```
`timescale 1 ns / 1 ns
module pol75
           clk,
           reset,
           clk enable,
           ce out,
           Out1
          );
  input
         clk;
  input
        reset;
  input clk enable;
  output ce out;
  output signed [31:0] Out1; // sfix32 En29
  wire enb 1 7 0;
  wire enb 1 - 5 = 0;
  wire enb 1 35 1;
  wire enb 1 35 0;
  wire enb 7 35 1;
  wire enb 1 - 5 = 7;
  reg signed [15:0] Sine Wavel outl; // sfix16 En14
  wire signed [15:0] Downsample8 out1; // sfix16 En14
  wire signed [15:0] Constant5 out1; // sfix16 En18
  wire signed [31:0] Product1 out1; // sfix32 En32
  reg signed [15:0] Delay_out1; // sfix16 En14
  wire signed [15:0] Downsample1 out1; // sfix16 En14
  wire signed [15:0] Constant1 out1; // sfix16 En15
  wire signed [31:0] Product25_out1; // sfix32_En29
  wire signed [31:0] Add1 out1; // sfix32 En29
  reg signed [15:0] Delay1 out1; // sfix16 En14
  wire signed [15:0] Downsample2 out1; // sfix16 En14
  wire signed [15:0] Constant3_out1; // sfix16 En15
  wire signed [31:0] Product8 out1; // sfix32 En29
  wire signed [31:0] Add3 out1; // sfix32 En29
  reg signed [15:0] Delay2 out1; // sfix16 En14
  wire signed [15:0] Downsample3_out1; // sfix16_En14
  wire signed [15:0] Constant16_out1; // sfix16 En15
  wire signed [31:0] Product16 out1; // sfix32 En29
  wire signed [31:0] Add11 out1; // sfix32 En29
  reg signed [15:0] Delay3 out1; // sfix16 En14
  wire signed [15:0] Downsample4 out1; // sfix16 En14
  wire signed [15:0] Constant7 out1; // sfix16 En17
  wire signed [31:0] Product5 out1; // sfix32 En31
 wire signed [31:0] Add5_out\overline{1}; // sfix32 En2\overline{9}
  wire signed [31:0] Upsample6 out1; // sfix32 En29
  reg signed [31:0] Delay9 out1; // sfix32 En29
  wire signed [15:0] Constant2 out1; // sfix16 En17
  wire signed [31:0] Product2_out1; // sfix32 En31
  wire signed [15:0] Constant14 out1; // sfix16 En15
```

```
wire signed [31:0] Product7 out1; // sfix32 En29
wire signed [31:0] Add4 out\overline{1}; // sfix32 En2\overline{9}
wire signed [15:0] Constant18 out1; // sfix16 En15
wire signed [31:0] Product15 out1; // sfix32 En29
wire signed [31:0] Add12 out1; // sfix32 En29
wire signed [15:0] Constant9 out1; // sfix16 En15
wire signed [31:0] Product4 out1; // sfix32 En29
wire signed [31:0] Add6 out1; // sfix32 En29
reg signed [15:0] Delay4 out1; // sfix16 En14
wire signed [15:0] Downsample5_out1; // sfix16_En14
wire signed [15:0] Constant25 out1; // sfix16 En18
wire signed [31:0] Product24 out1; // sfix32 En32
wire signed [31:0] Add14 out1; // sfix32 En29
wire signed [31:0] Upsample1 out1; // sfix32 En29
wire signed [31:0] Add28 out1; // sfix32 En29
reg signed [31:0] Delay8 out1; // sfix32 En29
wire signed [15:0] Constant15 out1; // sfix16 En16
wire signed [31:0] Product6_out1; // sfix32_En30
wire signed [15:0] Constant13 out1; // sfix16 En15
wire signed [31:0] Product14 out1; // sfix32 En29
wire signed [31:0] Add13 out\overline{1}; // sfix32 En29
wire signed [15:0] Constant6 out1; // sfix16 En15
wire signed [31:0] Product3 out1; // sfix32 En29
wire signed [31:0] Add7 out1; // sfix32 En29
wire signed [15:0] Constant23 out1; // sfix16 En16
wire signed [31:0] Product23 out1; // sfix32_En30
wire signed [31:0] Add15 out1; // sfix32 En29
wire signed [31:0] Upsample2 out1; // sfix32 En29
wire signed [31:0] Add29 out1; // sfix32 En29
reg signed [31:0] Delay11 out1; // sfix32 En29
wire signed [15:0] Constant4 out1; // sfix16 En18
wire signed [31:0] Product9 out1; // sfix32 En32
wire signed [15:0] Constant17 out1; // sfix16 En15
wire signed [31:0] Product17 out1; // sfix32 En29
wire signed [31:0] Add10 out1; // sfix32 En29
wire signed [15:0] Constant8 out1; // sfix16 En15
wire signed [31:0] Product10_out1; // sfix32_En29
wire signed [31:0] Add2 out1; // sfix32 En29
wire signed [15:0] Constant24 out1; // sfix16 En15
wire signed [31:0] Product19 out1; // sfix32 En29
wire signed [31:0] Add9_out1; // sfix32_En29
reg signed [15:0] Delay5 out1; // sfix16 En14
wire signed [15:0] Downsample6 out1; // sfix16 En14
wire signed [15:0] Constant28 out1; // sfix16 En17
wire signed [31:0] Product28_out1; // sfix32 En31
wire signed [31:0] Add19 out1; // sfix32 En29
wire signed [31:0] Upsample3 out1; // sfix32 En29
wire signed [31:0] Add30 out1; // sfix32 En29
reg signed [31:0] Delay12 out1; // sfix32 En29
wire signed [15:0] Constant19 out1; // sfix16 En17
wire signed [31:0] Product18 out1; // sfix32 En31
wire signed [15:0] Constant10_out1; // sfix16_En15
wire signed [31:0] Product11_out1; // sfix32_En29
wire signed [31:0] Add8_out1; // sfix32_En29
```

```
wire signed [15:0] Constant20 out1; // sfix16 En15
wire signed [31:0] Product20 out1; // sfix32 En29
wire signed [31:0] Add16 out1; // sfix32 En29
wire signed [15:0] Constant26 out1; // sfix16 En15
wire signed [31:0] Product27 out1; // sfix32 En29
wire signed [31:0] Add20 out\overline{1}; // sfix32 En2\overline{9}
reg signed [15:0] Delay6 out1; // sfix16 En14
wire signed [15:0] Downsample7 out1; // sfix16 En14
wire signed [15:0] Constant30_out1; // sfix16 En18
wire signed [31:0] Product31_out1; // sfix32_En32
wire signed [31:0] Add23 out1; // sfix32 En29
wire signed [31:0] Upsample4 out1; // sfix32 En29
wire signed [31:0] Add31 out\overline{1}; // sfix32 En29
reg signed [31:0] Delay10 out1; // sfix32 En29
wire signed [15:0] Constant12 out1; // sfix16 En18
wire signed [31:0] Product13 out1; // sfix32 En32
wire signed [15:0] Constant22 out1; // sfix16 En16
wire signed [31:0] Product22_out1; // sfix32_En30
wire signed [31:0] Add18 out1; // sfix32 En30
wire signed [15:0] Constant29 out1; // sfix16 En15
wire signed [31:0] Product29 out1; // sfix32 En29
wire signed [31:0] Add22 out1; // sfix32 En29
wire signed [15:0] Constant32 out1; // sfix16 En15
wire signed [31:0] Product32 out1; // sfix32 En29
wire signed [31:0] Add25 out1; // sfix32 En29
reg signed [15:0] Delay7_out1; // sfix16 En14
wire signed [15:0] Downsample9 out1; // sfix16 En14
wire signed [15:0] Constant34 out1; // sfix16 En16
wire signed [31:0] Product34 out1; // sfix32 En30
wire signed [31:0] Add27 out1; // sfix32 En29
wire signed [31:0] Upsample5 out1; // sfix32 En29
wire signed [31:0] Add32 out1; // sfix32 En29
reg signed [31:0] Delay13 out1; // sfix32 En29
wire signed [15:0] Constant11 out1; // sfix16 En16
wire signed [31:0] Product12 out1; // sfix32 En30
wire signed [15:0] Constant21 out1; // sfix16 En15
wire signed [31:0] Product21 out1; // sfix32 En29
wire signed [31:0] Add17 out1; // sfix32 En29
wire signed [15:0] Constant27 out1; // sfix16 En15
wire signed [31:0] Product26 out1; // sfix32 En29
wire signed [31:0] Add21 out\overline{1}; // sfix32 En2\overline{9}
wire signed [15:0] Constant31 out1; // sfix16 En16
wire signed [31:0] Product30 out1; // sfix32 En30
wire signed [31:0] Add24 out1; // sfix32 En29
wire signed [15:0] Constant33 out1; // sfix16 En18
wire signed [31:0] Product33 out1; // sfix32 En32
wire signed [31:0] Add26 out1; // sfix32 En29
wire signed [31:0] Upsample7 out1; // sfix32 En29
wire signed [31:0] Add33 out1; // sfix32 En29
reg [6:0] address cnt; // ufix7
wire signed [15:0] tmpout; // sfix16 En14
reg signed [15:0] regout; // sfix16 En14
wire signed [15:0] tmpout 1; // sfix16 En14
reg signed [15:0] regout 1; // sfix16 En14
```

```
wire signed [31:0] add cast; // sfix32 En29
wire signed [31:0] add cast 1; // sfix32 En29
wire signed [32:0] add temp; // sfix33 En29
wire signed [15:0] tmpout 2; // sfix16 En14
reg signed [15:0] regout 2; // sfix16 En14
wire signed [31:0] add cast 2; // sfix32 En29
wire signed [31:0] add cast 3; // sfix32 En29
wire signed [32:0] add temp 1; // sfix33 En29
wire signed [15:0] tmpout_3; // sfix16 En14
reg signed [15:0] regout \overline{3}; // sfix16 \overline{E}n14
wire signed [31:0] add cast 4; // sfix32 En29
wire signed [31:0] add cast 5; // sfix32 En29
wire signed [32:0] add_temp_2; // sfix33_En29
wire signed [15:0] tmpout 4; // sfix16 En14
reg signed [15:0] regout 4; // sfix16 En14
wire signed [31:0] add cast 6; // sfix32 En29
wire signed [31:0] add_cast_7; // sfix32_En29
wire signed [32:0] add_temp_3; // sfix33 En29
// Up sample by 7 Constant Declaration
wire signed [31:0] zero; // sfix32 En29
// Up sample by 7 Signal Declaration
wire signed [31:0] muxout; // sfix32 En29
reg signed [31:0] regout 5; // sfix32 En29
wire signed [31:0] add cast 8; // sfix32 En29
wire signed [31:0] add cast 9; // sfix32 En29
wire signed [32:0] add_temp_4; // sfix33 En29
wire signed [31:0] add cast 10; // sfix32 En29
wire signed [31:0] add cast 11; // sfix32 En29
wire signed [32:0] add_temp_5; // sfix33_En29
wire signed [31:0] add cast 12; // sfix32 En29
wire signed [31:0] add cast 13; // sfix32 En29
wire signed [32:0] add temp 6; // sfix33 En29
wire signed [15:0] tmpout_5; // sfix16_En14
reg signed [15:0] regout 6; // sfix16 En14
wire signed [31:0] add cast 14; // sfix32 En29
wire signed [31:0] add_cast_15; // sfix32 En29
wire signed [32:0] add temp 7; // sfix33 En29
// Up sample by 7 Constant Declaration
wire signed [31:0] zero 1; // sfix32 En29
// Up sample by 7 Signal Declaration
wire signed [31:0] muxout_1; // sfix32_En29
reg signed [31:0] regout_7; // sfix32_En29
wire signed [31:0] add cast 16; // sfix32 En29
wire signed [31:0] add cast 17; // sfix32 En29
wire signed [32:0] add temp 8; // sfix33 En29
wire signed [31:0] add cast 18; // sfix32 En29
wire signed [31:0] add cast 19; // sfix32 En29
wire signed [32:0] add temp 9; // sfix33 En29
wire signed [31:0] add_cast_20; // sfix32 En29
wire signed [31:0] add cast 21; // sfix32 En29
wire signed [32:0] add temp 10; // sfix33 En29
wire signed [31:0] add cast 22; // sfix32 En29
                                // sfix32 En29
wire signed [31:0] add cast 23;
wire signed [32:0] add temp 11; // sfix33 En29
```

```
// Up sample by 7 Constant Declaration
wire signed [31:0] zero 2; // sfix32 En29
// Up sample by 7 Signal Declaration
wire signed [31:0] muxout 2; // sfix32 En29
reg signed [31:0] regout 8; // sfix32 En29
wire signed [31:0] add cast 24; // sfix32 En29
wire signed [31:0] add cast 25;
                                // sfix32 En29
wire signed [32:0] add temp 12; // sfix33 En29
wire signed [31:0] add cast 26;
                                // sfix32 En29
                                // sfix32 En29
wire signed [31:0] add_cast_27;
wire signed [32:0] add_temp 13;
                                // sfix33 En29
                                // sfix32 En29
wire signed [31:0] add cast 28;
wire signed [31:0] add_cast_29;
                                // sfix32 En29
wire signed [32:0] add_temp 14;
                                // sfix33 En29
wire signed [31:0] add cast 30; // sfix32 En29
wire signed [31:0] add cast 31; // sfix32 En29
wire signed [32:0] add temp 15; // sfix33 En29
wire signed [15:0] tmpout_6; // sfix16 En14
reg signed [15:0] regout 9; // sfix16 En14
wire signed [31:0] add cast 32; // sfix32 En29
wire signed [31:0] add cast 33;
                               // sfix32_En29
wire signed [32:0] add_temp_16; // sfix33 En29
// Up sample by 7 Constant Declaration
wire signed [31:0] zero 3; // sfix32 En29
// Up sample by 7 Signal Declaration
wire signed [31:0] muxout 3; // sfix32 En29
reg signed [31:0] regout 10; // sfix32 En29
wire signed [31:0] add cast 34; // sfix32 En29
wire signed [31:0] add cast 35; // sfix32 En29
                                // sfix33 En29
wire signed [32:0] add temp 17;
wire signed [31:0] add cast 36; // sfix32 En29
wire signed [31:0] add cast 37; // sfix32 En29
                                // sfix33 En29
wire signed [32:0] add temp 18;
                                // sfix32 En29
wire signed [31:0] add cast 38;
wire signed [31:0] add cast 39; // sfix32 En29
wire signed [32:0] add_temp_19; // sfix33 En29
                                // sfix32 En29
wire signed [31:0] add cast 40;
                                // sfix32 En29
wire signed [31:0] add cast 41;
wire signed [32:0] add temp 20;
                                // sfix33 En29
wire signed [15:0] tmpout_7; // sfix16 En14
reg signed [15:0] regout_11; // sfix16 En14
wire signed [31:0] add cast 42; // sfix32 En29
wire signed [31:0] add cast 43; // sfix32 En29
wire signed [32:0] add temp 21; // sfix33 En29
// Up sample by 7 Constant Declaration
wire signed [31:0] zero 4; // sfix32 En29
// Up sample by 7 Signal Declaration
wire signed [31:0] muxout 4; // sfix32 En29
                            // sfix32 En29
reg signed [31:0] regout 12;
wire signed [31:0] add cast 44; // sfix32 En29
wire signed [31:0] add cast 45; // sfix32 En29
wire signed [32:0] add temp 22; // sfix33 En29
wire signed [31:0] add_cast_46; // sfix32 En30
wire signed [31:0] add cast 47; // sfix32 En30
```

```
wire signed [32:0] add temp 23; // sfix33 En30
 wire signed [31:0] add cast 48; // sfix32 En29
 wire signed [31:0] add cast 49; // sfix32 En29
 wire signed [32:0] add temp 24; // sfix33 En29
 wire signed [31:0] add cast 50; // sfix32 En29
 wire signed [31:0] add_cast_51; // sfix32 En29
 wire signed [32:0] add temp 25; // sfix33 En29
 wire signed [15:0] tmpout 8; // sfix16 En14
 reg signed [15:0] regout 13; // sfix16 En14
 wire signed [31:0] add_cast_52; // sfix32_En29
 wire signed [31:0] add cast 53; // sfix32 En29
 wire signed [32:0] add temp 26; // sfix33 En29
 // Up sample by 7 Constant Declaration
 wire signed [31:0] zero 5; // sfix32_En29
 // Up sample by 7 Signal Declaration
 wire signed [31:0] muxout 5; // sfix32 En29
 reg signed [31:0] regout 14; // sfix32 En29
 wire signed [31:0] add_cast_54; // sfix32_En29
 wire signed [31:0] add cast 55; // sfix32 En29
 wire signed [32:0] add temp 27; // sfix33 En29
 wire signed [31:0] add cast 56; // sfix32 En29
                                  // sfix32 En29
 wire signed [31:0] add cast 57;
 wire signed [32:0] add temp 28; // sfix33 En29
 wire signed [31:0] add cast 58; // sfix32 En29
 wire signed [31:0] add cast 59; // sfix32 En29
 wire signed [32:0] add_temp_29; // sfix33 En29
 wire signed [31:0] add cast 60; // sfix32 En29
 wire signed [31:0] add cast 61; // sfix32 En29
 wire signed [32:0] add temp 30;
                                 // sfix33 En29
                                  // sfix32 En29
 wire signed [31:0] add cast 62;
 wire signed [31:0] add cast 63; // sfix32 En29
 wire signed [32:0] add temp 31; // sfix33 En29
 // Up sample by 7 Constant Declaration
 wire signed [31:0] zero 6; // sfix32 En29
 // Up sample by 7 Signal Declaration
 wire signed [31:0] muxout 6; // sfix32 En29
 reg signed [31:0] regout 15; // sfix32 En29
 wire signed [31:0] add cast 64; // sfix32 En29
 wire signed [31:0] add cast 65; // sfix32 En29
 wire signed [32:0] add temp 32; // sfix33 En29
 Timing Controller u Timing Controller
                                            (.clk(clk),
                                             .reset(reset),
                                             .clk enable(clk enable),
                                             .enb_1_5_0_1(enb 1 5 0),
                                             .enb_1_5_1_1(enb_1_5_1),
                                             .enb 1 7 0 1(enb 1 7 0),
                                             .enb 1 35 0 1(enb 1 35 0),
                                             .enb_1_35_1_1(enb_1_35_1),
                                             .enb 7 35 1 1 (enb 7 35 1)
 assign ce out = enb 1 5 1;
// ADDRESS COUNTER
```

```
always @ (posedge clk or posedge reset)
   begin: Sine Wavel addrcnt temp process6
      if (reset == 1'b1) begin
        address cnt <= 7'b0000000;
     end
     else begin
        if (enb 1 7 0 == 1'b1) begin
          if (address cnt == 7'b1100011) begin
            address cnt <= 7'b0000000;
          end
          else begin
            address_cnt <= address_cnt + 1;</pre>
        end
     end
    end // Sine Wavel addrcnt temp process6
// FULL WAVE LOOKUP TABLE
  always @(address cnt)
 begin
    case (address cnt)
      7'b0000000 : Sine Wavel out1 = 16'b000000000000000;
     7'b0000001 : Sine Wavel out1 = 16'b0000010000000101;
     7'b0000010 : Sine Wavel out1 = 16'b0000100000000101;
     7'b0000011 : Sine Wavel out1 = 16'b00001011111111110;
     7'b0000100 : Sine_Wave1_out1 = 16'b00001111111101011;
     7'b0000101 : Sine Wave1 out1 = 16'b0001001111000111;
      7'b0000110 : Sine Wavel out1 = 16'b0001011110001111;
      7'b0000111 : Sine Wavel out1 = 16'b0001101101000000;
     7'b0001000 : Sine Wavel out1 = 16'b0001111011010101;
     7'b0001001 : Sine Wavel out1 = 16'b0010001001001011;
     7'b0001010 : Sine Wavel out1 = 16'b0010010110011110;
     7'b0001011 : Sine Wavel out1 = 16'b0010100011001100;
     7'b0001100 : Sine Wavel out1 = 16'b0010101111010000;
     7'b0001101 : Sine Wave1 out1 = 16'b00101110101001111;
      7'b0001110 : Sine Wavel out1 = 16'b0011000101010000;
      7'b0001111 : Sine Wavel out1 = 16'b0011001111000111;
     7'b0010000 : Sine Wavel out1 = 16'b0011011000001001;
     7'b0010001 : Sine Wave1 out1 = 16'b0011100000010101;
     7'b0010010 : Sine Wavel out1 = 16'b0011100111101001;
     7'b0010011 : Sine Wavel out1 = 16'b0011101110000001;
      7'b0010100 : Sine_Wave1_out1 = 16'b0011110011011110;
      7'b0010101 : Sine Wave1 out1 = 16'b00111101111111101;
      7'b0010110 : Sine Wavel out1 = 16'b0011111011011110;
      7'b0010111 : Sine Wavel out1 = 16'b001111111111111;
     7'b0011000 : Sine Wavel out1 = 16'b00111111111100000;
     7'b0011001 : Sine Wave1 out1 = 16'b0100000000000000;
     7'b0011010 : Sine Wavel out1 = 16'b00111111111100000;
      7'b0011011 : Sine_Wave1_out1 = 16'b0011111101111111;
      7'b0011100 : Sine Wavel out1 = 16'b0011111011011110;
      7'b0011101 : Sine Wavel out1 = 16'b00111101111111101;
      7'b0011110 : Sine Wavel out1 = 16'b0011110011011110;
      7'b0011111 : Sine Wavel out1 = 16'b0011101110000001;
      7'b0100000 : Sine Wavel out1 = 16'b0011100111101001;
```

```
7'b0100001 : Sine Wavel out1 = 16'b0011100000010101;
7'b0100010 : Sine Wave1 out1 = 16'b0011011000001001;
7'b0100011 : Sine Wavel out1 = 16'b0011001111000111;
7'b0100100 : Sine Wavel out1 = 16'b0011000101010000;
7'b0100101 : Sine Wavel out1 = 16'b0010111010100111;
7'b0100110 : Sine Wavel out1 = 16'b0010101111010000;
7'b0100111 : Sine Wavel out1 = 16'b0010100011001100;
7'b0101000 : Sine Wavel out1 = 16'b0010010110011110;
7'b0101001 : Sine Wavel out1 = 16'b0010001001001011;
7'b0101010 : Sine_Wave1_out1 = 16'b0001111011010101;
7'b0101011 : Sine Wavel out1 = 16'b0001101101000000;
7'b0101100 : Sine Wavel out1 = 16'b0001011110001111;
7'b0101101 : Sine Wavel out1 = 16'b0001001111000111;
7'b0101110 : Sine Wavel out1 = 16'b00001111111101011;
7'b0101111 : Sine Wavel out1 = 16'b00001011111111110;
7'b0110000 : Sine Wavel out1 = 16'b0000100000000101;
7'b0110001 : Sine Wavel out1 = 16'b0000010000000101;
7'b0110010 : Sine_Wave1_out1 = 16'b0000000000000000;
7'b0110011 : Sine Wavel out1 = 16'b11111011111111011;
7'b0110100 : Sine Wavel out1 = 16'b11110111111111011;
7'b0110101 : Sine Wavel out1 = 16'b1111010000000010;
7'b0110110 : Sine Wave1 out1 = 16'b1111000000010101;
7'b0110111 : Sine Wavel out1 = 16'b1110110000111001;
7'b0111000 : Sine Wavel out1 = 16'b1110100001110001;
7'b0111001 : Sine Wavel out1 = 16'b1110010011000000;
7'b0111010 : Sine Wavel out1 = 16'b1110000100101011;
7'b0111011 : Sine Wave1 out1 = 16'b1101110110110101;
7'b0111100 : Sine Wavel out1 = 16'b1101101001100010;
7'b0111101 : Sine Wavel out1 = 16'b1101011100110100;
7'b0111110 : Sine Wavel out1 = 16'b1101010000110000;
7'b0111111 : Sine Wavel out1 = 16'b1101000101011001;
7'b1000000 : Sine Wavel out1 = 16'b1100111010110000;
7'b1000001 : Sine Wavel out1 = 16'b1100110000111001;
7'b1000010 : Sine Wavel out1 = 16'b1100100111110111;
7'b1000011 : Sine Wavel out1 = 16'b11000111111101011;
7'b1000100 : Sine Wavel out1 = 16'b1100011000010111;
7'b1000101 : Sine Wavel out1 = 16'b1100010001111111;
7'b1000110 : Sine Wavel out1 = 16'b1100001100100010;
7'b1000111 : Sine Wave1 out1 = 16'b1100001000000011;
7'b1001000 : Sine Wavel out1 = 16'b1100000100100100;
7'b1001001 : Sine Wavel out1 = 16'b1100000010000001;
7'b1001010 : Sine_Wave1_out1 = 16'b1100000000100000;
7'b1001011 : Sine Wavel out1 = 16'b110000000000000;
7'b1001100 : Sine Wavel out1 = 16'b110000000100000;
7'b1001101 : Sine Wavel out1 = 16'b1100000010000001;
7'b1001110 : Sine Wavel out1 = 16'b1100000100100100;
7'b1001111 : Sine Wave1 out1 = 16'b1100001000000011;
7'b1010000 : Sine Wavel out1 = 16'b1100001100100010;
7'b1010001 : Sine Wavel out1 = 16'b11000100011111111;
7'b1010010 : Sine_Wave1 out1 = 16'b1100011000010111;
7'b1010011 : Sine Wave1 out1 = 16'b11000111111101011;
7'b1010100 : Sine Wavel out1 = 16'b1100100111110111;
7'b1010101 : Sine Wavel out1 = 16'b1100110000111001;
7'b1010110 : Sine Wavel out1 = 16'b1100111010110000;
```

```
7'b1010111 : Sine Wavel out1 = 16'b1101000101011001;
     7'b1011000 : Sine Wavel out1 = 16'b1101010000110000;
     7'b1011001 : Sine Wavel out1 = 16'b1101011100110100;
     7'b1011010 : Sine Wave1 out1 = 16'b1101101001100010;
     7'b1011011 : Sine Wavel out1 = 16'b1101110110110101;
      7'b1011100 : Sine Wavel out1 = 16'b1110000100101011;
     7'b1011101 : Sine Wavel out1 = 16'b1110010011000000;
     7'b1011110 : Sine Wave1 out1 = 16'b1110100001110001;
     7'b1011111 : Sine Wavel out1 = 16'b1110110000111001;
     7'b1100000 : Sine_Wave1_out1 = 16'b1111000000010101;
     7'b1100001 : Sine Wavel out1 = 16'b1111010000000010;
     7'b1100010 : Sine Wavel out1 = 16'b11110111111111111;
     7'b1100011 : Sine Wavel out1 = 16'b11111011111111111;
     default : Sine Wave1 out1 = 16'b11111011111111111;
    endcase
 end
// %%%% Bypass Register %%%%
  always @ (posedge clk or posedge reset)
   begin: DataHoldRegister temp process7
      if (reset == 1'b1) begin
        regout <= 0;
     end
     else begin
        if (enb_1_35 1 == 1'b1) begin
          regout <= Sine Wave1 out1;
        end
     end
    end // DataHoldRegister temp process7
  assign tmpout = (enb 1 35 1 == 1'b1) ? Sine Wave1 out1:
            regout;
  assign Downsample8 out1 = tmpout;
  assign Constant5_out1 = 16'b0111001110110110;
 assign Product1 out1 = Downsample8 out1 * Constant5 out1;
  always @ (posedge clk or posedge reset)
   begin: Delay_process
      if (reset == 1'b1) begin
        Delay out1 <= 0;</pre>
     end
     else begin
        if (enb 1 7 0 == 1'b1) begin
         Delay out1 <= Sine Wave1 out1;
        end
    end // Delay process
// %%%% Bypass Register %%%%
  always @ (posedge clk or posedge reset)
   begin: DataHoldRegister temp process8
```

```
if (reset == 1'b1) begin
        regout 1 <= 0;
      end
      else begin
        if (enb 1 35 1 == 1'b1) begin
         regout 1 <= Delay out1;
        end
   end // DataHoldRegister temp process8
  assign tmpout 1 = (enb 1 35 1 == 1'b1)? Delay out1:
              regout 1;
  assign Downsample1 out1 = tmpout 1;
 assign Constant1 out1 = 16'b0100110110000001;
 assign Product25 out1 = Downsample1 out1 * Constant1 out1;
 assign add cast = $signed({{3{Product1 out1[31]}}},
Product1 out1[31:3]});
 assign add cast 1 = Product25 out1;
 assign add temp = add cast + add cast 1;
 assign Add1 out1 = add temp[31:0];
 always @ (posedge clk or posedge reset)
   begin: Delay1 process
      if (reset == 1'b1) begin
       Delay1 out1 <= 0;</pre>
      end
      else begin
        if (enb 1 7 0 == 1'b1) begin
          Delay1 out1 <= Delay out1;</pre>
        end
      end
   end // Delay1_process
// %%%% Bypass Register %%%%
 always @ (posedge clk or posedge reset)
   begin: DataHoldRegister temp process9
      if (reset == 1'b1) begin
        regout 2 <= 0;
      end
      else begin
        if (enb 1 35 1 == 1'b1) begin
          regout 2 <= Delay1 out1;</pre>
      end
   end // DataHoldRegister temp process9
 assign tmpout 2 = (enb \ 1 \ 35 \ 1 == 1'b1)? Delay1 out1:
              regout 2;
  assign Downsample2 out1 = tmpout 2;
```

```
assign Constant3 out1 = 16'b0111111110111011;
  assign Product8 out1 = Downsample2 out1 * Constant3 out1;
  assign add cast 2 = Add1 out1;
  assign add_cast_3 = Product8_out1;
  assign add temp 1 = add cast 2 + add cast 3;
  assign Add3 out1 = add temp 1[31:0];
  always @ (posedge clk or posedge reset)
    begin: Delay2 process
      if (reset == 1'b1) begin
        Delay2 out1 <= 0;</pre>
      end
      else begin
        if (enb 1 7 0 == 1'b1) begin
          Delay2_out1 <= Delay1 out1;</pre>
      end
    end // Delay2 process
// %%% Bypass Register %%%%
  always @ (posedge clk or posedge reset)
    begin: DataHoldRegister temp process10
      if (reset == 1'b1) begin
        regout 3 <= 0;
      end
      else begin
        if (enb 1 35 1 == 1'b1) begin
         regout 3 <= Delay2 out1;</pre>
        end
    end // DataHoldRegister temp process10
  assign tmpout 3 = (enb 1 35 1 == 1'b1)? Delay2 out1:
              regout 3;
  assign Downsample3 out1 = tmpout 3;
  assign Constant16 out1 = 16'b0101100001100010;
  assign Product16 out1 = Downsample3 out1 * Constant16 out1;
  assign add cast 4 = Add3 out1;
 assign add_cast_5 = Product16_out1;
  assign add temp 2 = add cast 4 + add cast 5;
  assign Add11 out1 = add temp 2[31:0];
  always @ (posedge clk or posedge reset)
    begin: Delay3 process
      if (reset == 1'b1) begin
        Delay3 out1 <= 0;</pre>
      end
```

```
else begin
       if (enb 1 7 0 == 1'b1) begin
         Delay3 out1 <= Delay2 out1;</pre>
     end
   end // Delay3 process
// %%%% Bypass Register %%%%
  always @ (posedge clk or posedge reset)
   begin: DataHoldRegister temp process11
     if (reset == 1'b1) begin
       regout 4 <= 0;
     end
     else begin
       if (enb 1 35 1 == 1'b1) begin
         regout 4 <= Delay3 out1;</pre>
       end
     end
   end // DataHoldRegister temp process11
  assign tmpout 4 = (enb 1 35 1 == 1'b1)? Delay3 out1:
             regout 4;
  assign Downsample4 out1 = tmpout 4;
 assign Constant7 out1 = 16'b0100111001010110;
 assign Product5 out1 = Downsample4 out1 * Constant7 out1;
 assign add cast 6 = Add11 out1;
 Product5 out1[31:2]});
 assign add temp 3 = add cast 6 + add cast 7;
 assign Add5 out1 = add temp 3[31:0];
// %%%% Up sample by 7, Sample offset 0 %%%%
 assign zero = 32'h00000000;
 assign muxout = (enb 1 35 1 == 1'b1) ? Add5 out1 :
           zero;
// %%% Bypass Register %%%%
 always @ (posedge clk or posedge reset)
   begin: DataHoldRegister temp process12
     if (reset == 1'b1) begin
       regout 5 <= 0;
     end
     else begin
       if (enb 7 35 1 == 1'b1) begin
         regout 5 <= muxout;</pre>
       end
     end
   end // DataHoldRegister temp process12
  assign Upsample6 out1 = (enb 7 35 1 == 1'b1) ? muxout :
                   regout 5;
```

```
always @ (posedge clk or posedge reset)
   begin: Delay9 process
      if (reset == 1'b1) begin
       Delay9 out1 <= 0;</pre>
      end
      else begin
        if (enb 1 5 0 == 1'b1) begin
          Delay9 out1 <= Upsample6 out1;</pre>
      end
   end // Delay9_process
  assign Constant2 out1 = 16'b0110101000001001;
  assign Product2 out1 = Downsample1 out1 * Constant2 out1;
  assign Constant14 out1 = 16'b0110001010001111;
 assign Product7 out1 = Downsample2 out1 * Constant14 out1;
 assign add cast 8 = $signed({{2{Product2 out1[31]}}},
Product2 out1[31:2]});
 assign add cast 9 = Product7 out1;
 assign add temp 4 = add cast 8 + add cast 9;
 assign Add4 out1 = add temp 4[31:0];
 assign Constant18 out1 = 16'b0111110110011111;
 assign Product15 out1 = Downsample3 out1 * Constant18 out1;
 assign add cast 10 = Add4 out1;
 assign add_cast 11 = Product15 out1;
  assign add temp 5 = add cast 10 + add cast 11;
  assign Add12 out1 = add temp 5[31:0];
 assign Constant9 out1 = 16'b0100001001010001;
 assign Product4 out1 = Downsample4 out1 * Constant9 out1;
 assign add_cast_12 = Add12_out1;
 assign add_cast_13 = Product4_out1;
 assign add temp 6 = add cast 12 + add cast 13;
 assign Add6 out1 = add temp 6[31:0];
  always @ (posedge clk or posedge reset)
   begin: Delay4 process
      if (reset == 1'b1) begin
        Delay4 out1 <= 0;</pre>
      end
      else begin
        if (enb_1_7_0 == 1'b1) begin
          Delay4 out1 <= Delay3 out1;</pre>
```

```
end
      end
    end // Delay4 process
// %%%% Bypass Register %%%%
  always @ (posedge clk or posedge reset)
    begin: DataHoldRegister temp process13
      if (reset == 1'b1) begin
        regout 6 <= 0;
      end
      else begin
        if (enb 1 35 1 == 1'b1) begin
         regout 6 <= Delay4 out1;
        end
      end
    end // DataHoldRegister temp process13
  assign tmpout_5 = (enb_1_35_1 == 1'b1) ? Delay4_out1:
              regout 6;
  assign Downsample5 out1 = tmpout 5;
  assign Constant25 out1 = 16'b0101101001101011;
  assign Product24 out1 = Downsample5 out1 * Constant25 out1;
 assign add cast 14 = Add6 out1;
 assign add cast 15 = \frac{3{Product24 out1[31]}}{,}
Product24 out1[31:3]});
  assign add temp 7 = add cast 14 + add cast 15;
  assign Add14 out1 = add temp 7[31:0];
// %%%% Up sample by 7, Sample offset 0 %%%%
  assign zero 1 = 32'h00000000;
  assign muxout 1 = (enb \ 1 \ 35 \ 1 == 1'b1) ? Add14 out1 :
              zero 1;
// %%%% Bypass Register %%%%
  always @ (posedge clk or posedge reset)
    begin: DataHoldRegister temp process14
      if (reset == 1'b1) begin
        regout_7 <= 0;
      end
      else begin
        if (enb 7 35 1 == 1'b1) begin
          regout 7 \ll muxout 1;
        end
    end // DataHoldRegister_temp_process14
  assign Upsample1 out1 = (enb 7 35 1 == 1'b1) ? muxout 1:
                    regout 7;
  assign add cast 16 = Delay9 out1;
  assign add_cast_17 = Upsample1_out1;
  assign add temp 8 = add cast 16 + add cast 17;
```

```
assign Add28 out1 = add temp 8[31:0];
  always @ (posedge clk or posedge reset)
    begin: Delay8 process
      if (reset == 1'b1) begin
        Delay8 out1 <= 0;</pre>
      else begin
        if (enb_1_5_0 == 1'b1) begin
          Delay8 out1 <= Add28 out1;</pre>
      end
    end // Delay8 process
  assign Constant15 out1 = 16'b0101100101010010;
  assign Product6 out1 = Downsample2 out1 * Constant15_out1;
  assign Constant13 out1 = 16'b0111001101101000;
  assign Product14 out1 = Downsample3 out1 * Constant13 out1;
  assign add cast 18 = $signed({{1{Product6 out1[31]}}},
Product6 out1[31:1]});
  assign add cast 19 = Product14 out1;
  assign add temp 9 = add cast 18 + add cast 19;
  assign Add13 out1 = add temp 9[31:0];
  assign Constant6_out1 = 16'b0111001101101000;
  assign Product3 out1 = Downsample4 out1 * Constant6 out1;
  assign add cast 20 = Add13 out1;
  assign add cast 21 = Product3 out1;
  assign add temp 10 = add cast 20 + add cast 21;
  assign Add7 out1 = add temp 10[31:0];
  assign Constant23 out1 = 16'b0101100101010010;
  assign Product23 out1 = Downsample5 out1 * Constant23 out1;
 assign add cast 22 = Add7 out1;
 assign add cast 23 = $signed({{1{Product23 out1[31]}},
Product23 out1[31:1]});
  assign add temp 11 = add cast 22 + add cast 23;
  assign Add15 out1 = add temp 11[31:0];
// %%%% Up sample by 7, Sample offset 0 %%%%
  assign zero 2 = 32'h00000000;
  assign muxout 2 = (enb \ 1 \ 35 \ 1 == 1'b1) ? Add15 out1 :
              zero 2;
// %%%% Bypass Register %%%%
```

```
always @ (posedge clk or posedge reset)
   begin: DataHoldRegister temp process15
      if (reset == 1'b1) begin
        regout 8 <= 0;
     end
     else begin
       if (enb 7 35 1 == 1'b1) begin
         regout 8 <= muxout 2;
        end
    end // DataHoldRegister_temp_process15
  assign Upsample2 out1 = (enb 7 35 1 == 1'b1)? muxout 2:
                    regout 8;
  assign add cast 24 = Delay8 out1;
 assign add cast 25 = Upsample2 out1;
 assign add_temp_12 = add_cast_24 + add cast 25;
  assign Add29_out1 = add_temp_12[31:0];
 always @ (posedge clk or posedge reset)
   begin: Delay11 process
     if (reset == 1'b1) begin
       Delay11 out1 <= 0;
     end
     else begin
        if (enb 1 5 0 == 1'b1) begin
          Delay11 out1 <= Add29 out1;</pre>
     end
   end // Delay11 process
  assign Constant4 out1 = 16'b0101101001101011;
  assign Product9 out1 = Downsample2 out1 * Constant4 out1;
  assign Constant17 out1 = 16'b0100001001010001;
 assign Product17 out1 = Downsample3 out1 * Constant17 out1;
  assign add cast 26 = \frac{({3{Product9 out1[31]}}),}
Product9 out1[31:3]});
 assign add cast 27 = Product17 out1;
 assign add temp 13 = add cast 26 + add cast 27;
 assign Add10 out1 = add_temp_13[31:0];
 assign Constant8 out1 = 16'b0111110110011111;
 assign Product10 out1 = Downsample4 out1 * Constant8 out1;
 assign add cast 28 = Add10 out1;
 assign add cast 29 = Product10 out1;
 assign add_temp_14 = add_cast_28 + add_cast_29;
 assign Add2 out1 = add temp 14[31:0];
```

```
assign Constant24 out1 = 16'b0110001010001111;
  assign Product19 out1 = Downsample5 out1 * Constant24 out1;
 assign add cast 30 = Add2 out1;
 assign add cast 31 = Product19 out1;
 assign add temp 15 = add cast 30 + add cast 31;
 assign Add9 out1 = add temp 15[31:0];
 always @ (posedge clk or posedge reset)
   begin: Delay5 process
      if (reset == 1'b1) begin
       Delay5 out1 <= 0;</pre>
      end
      else begin
        if (enb_1_7_0 == 1'b1) begin
          Delay5 out1 <= Delay4 out1;</pre>
      end
   end // Delay5 process
// %%%% Bypass Register %%%%
  always @ (posedge clk or posedge reset)
   begin: DataHoldRegister temp process16
      if (reset == 1'b1) begin
       regout 9 <= 0;
      end
      else begin
        if (enb 1 35 1 == 1'b1) begin
          regout 9 <= Delay5 out1;</pre>
        end
      end
    end // DataHoldRegister_temp_process16
  assign tmpout 6 = (enb 1 35 1 == 1'b1)? Delay5 out1:
              regout 9;
  assign Downsample6 out1 = tmpout 6;
  assign Constant28 out1 = 16'b0110101000001001;
 assign Product28 out1 = Downsample6 out1 * Constant28 out1;
 assign add cast 32 = Add9 out1;
 assign add_cast_33 = $signed({{2{Product28 out1[31]}}},
Product28 out1[31:2]});
 assign add temp 16 = add cast 32 + add cast 33;
  assign Add19 out1 = add temp 16[31:0];
// %%%% Up sample by 7, Sample offset 0 %%%%
 assign zero 3 = 32 \cdot h000000000;
  assign muxout_3 = (enb_1_35_1 == 1'b1) ? Add19_out1 :
              zero 3;
```

```
// %%%% Bypass Register %%%%
  always @ (posedge clk or posedge reset)
    begin: DataHoldRegister temp process17
      if (reset == 1'b1) begin
        regout 10 <= 0;
      end
      else begin
        if (enb 7 35 1 == 1'b1) begin
          regout 10 <= muxout 3;</pre>
        end
      end
    end // DataHoldRegister temp process17
  assign Upsample3 out1 = (enb 7 35 1 == 1'b1) ? muxout 3:
                    regout 10;
  assign add cast 34 = Delay11 out1;
  assign add_cast_35 = Upsample3_out1;
  assign add temp 17 = add cast 34 + add cast 35;
  assign Add30 out1 = add temp 17[31:0];
  always @ (posedge clk or posedge reset)
    begin: Delay12 process
      if (reset == 1'b1) begin
        Delay12 out1 <= 0;</pre>
      end
      else begin
        if (enb 1 5 0 == 1'b1) begin
          Delay12 out1 <= Add30 out1;</pre>
      end
    end // Delay12 process
  assign Constant19 out1 = 16'b0100111001010110;
  assign Product18 out1 = Downsample3 out1 * Constant19 out1;
  assign Constant10 out1 = 16'b0101100001100010;
  assign Product11 out1 = Downsample4 out1 * Constant10 out1;
 assign add cast 36 = $signed({{2{Product18 out1[31]}}},
Product18 out1[31:2]});
  assign add cast 37 = Product11 out1;
  assign add_temp_18 = add_cast_36 + add_cast 37;
  assign Add8 out1 = add temp 18[31:0];
  assign Constant20 out1 = 16'b01111111110111011;
  assign Product20 out1 = Downsample5 out1 * Constant20 out1;
  assign add_cast_38 = Add8_out1;
  assign add cast 39 = Product20 out1;
```

```
assign add temp 19 = add cast 38 + add cast 39;
  assign Add16 out1 = add temp 19[31:0];
  assign Constant26 out1 = 16'b0100110110000001;
  assign Product27 out1 = Downsample6 out1 * Constant26_out1;
  assign add cast 40 = Add16 out1;
  assign add cast 41 = Product27 out1;
  assign add_temp_20 = add_cast_40 + add_cast_41;
  assign Add20 out1 = add temp 20[31:0];
  always @ (posedge clk or posedge reset)
   begin: Delay6 process
      if (reset == 1'b1) begin
        Delay6 out1 <= 0;</pre>
      end
      else begin
        if (enb 1 7 0 == 1'b1) begin
         Delay6 out1 <= Delay5 out1;
      end
    end // Delay6 process
// %%%% Bypass Register %%%%
  always @ (posedge clk or posedge reset)
    begin: DataHoldRegister_temp_process18
      if (reset == 1'b1) begin
        regout 11 <= 0;
      else begin
        if (enb 1 35 1 == 1'b1) begin
          regout 11 <= Delay6 out1;</pre>
        end
      end
    end // DataHoldRegister temp process18
  assign tmpout 7 = (enb 1 35 1 == 1'b1)? Delay6 out1:
              regout 11;
  assign Downsample7_out1 = tmpout_7;
  assign Constant30 out1 = 16'b0111001110110110;
  assign Product31 out1 = Downsample7 out1 * Constant30 out1;
  assign add cast 42 = Add20 out1;
  assign add cast 43 = \frac{3}{Product31} \cdot \frac{31}{},
Product31 out1[31:3]});
  assign add temp 21 = add cast 42 + add cast 43;
  assign Add23 out1 = add temp 21[31:0];
// %%%% Up sample by 7, Sample offset 0 %%%%
  assign zero 4 = 32'h00000000;
```

```
assign muxout 4 = (enb 1 35 1 == 1'b1)? Add23 out1:
              zero 4;
// %%% Bypass Register %%%%
  always @ (posedge clk or posedge reset)
   begin: DataHoldRegister temp process19
     if (reset == 1'b1) begin
       regout 12 <= 0;
     end
     else begin
        if (enb 7 35 1 == 1'b1) begin
         regout 12 <= muxout 4;
     end
   end // DataHoldRegister temp process19
 assign Upsample4 out1 = (enb 7 35 1 == 1'b1) ? muxout 4:
                   regout 12;
 assign add cast 44 = Delay12 out1;
 assign add cast 45 = Upsample4_out1;
 assign add temp 22 = add cast 44 + add cast 45;
 assign Add31 out1 = add temp 22[31:0];
 always @ (posedge clk or posedge reset)
   begin: Delay10 process
      if (reset == 1'b1) begin
       Delay10 out1 <= 0;
     end
     else begin
       if (enb 1 5 0 == 1'b1) begin
         Delay10 out1 <= Add31 out1;
        end
     end
   end // Delay10_process
  assign Constant12 out1 = 16'b0101000111101100;
 assign Product13 out1 = Downsample4 out1 * Constant12 out1;
  assign Constant22 out1 = 16'b0110111001111101;
 assign Product22 out1 = Downsample5 out1 * Constant22 out1;
 assign add cast 46 = \frac{({2{Product13 out1[31]}})}{}
Product13 out1[31:2]});
 assign add cast 47 = Product22 out1;
 assign add temp 23 = add cast 46 + add cast 47;
 assign Add18 out1 = add temp 23[31:0];
 assign Constant29 out1 = 16'b0111100101110110;
  assign Product29 out1 = Downsample6 out1 * Constant29 out1;
```

```
assign add cast 48 = $signed({{1{Add18 out1[31]}}, Add18 out1[31:1]});
  assign add cast 49 = Product29 out1;
  assign add_temp_24 = add cast \frac{1}{48} + add cast 49;
  assign Add22 out1 = add temp 24[31:0];
  assign Constant32 out1 = 16'b0110101110101100;
  assign Product32 out1 = Downsample7 out1 * Constant32 out1;
  assign add_cast_50 = Add22_out1;
  assign add cast 51 = Product32 out1;
  assign add_temp_25 = add_cast_50 + add_cast_51;
  assign Add25 out1 = add temp 25[31:0];
  always @ (posedge clk or posedge reset)
    begin: Delay7_process
      if (reset == 1'b1) begin
        Delay7 out1 <= 0;</pre>
      end
      else begin
        if (enb 1 7 0 == 1'b1) begin
          Delay7 out1 <= Delay6 out1;</pre>
      end
    end // Delay7 process
// %%%% Bypass Register %%%%
  always @ (posedge clk or posedge reset)
    begin: DataHoldRegister temp process20
      if (reset == 1'b1) begin
        regout 13 <= 0;
      end
      else begin
        if (enb 1 35 1 == 1'b1) begin
          regout 13 <= Delay7 out1;
        end
      end
    end // DataHoldRegister temp process20
  assign tmpout_8 = (enb_1_35_1 == 1'b1) ? Delay7_out1 :
              regout 13;
  assign Downsample9 out1 = tmpout 8;
  assign Constant34 out1 = 16'b0100010111110000;
  assign Product34 out1 = Downsample9 out1 * Constant34 out1;
  assign add_cast_52 = Add25_out1;
  assign add cast 53 = $signed({{1{Product34 out1[31]}}},
Product34 out1[31:1]});
  assign add temp 26 = add cast 52 + add cast 53;
  assign Add27 out1 = add temp 26[31:0];
```

```
// %%%% Up sample by 7, Sample offset 0 %%%%
  assign zero 5 = 32'h00000000;
  assign muxout_5 = (enb 1 35 1 == 1'b1) ? Add27 out1 :
// %%%% Bypass Register %%%%
  always @ (posedge clk or posedge reset)
    begin: DataHoldRegister temp process21
      if (reset == 1'b1) begin
        regout 14 <= 0;
      end
      else begin
        if (enb_7_35_1 == 1'b1) begin
         regout 14 <= muxout 5;
      end
    end // DataHoldRegister temp process21
  assign Upsample5 out1 = (enb 7 35 1 == 1'b1) ? muxout 5:
                    regout 14;
  assign add cast 54 = Delay10 out1;
  assign add cast 55 = Upsample5 out1;
  assign add temp 27 = add cast 54 + add cast 55;
  assign Add32 out1 = add temp 27[31:0];
  always @ (posedge clk or posedge reset)
    begin: Delay13 process
      if (reset == 1'b1) begin
        Delay13 out1 <= 0;</pre>
      else begin
        if (enb 1 5 0 == 1'b1) begin
          Delay13 out1 <= Add32 out1;</pre>
      end
    end // Delay13 process
  assign Constant11 out1 = 16'b01000101111110000;
  assign Product12 out1 = Downsample4 out1 * Constant11 out1;
  assign Constant21 out1 = 16'b0110101110101100;
  assign Product21 out1 = Downsample5 out1 * Constant21 out1;
  assign add cast 56 = $signed({{1{Product12 out1[31]}},
Product12 out1[31:1]});
  assign add_cast_57 = Product21_out1;
  assign add temp 28 = add cast 56 + add cast 57;
  assign Add17 out1 = add temp 28[31:0];
  assign Constant27 out1 = 16'b0111100101110110;
```

```
assign Product26 out1 = Downsample6 out1 * Constant27 out1;
       assign add cast 58 = Add17 out1;
       assign add cast 59 = Product26 out1;
       assign add_temp_29 = add_cast_58 + add_cast_59;
       assign Add21 out1 = add temp 29[31:0];
       assign Constant31 out1 = 16'b0110111001111101;
       assign Product30 out1 = Downsample7 out1 * Constant31 out1;
       assign add cast 60 = Add21 out1;
       assign add cast 61 = \frac{1}{1} \operatorname{product}(\frac{1}{1} \operatorname{product}(\frac{31}{31}))
Product30 out1[31:1]});
       assign add temp 30 = add cast 60 + add cast 61;
       assign Add24 out1 = add temp 30[31:0];
       assign Constant33 out1 = 16'b0101000111101100;
       assign Product33 out1 = Downsample9 out1 * Constant33 out1;
       assign add_cast_62 = Add24 out1;
       assign add cast 63 = \frac{3}{2} \cdot \frac{3
Product33 out1[31:3]});
       assign add_temp_31 = add cast 62 + add cast 63;
       assign Add26 out1 = add temp 31[31:0];
// %%%% Up sample by 7, Sample offset 0 %%%%
       assign zero 6 = 32 \text{'}h00000000;
       assign muxout 6 = (enb 1 35 1 == 1'b1)? Add26 out1:
                                                 zero 6;
// %%%% Bypass Register %%%%
       always @ (posedge clk or posedge reset)
             begin: DataHoldRegister temp process22
                     if (reset == 1'b1) begin
                           regout 15 <= 0;
                     end
                     else begin
                            if (enb_7_35_1 == 1'b1) begin
                                   regout \overline{15} \le muxout 6;
                            end
                     end
             end // DataHoldRegister temp process22
       assign Upsample7 out1 = (enb 7 35 1 == 1'b1) ? muxout 6:
                                                                      regout 15;
       assign add cast 64 = Delay13 out1;
       assign add_cast_65 = Upsample7_out1;
       assign add temp 32 = add cast 64 + add cast 65;
       assign Add33 out1 = add temp 32[31:0];
       assign Out1 = Add33 out1;
```