



HACETTEPE UNIVERSITY
COMPUTER ENGINEERING DEPARTMENT

BM233 LOGIC DESIGN LAB - 2021 FALL

Verilog Assignment 1

December 5, 2021

Student name:
Metin Eren OKTAY

Student Number:
2210356137

1 Problem Definition

We are required to create a combinational circuit using a 2x4 decoder and a 4x1 MUX in Verilog to learn basics of Verilog and Vivado.

2 Verilog Code Solutions

2.1 Decoder 2x4

```
1 module decoder_2x4(  
2     input[1:0] A,  
3     output[3:0] D  
4 );  
5     assign D[3] = (A[0]) && (A[1]);  
6     assign D[2] = (!A[0]) && (A[1]);  
7     assign D[1] = (A[0]) && (!A[1]);  
8     assign D[0] = (!A[0]) && (!A[1]);  
9 endmodule
```

2.2 Mux 4x1

```
1 module mux_4x1(  
2     input[3:0] i,  
3     input[1:0] s,  
4     output F  
5 );  
6     wire s1neg, s0neg, T1, T2, T3, T4;  
7  
8     not (s0neg, s[0]), (s1neg, s[1]);  
9     and (T1, i[0], s0neg, s1neg);  
10    and (T2, i[1], s0neg, s1);  
11    and (T3, i[2], s0, s1neg);  
12    and (T4, i[3], s0, s1);  
13    or(F, T1, T2, T3, T4);  
14 endmodule
```

3 Testbench Waveforms

3.1 Decoder 2x4 TB

```
1 module decoder_2x4_tb;
2     reg [1:0] A;
3     wire [3:0] D;
4     decoder_2x4 UUT(.A(A), .D(D));
5     initial begin
6         A[1] = 1'b0; A[0] = 1'b0;
7         #10 A[1] = 1'b0; A[0] = 1'b0;
8         #10 A[1] = 1'b0; A[0] = 1'b1;
9         #10 A[1] = 1'b1; A[0] = 1'b0;
10        #10 A[1] = 1'b1; A[0] = 1'b1;
11        #10 $finish;
12    end
13 endmodule
```

3.2 MUX 4x1 TB

```
1 module mux_4x1_tb;
2     reg [3:0] i;
3     reg [1:0] s;
4     wire F;
5     mux_4x1 UUT(.i(i), .s(s), .F(F));
6     initial begin
7         s[1]=1'b0; s[0]=1'b0; i[3]=1'b0; i[2]=1'b0; i[1]=1'b0; i[0]=1'b0;
8         #10 s[1]=1'b0; s[0]=1'b0; i[3]=1'b0; i[2]=1'b0; i[1]=1'b0; i[0]=1'b1;
9         #10 s[1]=1'b0; s[0]=1'b0; i[3]=1'b1; i[2]=1'b1; i[1]=1'b1; i[0]=1'b0;
10        #10 s[1]=1'b0; s[0]=1'b0; i[3]=1'b0; i[2]=1'b0; i[1]=1'b1; i[0]=1'b0;
11        #10 s[1]=1'b0; s[0]=1'b0; i[3]=1'b1; i[2]=1'b1; i[1]=1'b0; i[0]=1'b1;
12        #10 s[1]=1'b0; s[0]=1'b0; i[3]=1'b0; i[2]=1'b1; i[1]=1'b0; i[0]=1'b0;
13        #10 s[1]=1'b0; s[0]=1'b0; i[3]=1'b1; i[2]=1'b0; i[1]=1'b1; i[0]=1'b1;
14        #10 s[1]=1'b0; s[0]=1'b0; i[3]=1'b1; i[2]=1'b0; i[1]=1'b0; i[0]=1'b0;
15        #10 s[1]=1'b0; s[0]=1'b0; i[3]=1'b0; i[2]=1'b1; i[1]=1'b1; i[0]=1'b1;
16        #10 $finish;
17    end
18 endmodule
```

References

- My reference