



VERILOG PROJECT

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1190298

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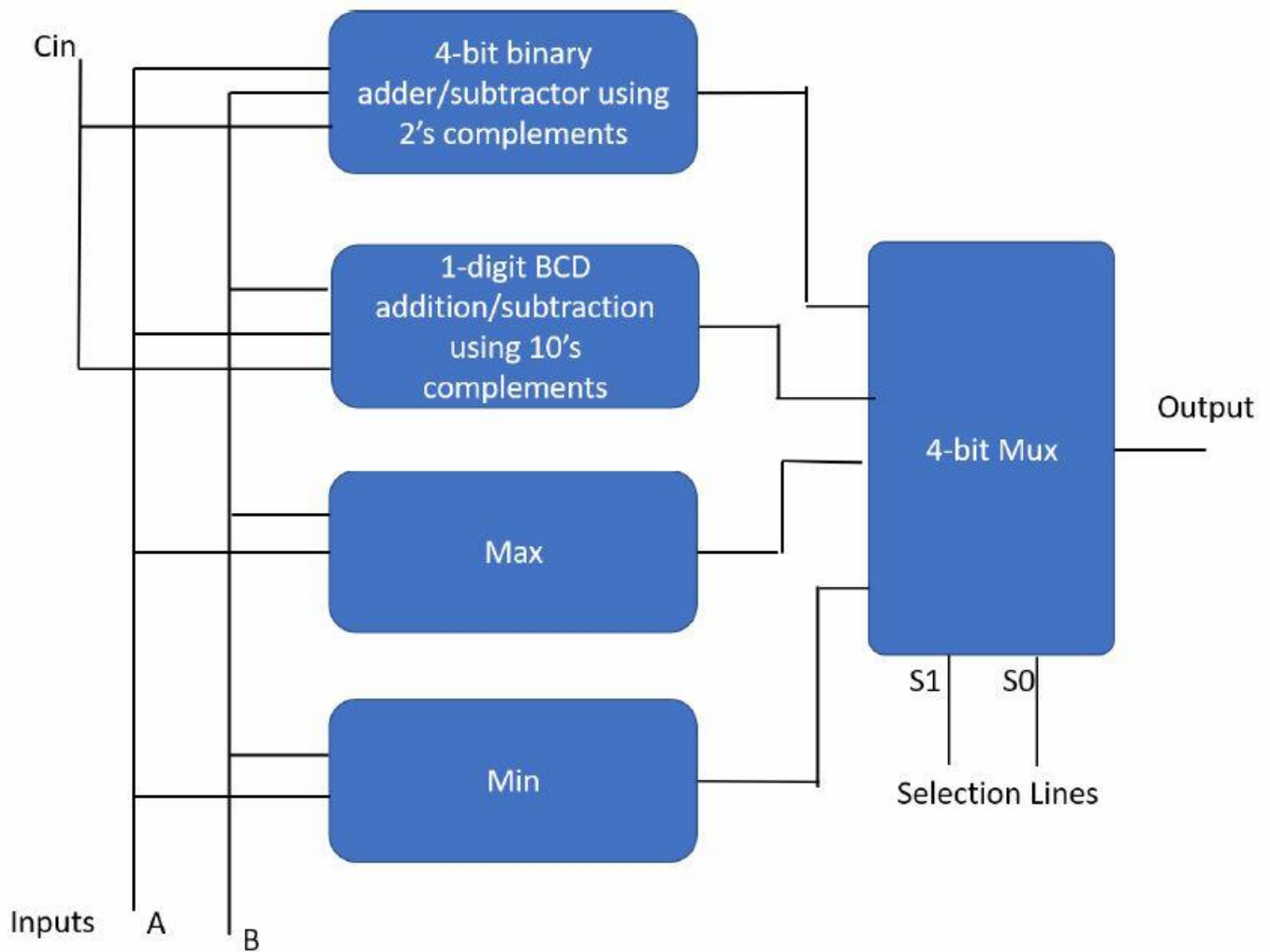
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The project's combinational circuit



1-bit adder-sub

Consists of:

1-Inputs: A , B , Cin .

2-Gates: 2 **XOR** gates , 3 **AND** gates , 1 **OR** gate.

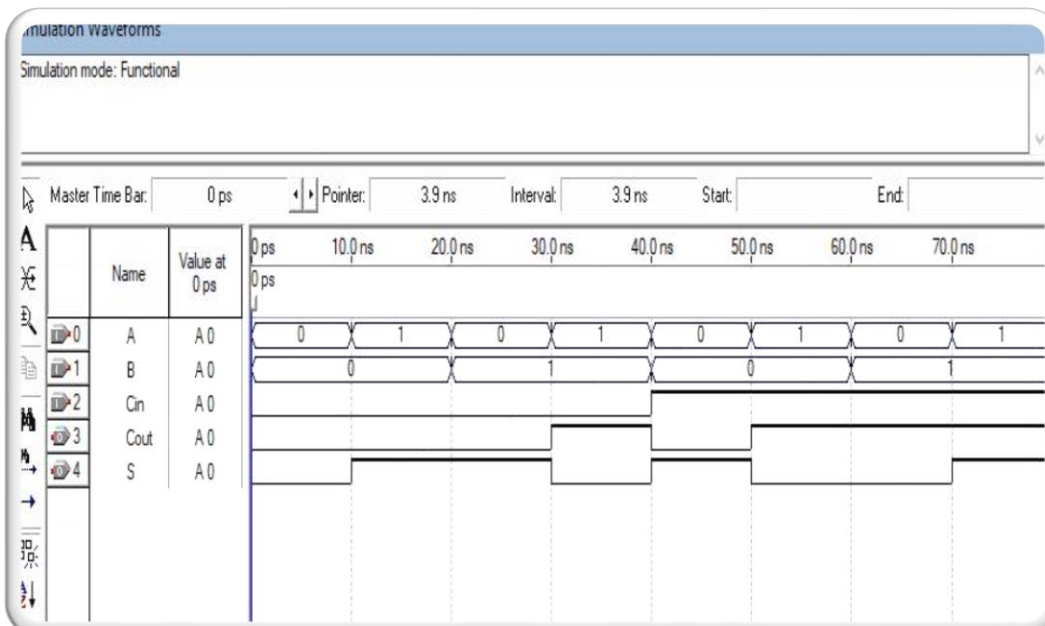
3-Outputs: S , Cout .

```
1 module full_adder(S, Cout, A, B, Cin);  
2     output S,Cout;  
3     input  A,B,Cin;  
4  
5     wire  w1,w2,w3,w4;  
6  
7     xor(w1, A, B);  
8     xor(S, Cin, w1);  
9     and(w2, A, B);  
10    and(w3, A, Cin);  
11    and(w4, B, Cin);  
12    or(Cout, w2, w3, w4);  
13 endmodule
```

Defining the function and its inputs and outputs

If the value of Cin equals 0, then it adds A and B and gives the answer to the wires which will be calculated together

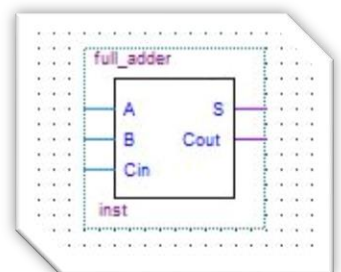
But if the value of Cin equals 1, then it calculates the 2's complement of B and adds the answer with A



Block Diagram of Full Adder

Cin	B	A	Σ	Cout
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

Truth Table



4-bit adder-sub

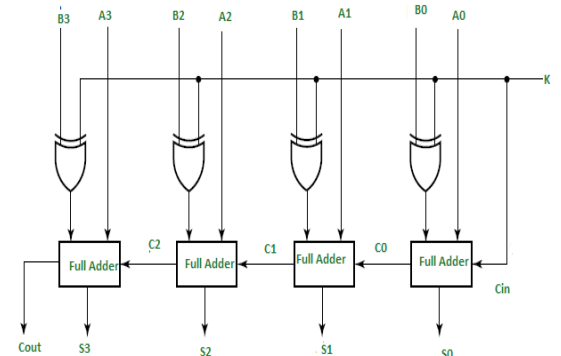
Consists of:

1-4*1 bit adder-sub.

2-Inputs: A , B , Op .

3-Gates: 6 XOR gates.

4-Outputs: S , C , V (over flow) .



```

1 module full_adder_subtractor(S, C, V, A, B, Op):
2     output [3:0] S;
3     output C, V;
4     input [3:0] A;
5     input [3:0] B;
6     input Op;
7
8     wire C0, C1, C2, C3, B0, B1, B2, B3;
9
10    xor(B0, B[0], Op);
11    xor(B1, B[1], Op);
12    xor(B2, B[2], Op);
13    xor(B3, B[3], Op);
14    xor(C, C3, Op);
15    xor(V, C3, C2);
16
17    full_adder fa0(S[0], C0, A[0], B0, Op);
18    full_adder fa1(S[1], C1, A[1], B1, C0);
19    full_adder fa2(S[2], C2, A[2], B2, C1);
20    full_adder fa3(S[3], C3, A[3], B3, C2);
21 endmodule
    
```

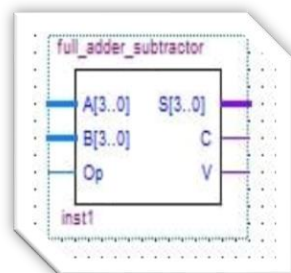
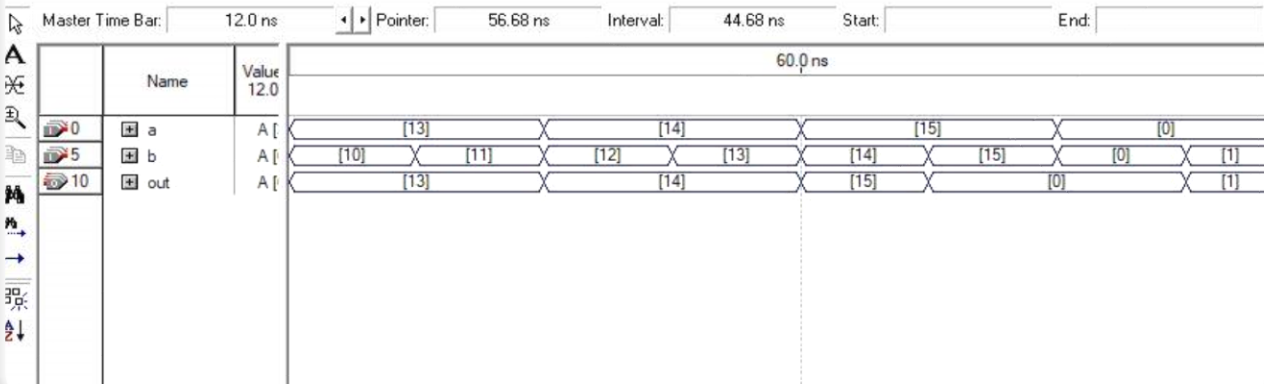
Defining the function and its inputs and outputs

Calculating the 2's complement of B and calculating the over flow

Calling the function 'full_adder' four times to make a 4-bit adder\subtractor from the 1-bit adder\subtractor

Simulation waveforms

Simulation mode: Functional



BCD adder-sub

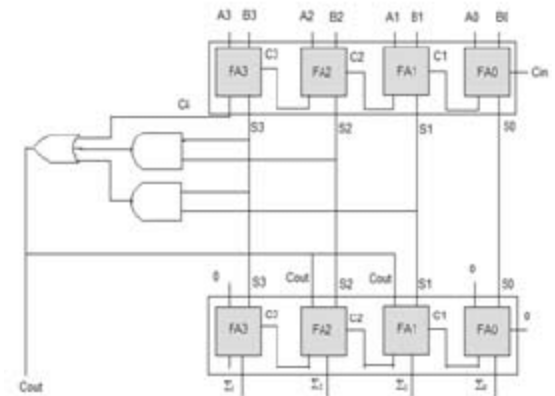
Consists of:

1-2*4-bit adder-sub.

2-Inputs: A , B , Cin .

3-Gates: 4 **AND** gates and 1 **OR** gate.

4-Outputs: SUM , Cout.



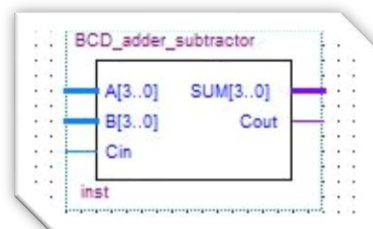
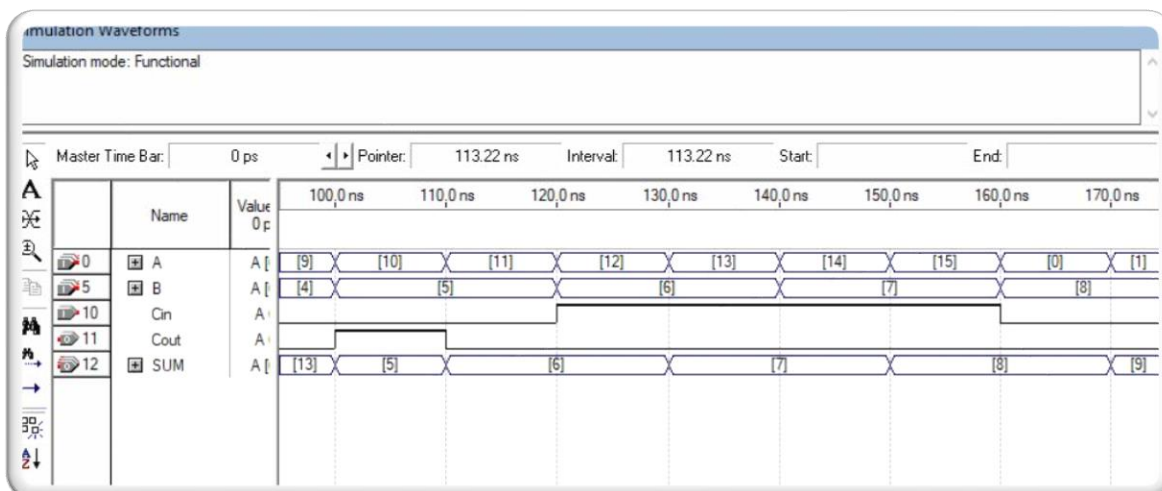
```

1 module BCD_adder_subtractor (A,B , Cin , SUM , Cout);
2   input [3:0] A,B;
3   input Cin;
4   output [3:0] SUM ;
5   output Cout;
6
7   wire [3:0] S1,S2;
8   wire C_out;
9   wire [3:0] w;
10
11
12   full_adder_subtractor(S1,C_out ,V,A,B,Cin);
13
14
15   and (S2[0],S1[1],S1[3]);
16   and (S2[1],S1[2],S2[3]);
17   or (S2[2],S2[0],S2[1],C_out);
18   and (w[1],'b1,S2[2]);
19   and (w[2],'b1,S2[2]);
20
21
22   full_adder_subtractor(SUM,Cout,V,S1,w,0);
23
24   endmodule

```

Defining the function and its inputs and outputs

Checking whether if there is a problem in the output or not as if the number exceeded 9 it takes it to the next step to add 6 to solve the problem



MAX

Consists of:

- 1-Inputs: A , B .
- 2- If statement .
- 3-Outputs: Max .

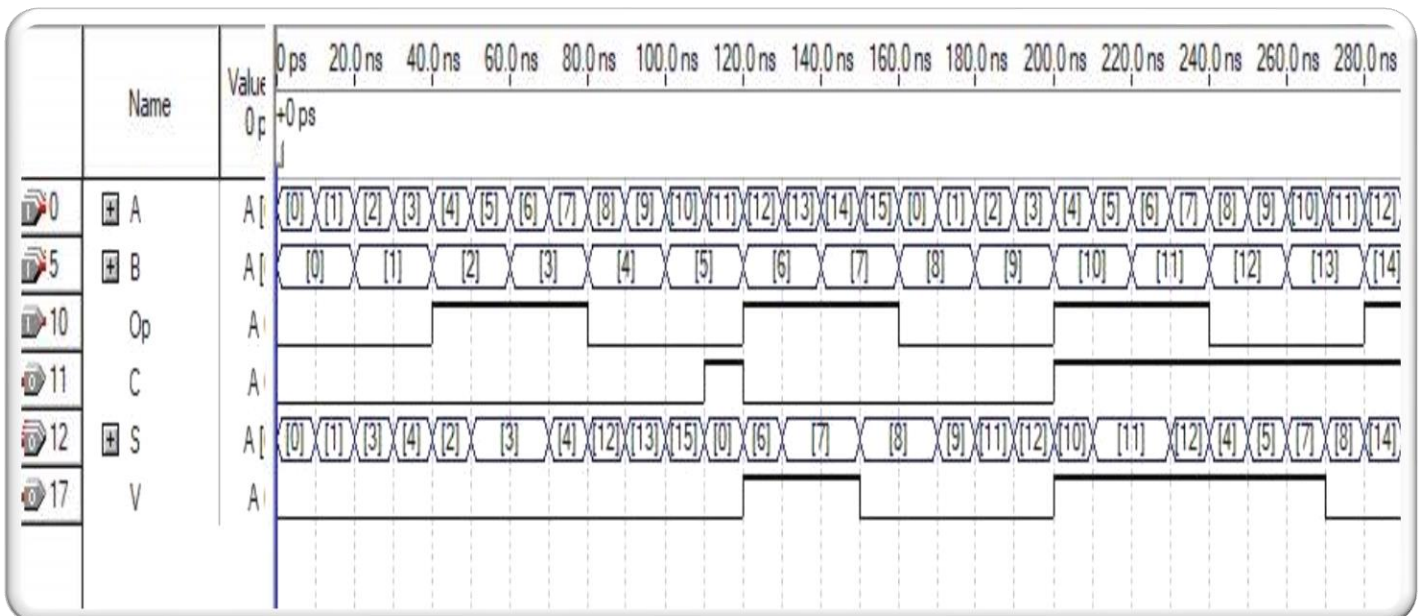
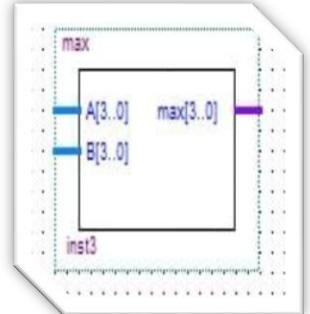
```

1 module max (input [3:0] a,
2             input [3:0] b,
3             output reg [3:0] out);
4
5 always @* begin
6     if (a>b)
7         out = a;
8     else if (a<b)
9         out = b;
10    else
11        out = 0;
12 end
endmodule

```

Defining the function and its inputs and outputs with their sizes

Comparing the inputs. And the output will be the bigger number unless if they are equal the output will equal 0



MIN

Consists of:

- 1-Inputs: a , b .
- 2-If statement .
- 3-Outputs: Min .

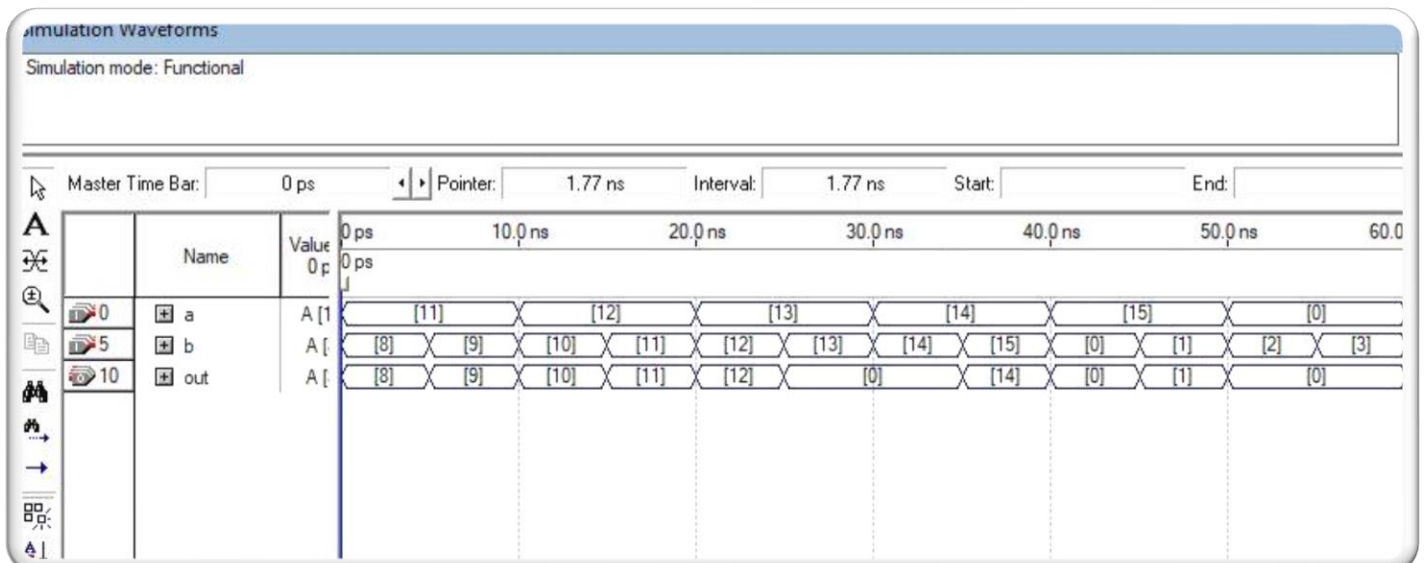
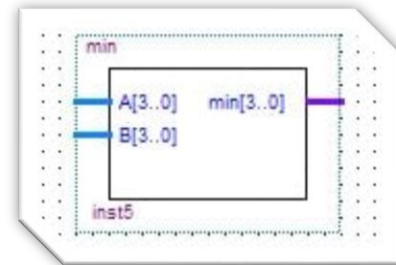
```

1 module min (input [3:0] a,
2             input [3:0] b,
3             output reg [3:0] out);
4
5   always @* begin
6     if (a<b)
7       out = a;
8     else if (a>b)
9       out = b;
10    else
11      out = 0;
12  end
endmodule

```

Defining the function and its inputs and outputs with their sizes

Comparing the inputs. And the output will be the smaller number unless if they are equal the output will equal 0



MUX

Consists of:

1-Inputs: b , c , d , sel .

2-If statement .

3-Outputs: out.

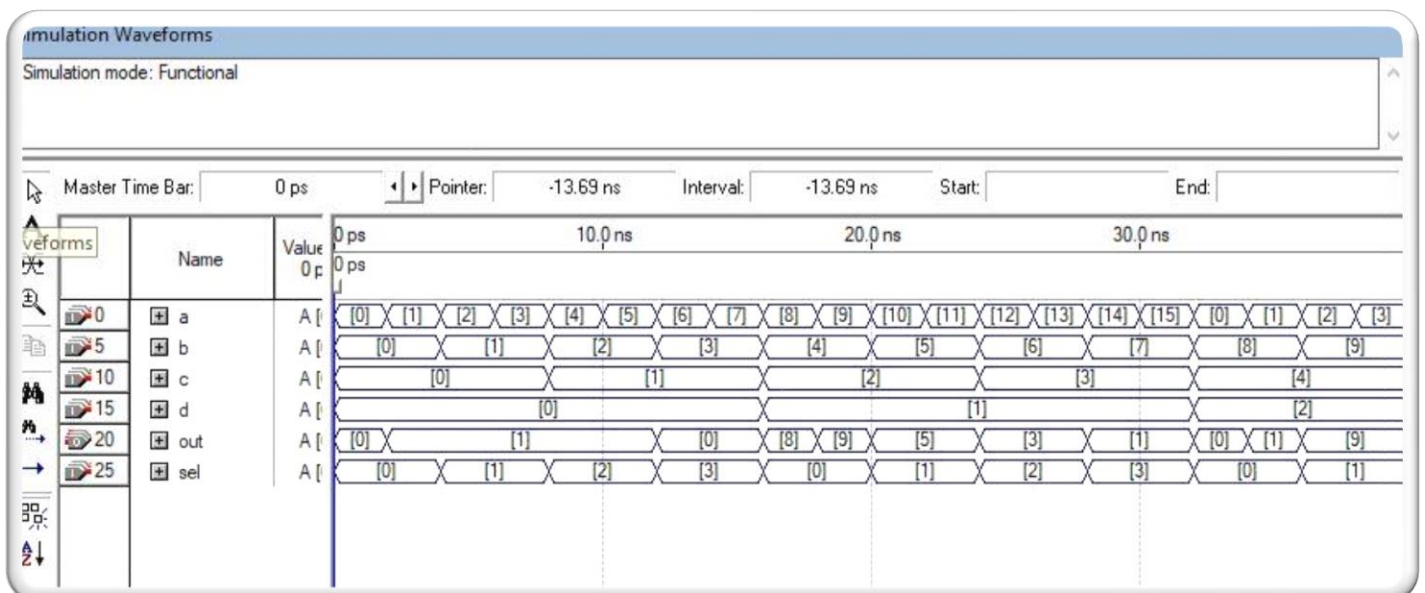
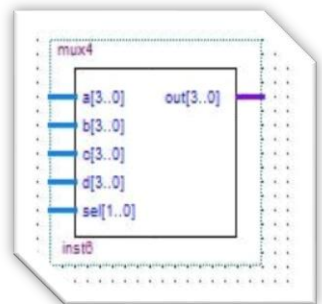
```

1 module mux4 ( input [3:0] a,
2               input [3:0] b,
3               input [3:0] c,
4               input [3:0] d,
5               input [1:0] sel,
6               output [3:0] out);
7
8
9     assign out = sel[1] ? (sel[0] ? d : c) : (sel[0] ? b : a);
10
11 endmodule
    
```

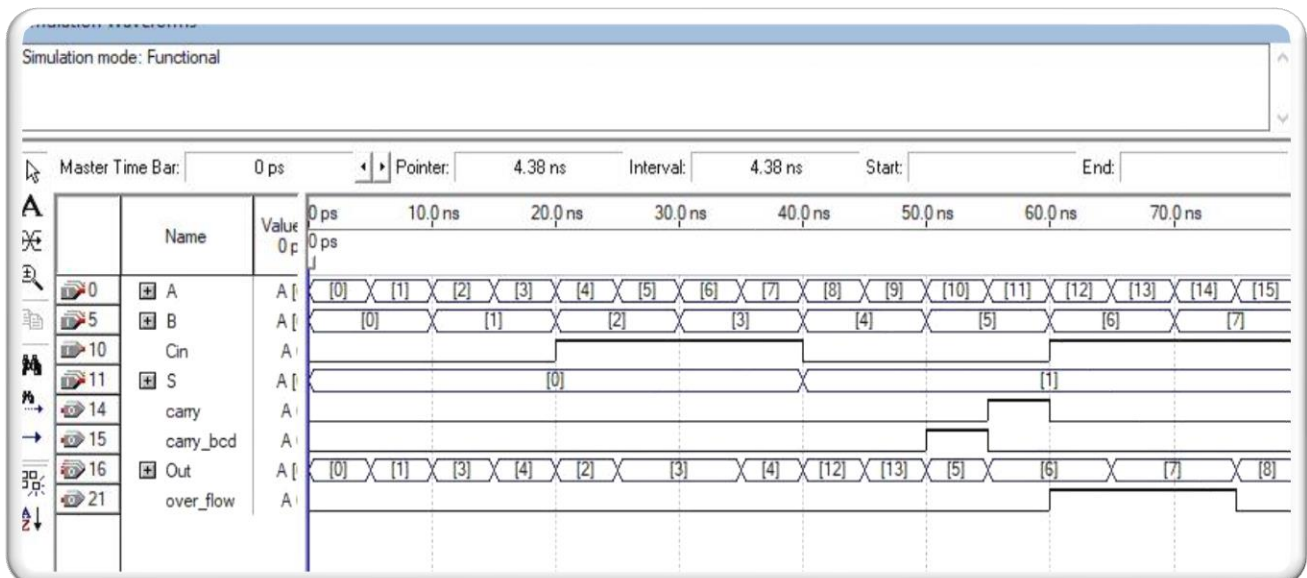
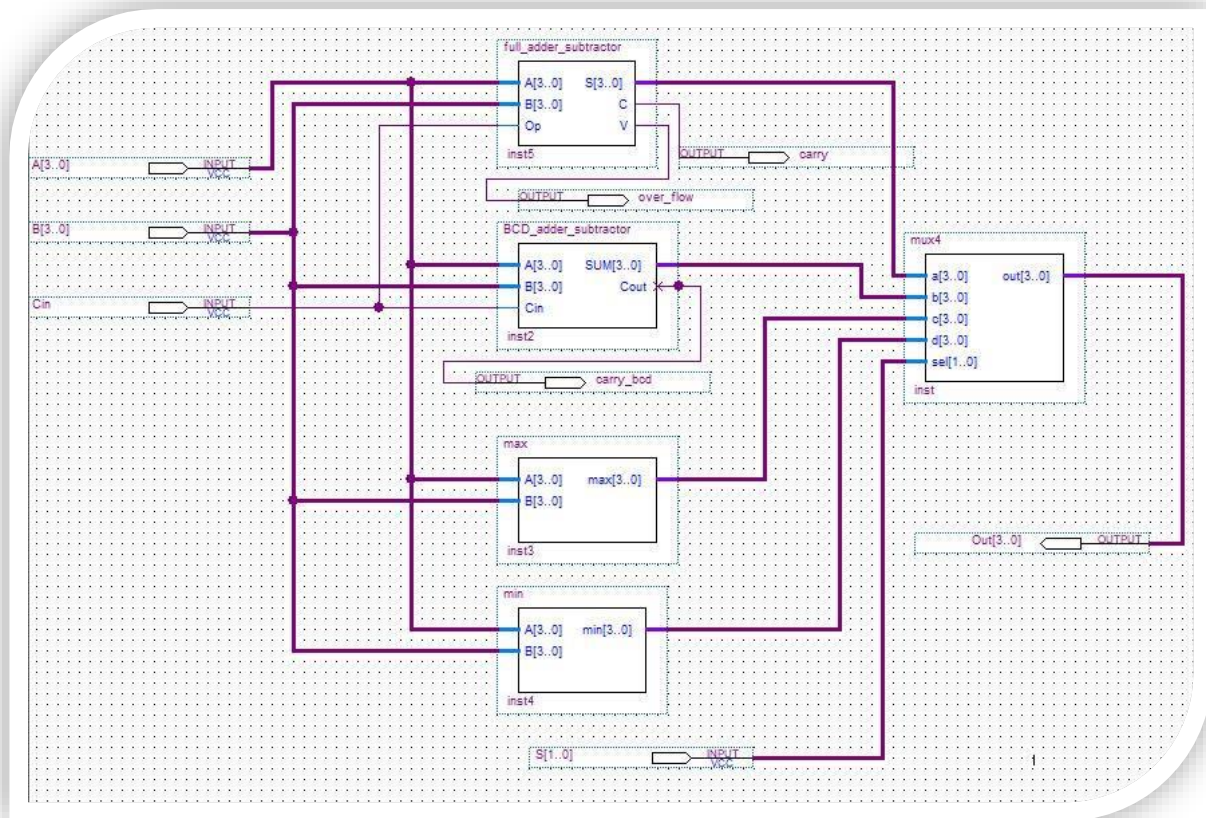
Defining the function and its inputs and outputs with their sizes

It means that:

- 1-if the input 'sel' is 00 the output will be the gate with 00 value "a"
- 2-if the input 'sel' is 01 the output will be the gate with 01 value "b"
- 3-if the input 'sel' is 10 the output will be the gate with 10 value "c"
- 4-if the input 'sel' is 11 the output will be the gate with 11 value "d"



THE COMPLETED CIRCUIT



THE TEAMWORK

Mohammad: {1-bit + 4-bit} adder/subtractor (coding) + BCD adder/subtractor (simulating + testing) + min (coding) + max (simulating + testing) + mux(coding)

Yazan: {1-bit + 4-bit} adder/subtractor (simulating + testing) + BCD adder/subtractor(coding) + max (coding) + min (simulating + testing) + mux (simulating + testing)

Putting all the circuit together and testing it was made by both of us while using zoom.

The report was written using a sharable document done by both of us.