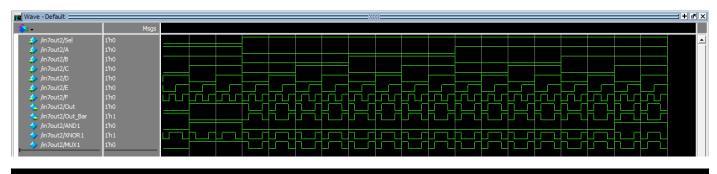


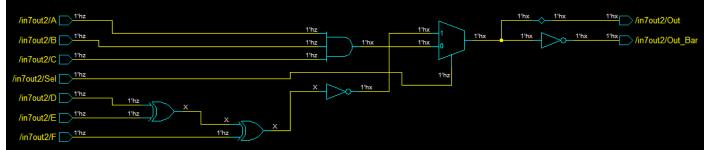


### DESIGN HAS 7 INPUTS AND 2 OUTPUTS.

# **Verilog Code:**

```
module in7out2 (A, B, C, D, E, F, Sel, Out, Out_Bar);
input A, B, C, D, E, F, Sel;
output Out, Out_Bar;
wire AND1, XNOR1, MUX1;
assign AND1 = (A & B & C);
assign XNOR1 = ~(D ^ E ^ F);
assign MUX1 = (Sel == 1)? XNOR1: AND1;
assign Out = MUX1;
assign Out_Bar = ~MUX1;
endmodule
```



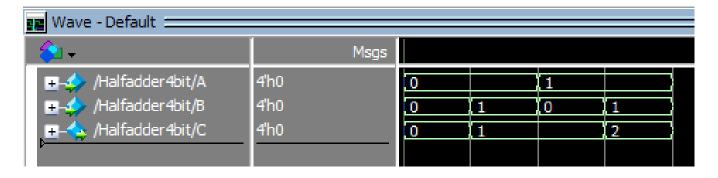




# 4 - BIT ADDER USING ADDITION OPERATOR

# **Verilog Code:**

```
module Halfadder4bit (A, B, C); input [3:0] A, B; output [3:0] C; assign C = A + B; endmodule
```





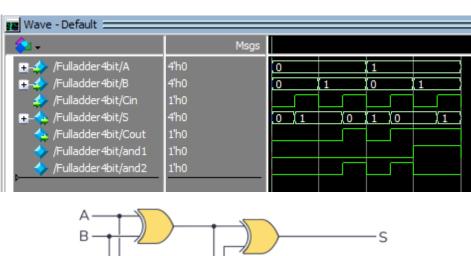
#### 4 - BIT ADDER USING THE BITWISE OPERATORS

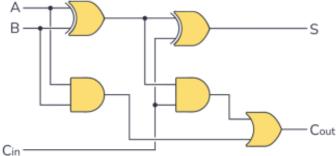
# **Verilog Code:**

```
module Fulladder4bit (A, B, Cin, S, Cout);
input [3: 0] A, B;
input Cin;
output [3: 0] S;
output Cout;

wire and1, and2;

assign and1 = A & B;
assign and2 = (A ^ B) & Cin;
assign S = A ^ B ^ Cin;
assign Cout = and1 | and2;
endmodule
```



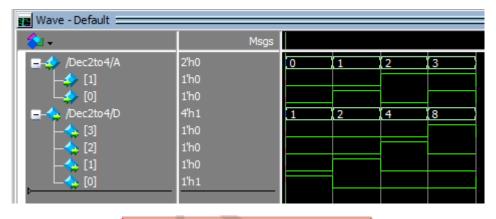




### 2 × 4 DECODER USING CONDITIONAL OPERATOR

# **Verilog Code:**

```
module Dec2to4(A, D);  
input [1:0] A;  
output [3:0] D;  
assign D = (A == 2'b00)? 4'b0001: (A == 2'b01)? 4'b0010:  
(A == 2'b10)? 4'b0100: 4'b1000;  
endmodule
```



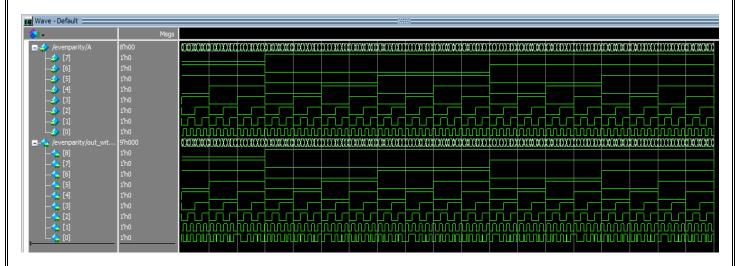
$A_1$	$A_0$	$D_3$	$D_2$	$D_1$	$D_0$
0	0	0	0	0	1
0	1	0	0	1	0
1	0	0	1	0	0
1	1	1	0	0	0



### **EVEN PARITY GENERATOR MODULE**

# **Verilog Code:**

```
module evenparity (A, out_with_parity);
input [7:0] A;
output [8:0] out_with_parity;
assign out_with_parity = {A, ^A};
endmodule
```





#### **COMPARATOR COMPARES 2 INPUTS USING CONDITIONAL OPERATOR**

# **Verilog Code:**

```
module comparator (A, B, ALTA, AGTB, AEQB);

input [3:0] A, B;

output ALTA, AGTB, AEQB;

assign ALTA = (A < B)? 1'b1: 1'b0;

assign AGTB = (A > B)? 1'b1: 1'b0;

assign AEQB = (A == B)? 1'b1: 1'b0;

endmodule
```

