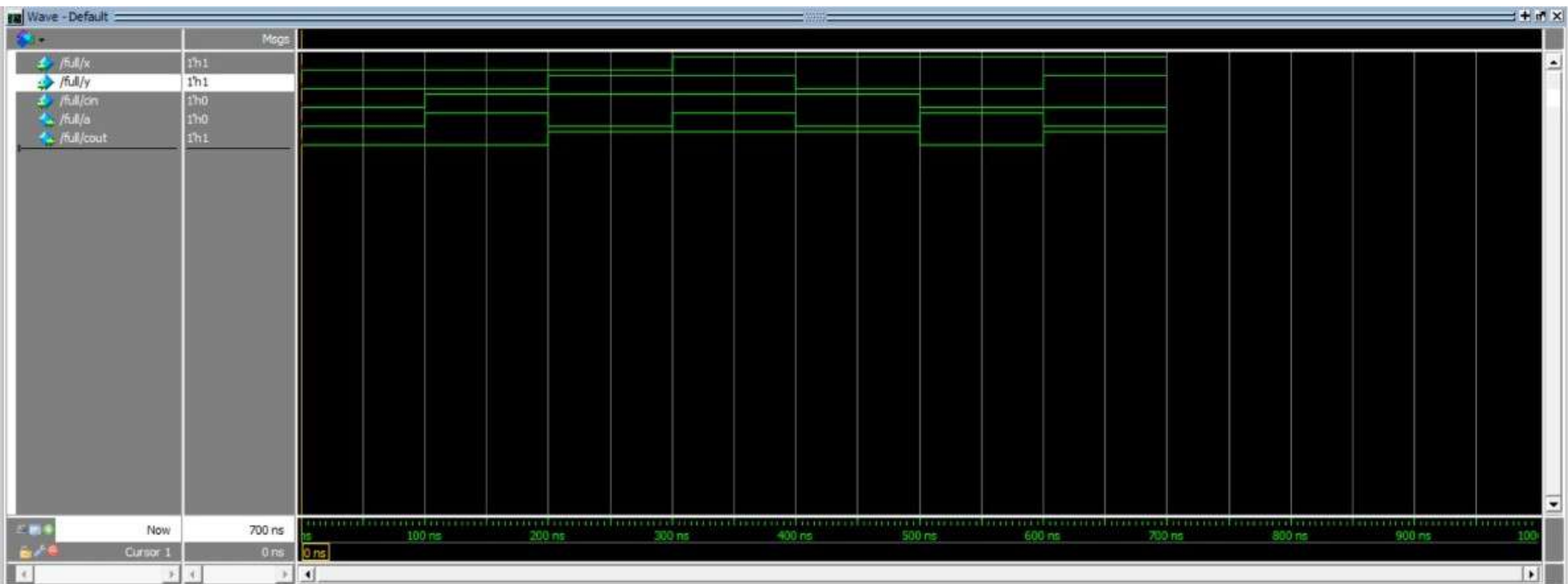


h] C:/Modeltech_pe_edu_10.4a/examples/Untitled-1.v - Default *

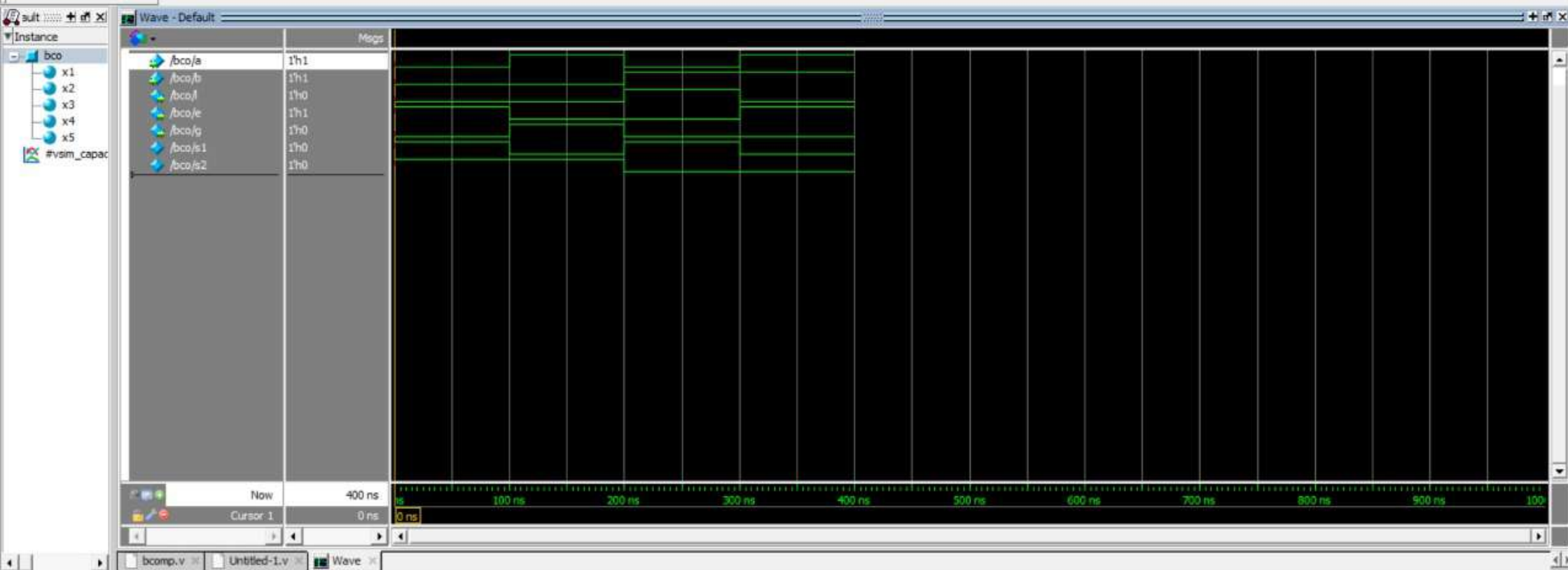
Ln#	
1	module fulladder
2	(
3	input x,
4	input y,
5	input cin,
6	output A,
7	output cout
8);
9	assign(cout,A)=cin+y+x;
10	endmodule



Ln#	
1	module b_comp1(a,b,l,e,g);
2	input a,b;output l,e,g;
3	wire s1,s2;
4	not X1(s1,a);
5	not X2(s2,b);
6	and X3(l,s1,b);
7	and X4(g,s2,a);
8	xnor X5(e,a,b);
9	endmodule
10	

Reading C:/Modeltech_pe_edu_10.4a/tcl/vsim/pref.tcl

ModelSim>



Transcript

```
VSIM 10> run
force -freeze sim:/bco/a 1 0
VSIM 12> run
VSIM 13>
```

Now: 400 ns Delta: 0 /bco/g 0 ns to 1 us

```
Ln#
1  module mux
2  (
3    input[2:0]select,
4    input[7:0]in,
5    output reg out
6  );
7    always@(select)
8  begin
9    out=input[select];
10   end
11 endmodule
```

Reading C:/Modeltech_pe_edu_10.4a/tcl/vsim/pref.tcl

ModelSim>



Transcript

```
VSIM 20> run
force -freeze {sim:/mux1/select[0]} 1 0
VSIM 22> run
VSIM 23>
```

Now: 500 ns Delta: 0

[2]

0 ns to 1149 ns

C:/Modeltech_pe_edu_10.4a/examples/Untitled-1.v - Default *

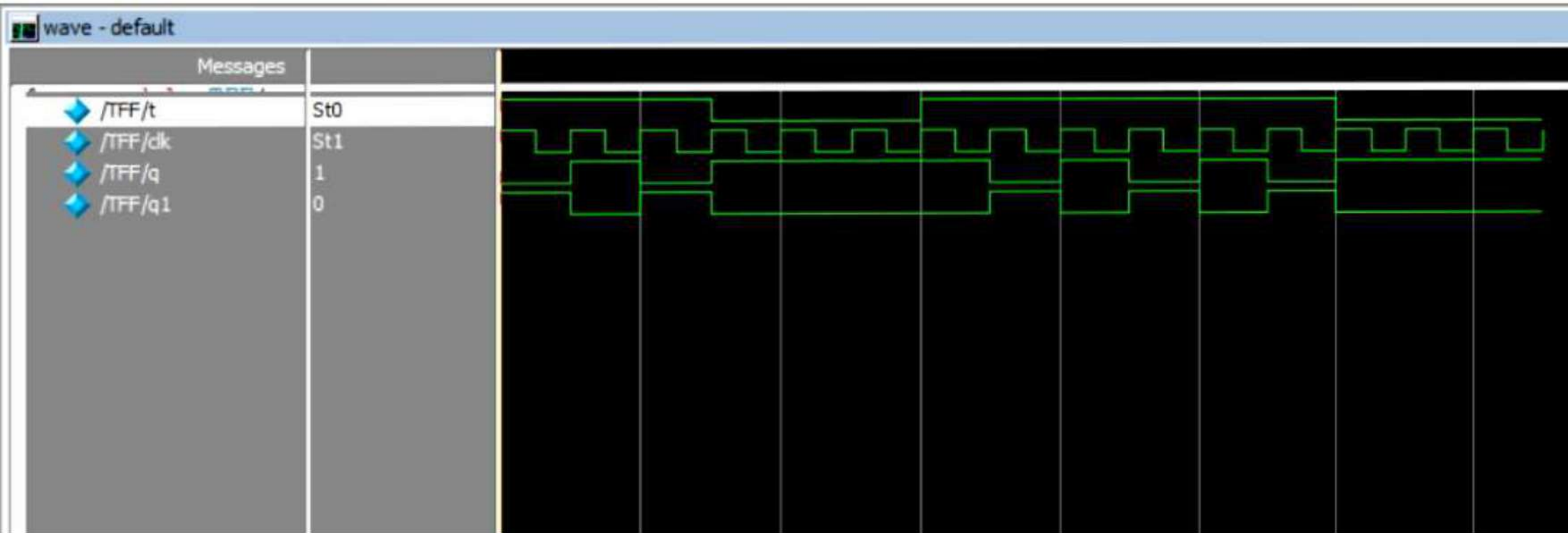
```
Ln#
1  module srff(q,q1,r,s,clk);
2      output q,q1;
3      input r,s,clk;
4      reg q,q1;
5      initial
6      begin
7          q=1'b0;
8          q1=1'b1;
9      end
10     always@(posedge clk)
11     begin
12         case ({s,r})
13             {1'b0,1'b0}:begin q=q;q1=q1;end
14             {1'b0,1'b1}:begin q=1'b0;q1=1'b1;end
15             {1'b1,1'b0}:begin q=1'b1;q1=1'b0;end
16             {1'b1,1'b1}:begin q=1'bx;q1=1'bx;end
17         endcase
18     end
19
```



h] C:/modeltech_6.4/examples/TFF.v

Ln#

```
1  module TFF(  
2      input t,clk,  
3      output reg q,q1  
4  );  
5      initial  
6      begin  
7          q=1'b1;  
8          q1=1'b0;  
9      end  
10     always@(posedge clk)  
11     begin  
12         if(clk)  
13             begin  
14                 if(t==1'b0)begin q=q;q1=q1; end  
15                 else begin q=~q;q1=~q1; end  
16             end  
17     end  
18 endmodule
```



```
Ln#
1  module jk(q,q1,j,k,c);
2  output q,q1;
3  input j,k,c;
4  reg q,q1;
5  initial begin q=1'b0;q1=1'b1;end
6  always@(posedge c)
7  begin
8  case({j,k})
9  {1'b0,1'b0}:begin q=q;q1=q1;end
10 {1'b0,1'b1}:begin q=1'b0;q1=1'b1;end
11 {1'b0,1'b0}:begin q=1'b1;q1=1'b0;end
12 {1'b0,1'b0}:begin q=~q;q1=~q1;end
13 endcase
14 end
15 endmodule
```

Transcript

Reading C:/Modeltech_pe_edu_10.4a/tcl/vsim/pref.tcl

ModelSim>

<No Design Loaded>

Ln: 15 Col: 9 **

ModelSim PE Student Edition 10.4a

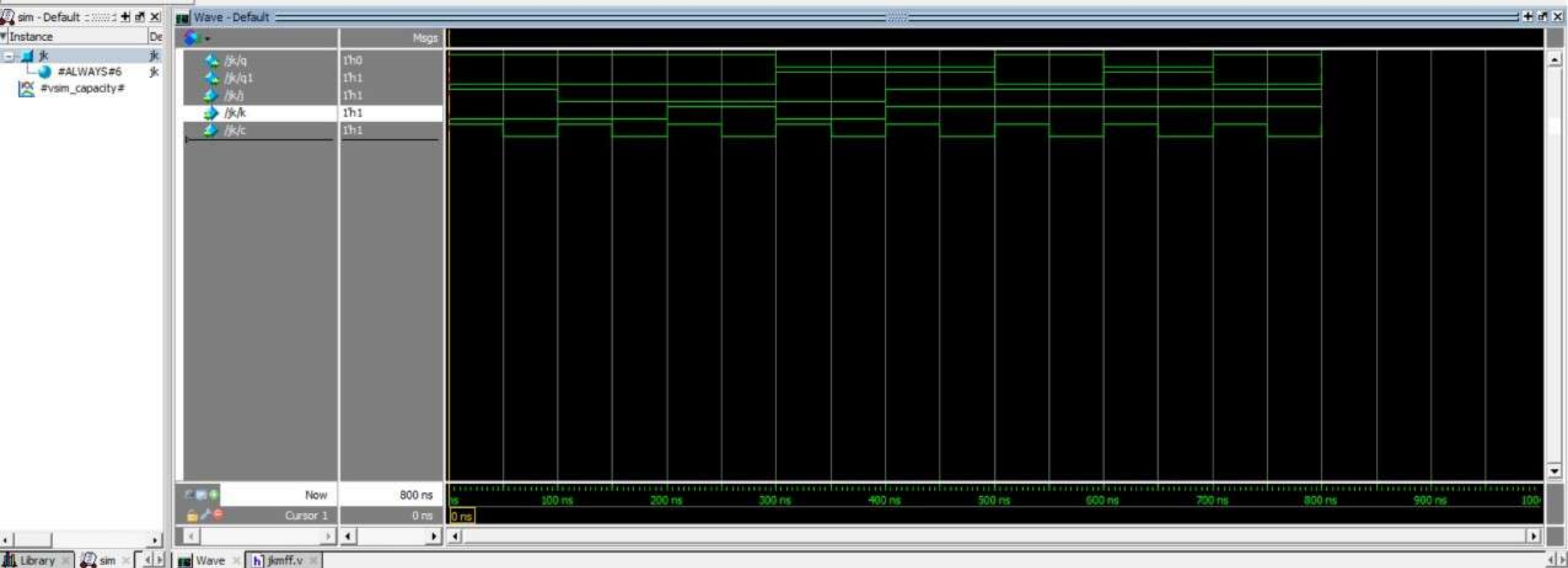
File Edit View Compile Simulate Add Wave Tools Layout Bookmarks Window Help

ColumnLayout AllColumns

100 ns

Layout Simulate

Search:



h] C:/modeltech_6.4/examples/shiftreg.v

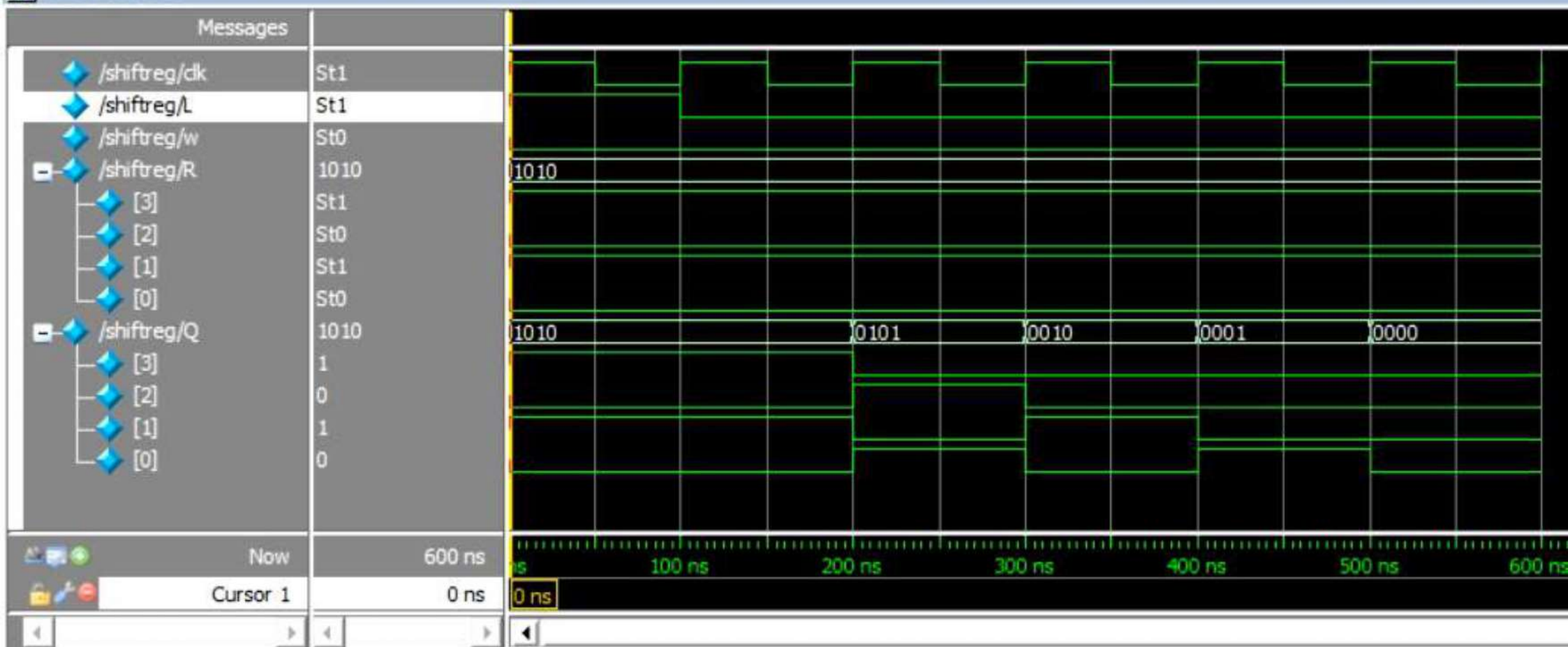
Ln#

```
1  module shiftreg(  
2      input [3:0]R,  
3      input L,w,clk,  
4      output reg [3:0]Q  
5  );  
6      always@(posedge clk)  
7          if(L)  
8              Q<=R;  
9          else  
10             begin  
11                 Q[0]<=Q[1];  
12                 Q[1]<=Q[2];  
13                 Q[2]<=Q[3];  
14                 Q[3]<=w;  
15             end  
16     endmodule  
17
```

h] shiftreg.v

wave

wave - default



h] shiftreg.v wave

h] C:/modeltech_6.4/examples/ringcounter.v

Ln#

```
1  module ringcounter(  
2      input clk,reset,  
3      output [3:0]q  
4  );  
5      reg [3:0]a;  
6      always@(posedge clk)  
7      if(reset)  
8          a=4'b0001;  
9      else  
10         begin  
11             a<=a<<1; //blocked assignment  
12             a[0]<=a[3];  
13         end  
14         assign q=a;  
15     endmodule  
16  
17
```



wave

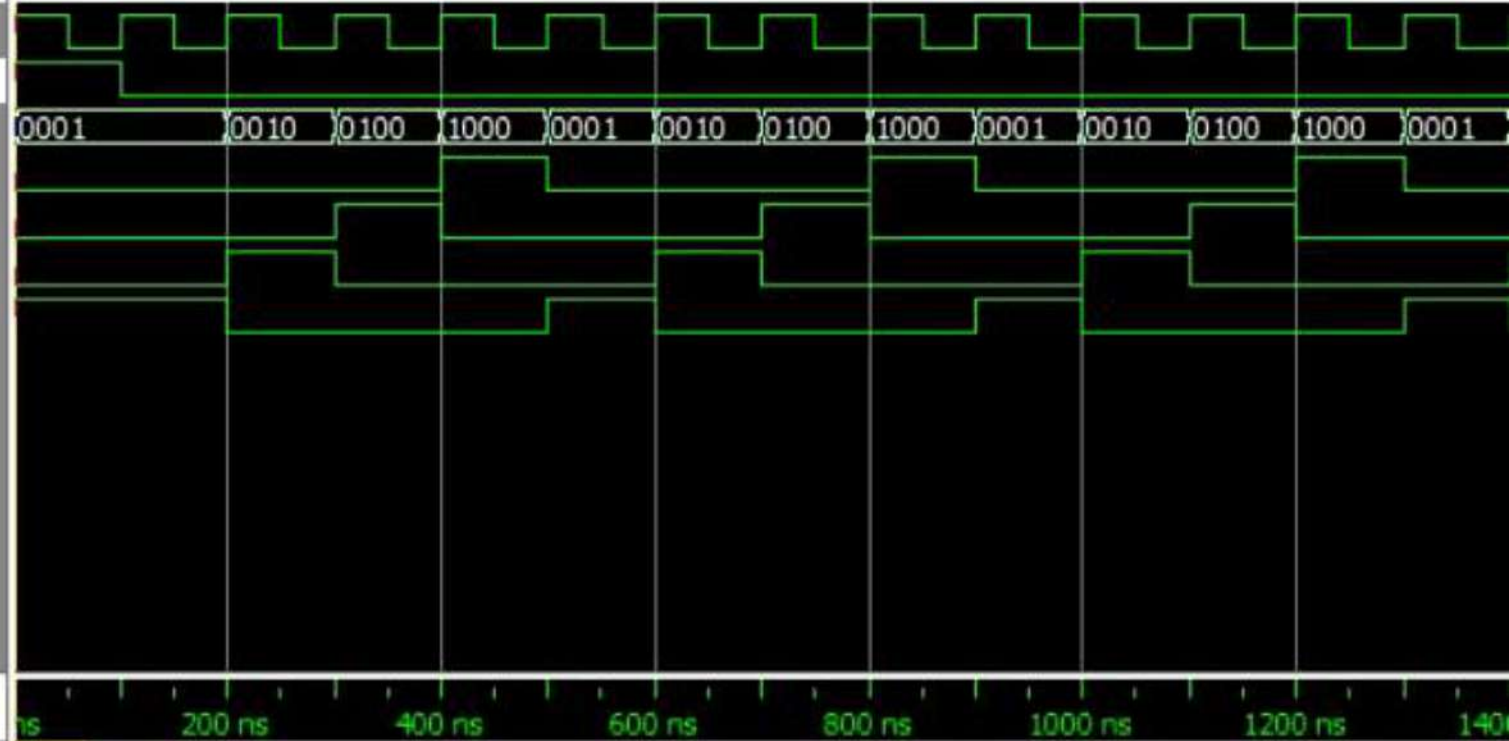


h] ringcounter.v

wave - default

Messages

- ◆ /ringcounter/dk St1
- ◆ /ringcounter/reset St0
- ◆ /ringcounter/q 1000
 - ◆ [3] St1
 - ◆ [2] St0
 - ◆ [1] St0
 - ◆ [0] St0



Now

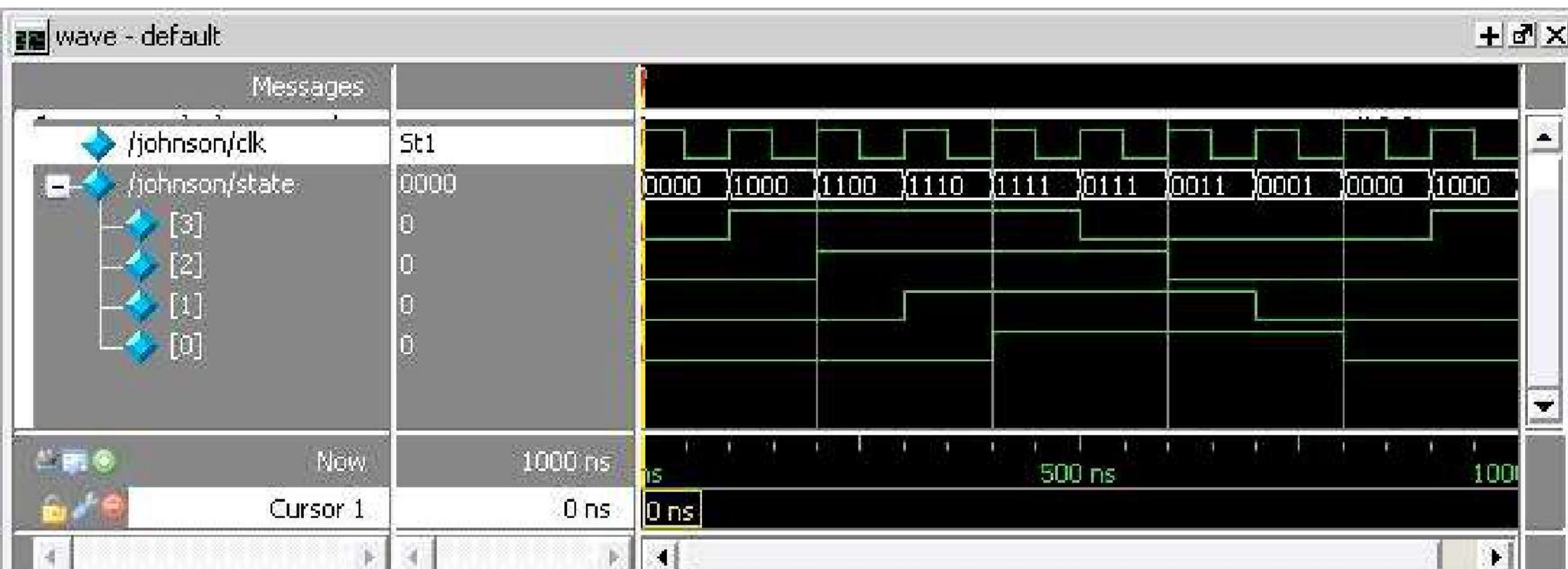
2400 ns

Cursor 1

0 ns

0 ns


```
Ln#
1  module johnson_counter(out,reset,clk);
2  input clk,reset;
3  output[3:0]out;
4  reg[3:0]q;
5  always@(posedge clk)
6  begin
7      if(reset)
8          q=4'd0;
9      else
10     begin
11         q[3]<=q[2];
12         q[2]<=q[1];
13         q[1]<=q[0];
14         q[0]<=~q[3];
15     end
16     end
17     assign out=q;
18 endmodule
19
```



Ln#	
1	module up_counter[input clk, reset, output[3:0] count];
2	reg[3:0] up;
3	always@(posedge clk or posedge reset)
4	begin
5	if(resrt)
6	up<=4'd0;
7	else
8	up<=up+4'd1;
9	end
10	assign count=up;
11	endmodule
12	

