```
module RAM 16x8 ex2 (clk, CS, W, R, addr, i data, o data);
     input clk;
     input CS, W, R;
     input [3:0] addr;
     input [7:0] i data;
     output reg [7:0] o data;
     reg [7:0] Mem [0:15];
     always @ (CS or W or R or posedge clk)
          if(CS && W)
               Mem[addr] <= i data;</pre>
          else if (CS && R)
               o data <= Mem[addr];</pre>
     initial //initializing Mem
          $readmemh ("memory.dat", Mem);
     Initial //Displaying the data read from Mem
          $monitor ($time, " %h", o data);
```

## endmodule

//memory.dat. The .dat file must be in the same directory as design and testbench. Otherwise you will need to specify the complete path.

```
memory...
                     X
File Edit Format View Help
25
        //req 0
3A
        //reg1
7B
        //reg 2
AA
        //req 3
DD
        //req 4
88
        //reg 5
FF
        //req 6
AC
        //req 7
BB
        //req 8
00
        //req 9
        //reg 10
88
        //reg 11
77
        //reg 12
99
        //reg 13
CC
        //reg 14
BC
        //reg 15
```

```
module RAM 16x8 ex2 testbench();
     reg clk;
     reg [3:0] address;
     reg CE, write, read;
     reg [7:0] data in;
     wire [7:0] data out;
     RAM 16x8 ex2 ram1 (
        .clk(clk),
        .addr(address),
        .CS (CE),
        .W(write),
        .R(read),
        .i data(data in),
        .o data(data_out));
     initial begin
        $display("Reading from Memory (already
initialized/populated using $readmemh)...");
        clk = 1;
        CE = 0;
        read = 0;
        #10 \text{ read} = 1;
        #50 CE = 1;
        #10 address = 15;
        #10 address = 1;
        #10 address = 2;
        #10 address = 3;
        #10 address = 7;
        #10 address = 6;
        #10 address = 5;
        #10 address = 4;
        #10 \text{ address} = 8;
        #10 address = 9;
        #10 address = 10;
        #10 address = 11;
        #10 address = 0;
        #10 address = 14;
        #10 address = 13;
        #10 address = 12;
        #500 $finish;
    end
    always begin
        #5 clk = \sim clk;
                          end
```

```
run -all
# Reading from Memory (already initialized/populated using $readmemh)...
# 0 xx
# 70 bc
# 80 3a
# 90 7b
# 100 aa
# 110 ac
# 120 ff
# 130 88
# 140 dd
# 150 bb
# 160 00
# 170 11
# 180 88
# 190 25
# 200 cc
# 210 99
# 220 77
```