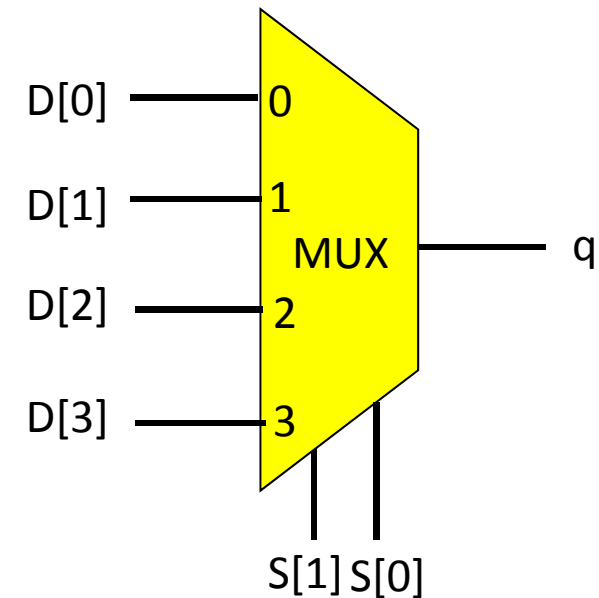
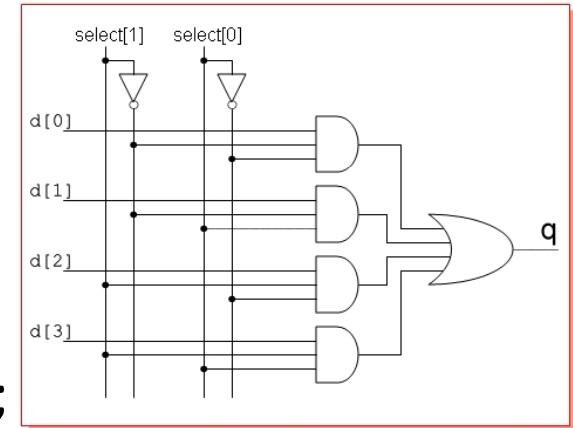
MUX using nested conditional statements

```
module mux6( select, d, q );  
  input[1:0] select;  
  input[3:0] d;  
  output q;  
  reg q;  
  wire[1:0] select;  
  wire[3:0] d;  
  always @( select or d)  
  begin q = ( ~select[0] & ~select[1] & d[0] )  
          | ( select[0] & ~select[1] & d[1] )  
          | ( ~select[0] & select[1] & d[2] )  
          | ( select[0] & select[1] & d[3] );  
  end  
endmodule
```



MUX using gates

```
module mux7( select, d, q );  
  input[1:0] select;  
  input[3:0] d;  
  output q;  
  wire q, q1, q2, q3, q4, NOTselect0, NOTselect1;  
  wire[1:0] select;  
  wire[3:0] d;  
  not n1( NOTselect0, select[0] );  
  not n2( NOTselect1, select[1] );  
  and a1( q1, NOTselect0, NOTselect1, d[0] );  
  and a2( q2, select[0], NOTselect1, d[1] );  
  and a3( q3, NOTselect0, select[1], d[2] );  
  and a4( q4, select[0], select[1], d[3] );  
  or o1( q, q1, q2, q3, q4 );  
endmodule
```



DEMUX

```
module demux1(select,d,q);  
    input d;  
    input [2:0] select;  
    output [7:0] q;  
    assign q[0] = d & ~select[2] & ~select[1] & ~select[0];  
    assign q[1] = d & ~select[2] & ~select[1] & select[0];  
    assign q[2] = d & ~select[2] & select[1] & ~select[0];  
    assign q[3] = d & ~select[2] & select[1] & select[0];  
    assign q[4] = d & select[2] & ~select[1] & ~select[0];  
    assign q[5] = d & select[2] & ~select[1] & select[0];  
    assign q[6] = d & select[2] & select[1] & ~select[0];  
    assign q[7] = d & select[2] & select[1] & select[0];  
endmodule
```

DEMUX Testbench 1/3

```
module demux1_tb;
```

```
// Inputs
```

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

```
reg d;
```

```
// Outputs
```

```
wire [7:0] q;
```

```
integer i;
```

```
// Instantiate the Unit Under Test (UUT)
```

```
demux1 uut (
```

```
    .select(select),
```

```
    .d(d),
```

```
    .q(q)
```

```
);
```

```
initial begin
```

```
    // Initialize Inputs
```

```
    select = 3'b000;
```

```
    d = 0;
```

```
    // Wait 100 ns for global reset to finish
```

```
    #10;
```

DEMUX Testbench 2/3

Choose left code or right code

Are they the same?

```
d = 1;select = 3'b000;#10;
d = 1;select = 3'b001;#10;
d = 1;select = 3'b010;#10;
d = 1;select = 3'b011;#10;
d = 1;select = 3'b100;#10;
d = 1;select = 3'b101;#10;
d = 1;select = 3'b110;#10;
d = 1;select = 3'b111;#10;
d = 0;select = 3'b000;#10;

end

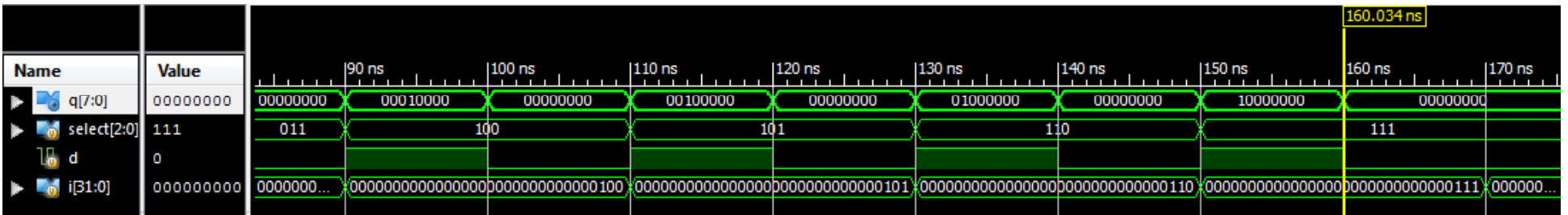
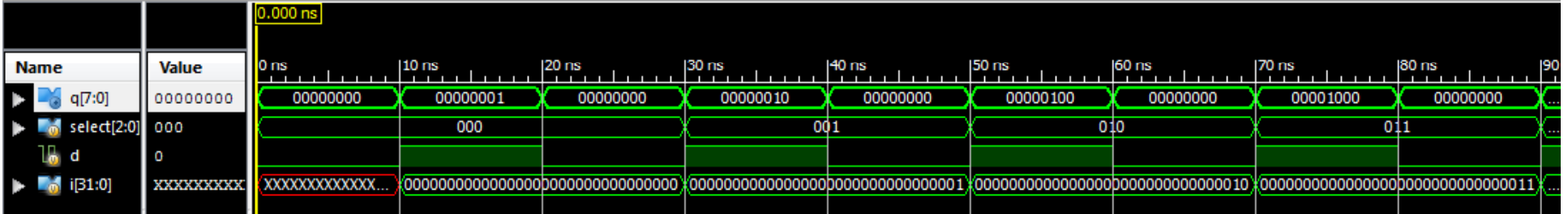
endmodule
```

```
for(i = 0; i <= 7; i = i + 1)
begin
    select = i;
    d=1;
    #10;
    d=0;
    #10;
end

end

endmodule
```

DEMUX Testbench 3/3



Few Notes

- Initial block declares a single-pass behavior
 - Executes once when simulator is activated
- Delay control operator (#) and delay value - #10
- Timescale compiler directive
 - timescale <reference_time_unit>/<time_precision>
 - `timescale 1ns/1ps
- Inputs are declared as reg values – retains value until updated
- Outputs are just monitored as wires

Sequential Logic Implementations

- Generating clock signal
- Single D Flip Flop
- Three D Flip flops in series
- Parallel load shift register

Generating Clock Signal

always

begin

clk = 0;

#5;

clk = 1;

#5;

end

initial begin

clk = 0;

end

always begin

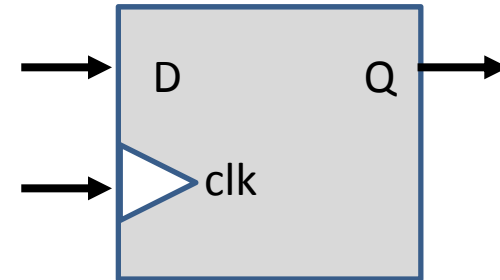
#5; clk = 0;

#5; clk = 1;

end

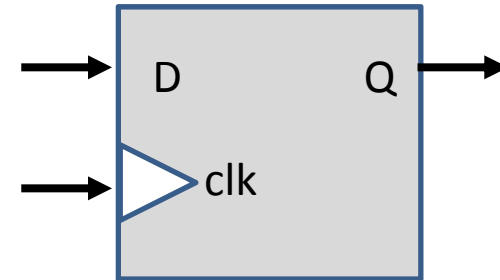
Single D Flip-Flop

```
module single_d_ff(clk,D,Q);  
  input clk;  
  input D;  
  output reg Q;  
  always @(posedge clk)  
  begin  
    Q <= D;  
  end  
endmodule
```



Single D Flip-flop Testbench 1/3

```
module single_d_ff_tb;  
  // Inputs  
  reg clk;  
  reg D;  
  // Outputs  
  wire Q;  
  // Instantiate the Unit Under Test (UUT)  
  single_d_ff uut (  
    .clk(clk),  
    .D(D),  
    .Q(Q)  
  );
```

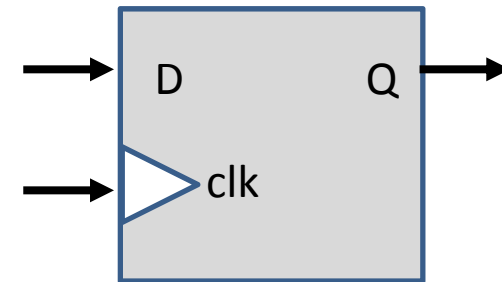


Single D Flip-flop Testbench 2/3

initial begin

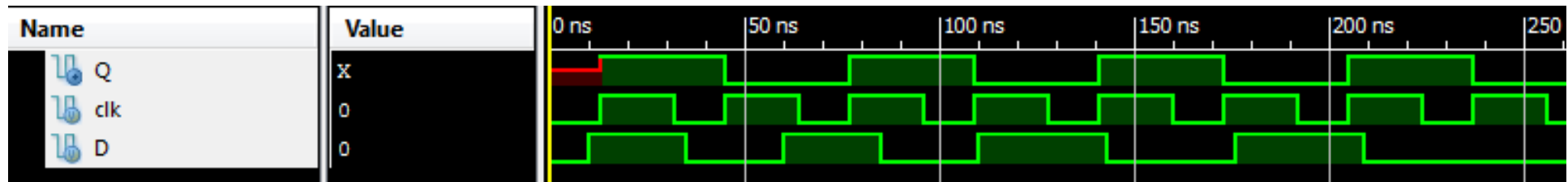
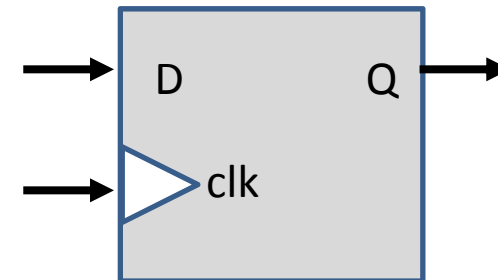
```
// Initialize Inputs
clk = 0;
D = 0;
// Wait 10 ns for global reset to finish
#10;
// Add stimulus here
D = 1; # 25;
D = 0; # 25;
D = 1; # 25;
D = 0; # 25;
D = 1; # 33;
D = 0; # 33;
D = 1; # 33;
D = 0; # 33;
```

end



Single D Flip-flop Testbench 3/3

```
always begin
    clk = 0 ; #13;
    clk = 1 ; #19;
end
endmodule
```



ISE Project Navigator (P.68d) - C:\AAA_ONDER\C_EFE\verilog_onderefe\myproject\myproject.xise - [single_d_ff (RTL1)]

File Edit View Project Source Process Tools Window Layout Help

Design

View: Implementation Simulation

Hierarchy

- myproject
 - xc3s500e-4fg320
 - demux1 (demux1.v)
 - mux1 (mux1.v)
 - single_d_ff (single_d_ff.v)
 - mymodule01.ucf
 - ucadetdflipllop (ucadetdflipllop.v)

No Processes Running

Processes: single_d_ff

- Design Summary/Reports
- Design Utilities
 - Create Schematic Symbol
 - View Command Line Log File
 - View HDL Instantiation Template
- User Constraints
- Synthesize - XST
 - View RTL Schematic
 - View Technology Schematic
 - Check Syntax
 - Generate Post-Synthesis Simulation Model

single_d_ff

clk D Q

single_d_ff

single_d_ff_tb.v demux1.v single_d_ff.ngr:1 single_d_ff (RTL1)

View by Category

Design Objects of Top Level Block

Instances

- single_d_ff

Pins

Signals

Properties: (No Selection)

Name	Value
------	-------

[192,380]

ISE Project Navigator (P.68d) - C:\AAA_ONDER\C_EFE\verilog_onderefe\myproject\myproject.xise - [single_d_ff (RTL1)]

File Edit View Project Source Process Tools Window Layout Help

Design

View: Implementation Simulation

Hierarchy

- myproject
 - xc3s500e-4fg320
 - demux1 (demux1.v)
 - mux1 (mux1.v)
 - single_d_ff (single_d_ff.v)
 - mymodule01.ucf
 - ucadetdflop (ucadetdflop.v)

No Processes Running

Processes: single_d_ff

- Design Summary/Reports
- Design Utilities
 - Create Schematic Symbol
 - View Command Line Log File
 - View HDL Instantiation Template
- User Constraints
- Synthesize - XST
 - View RTL Schematic
 - View Technology Schematic
 - Check Syntax
 - Generate Post-Synthesis Simulation Model

single_d_ff:1

fd

Q

single_d_ff

single_d_ff_tb.v demux1.v single_d_ff.ngr:1 single_d_ff (RTL1)

View by Category

Design Objects of Top Level Block

Instances

- single_d_ff

Pins

- single_d_ff

Signals

- single_d_ff

Properties of Instance: single_d_ff

Name	Value
Verilog Model	single_d_ff
Type	single_d_ff:1
Part	xc3s500e-4-fg320
OriginalSymbol	single_d_ff
Instance Name	single_d_ff

[1040,892]

We have mux1.v, demux1.v, single_d_ff.v and so on. Whichever you would like to synthesize the circuitry, you need to designate it as the “top module” by clicking this.

