

Week 4

1. Write and simulate the Verilog code for a BCD to Excess 3 code converter using 8 to 1 multiplexers and other necessary gates.

```
module mux8to1(d, sel, f);
```

```
input [0:7]d;
```

```
input [2:0] sel;
```

```
output f;
```

```
reg f;
```

```
always@(sel)
```

```
begin
```

```
case(sel)
```

```
3'b000: f=d[0];
```

```
3'b001: f=d[1];
```

```
3'b010: f=d[2];
```

```
3'b011: f=d[3];
```

```
3'b100: f=d[4];
```

```
3'b101: f=d[5];
```

```
3'b110: f=d[6];
```

```
3'b111: f=d[7];
```

```
endcase
```

```
end
```

```
endmodule
```

```
module l4q1(bcd, exc);
```

```
input [3:0]bcd;
```

```
output [3:0]exc;
```

```
mux8to1 stage0({1'b0,1'b0,bcd[0],1'b1,1'b1,X,X,X}, bcd[3:1], exc[3]);
```

```
mux8to1 stage1({bcd[0],1'b1,~bcd[0],1'b0,bcd[0],X,X,X}, bcd[3:1], exc[2]);
```

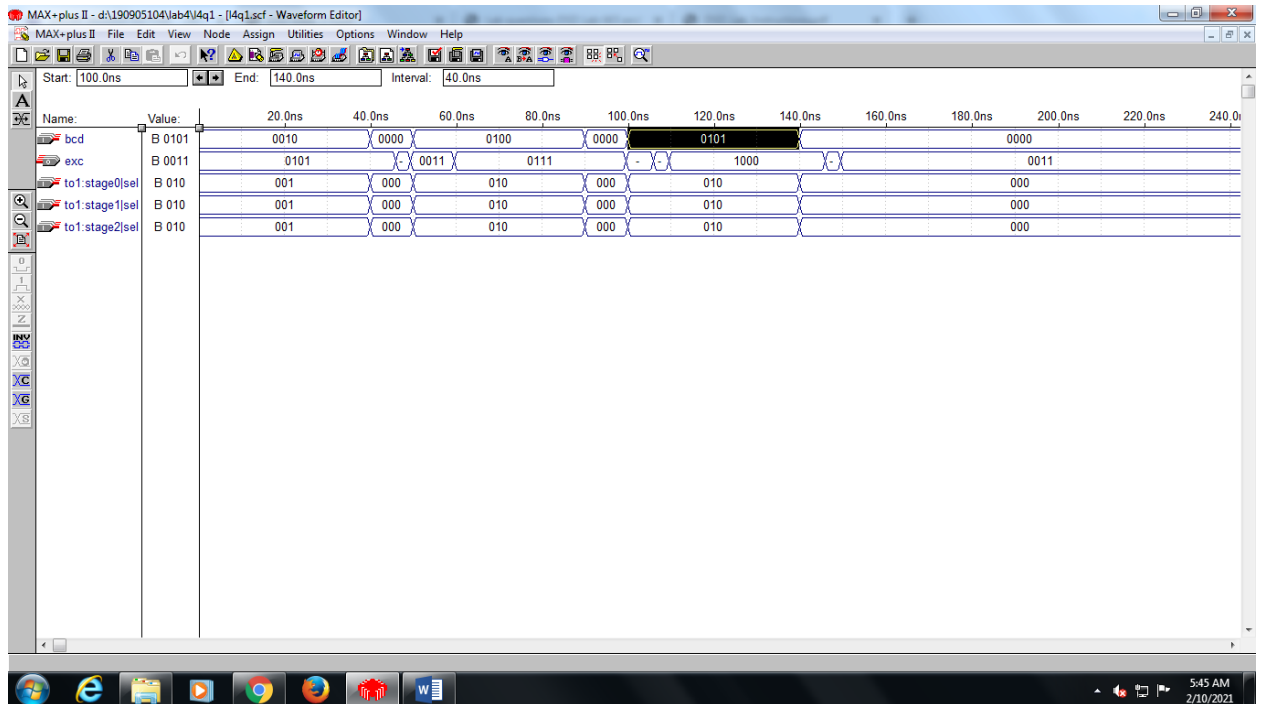
```

mux8to1 stage2({~bcd[0],bcd[0],~bcd[0],bcd[0],~bcd[0],X,X,X}, bcd[3:1], exc[1]);

assign exc[0]=~bcd[0];

endmodule

```



2. Write behavioral Verilog code for a 2 to 4 decoder with active low enable input and active high output using case statement. Using this, design a 4 to 16 decoder with active low enable input and active high output and write the Verilog code for the same.

```

module dec2to4(w, en, y);

input [1:0]w;

input en;

output [3:0]y;

reg [3:0]y;

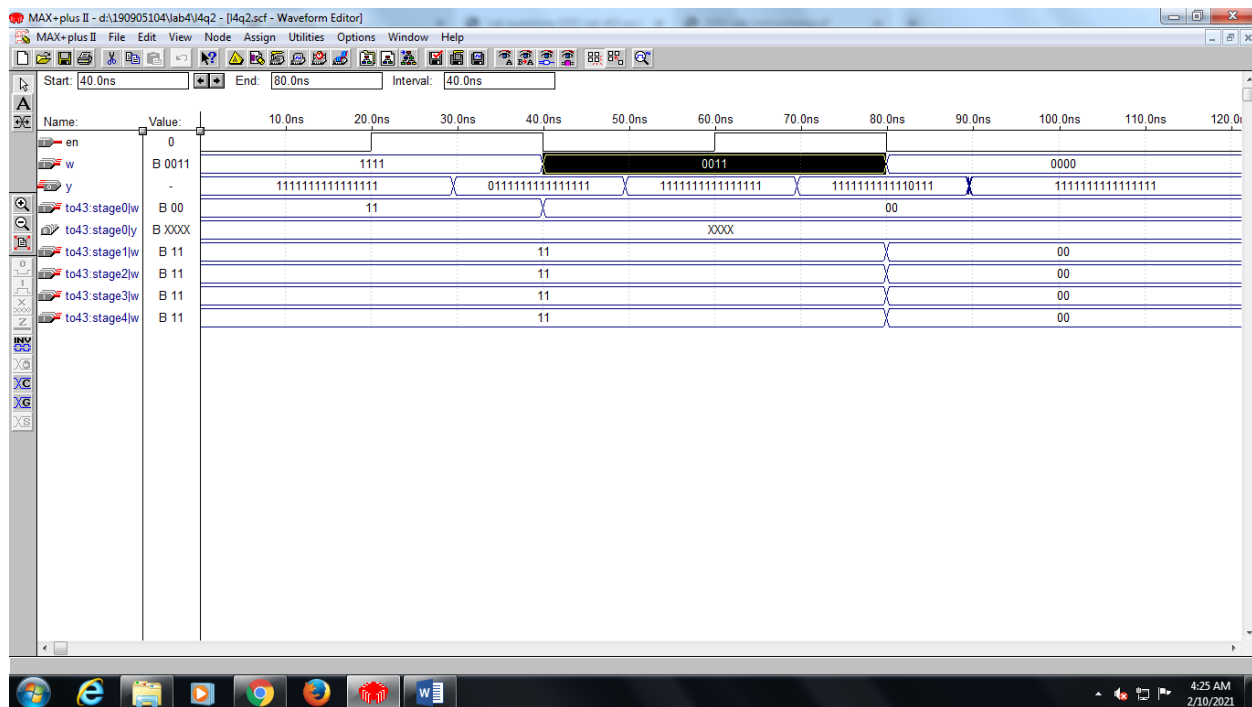
always @(w or en)
begin
if(en == 0)
y = 15;

else
begin

```

```
case (w)
0:y = 14;
1:y = 13;
2:y = 11;
3:y = 7;
endcase
end
end
endmodule
```

```
module l4q2(w,y,en);
input en;
input [3:0]w;
output [15:0]y;
wire [3:0]x;
dec2to4 stage0(w[3:2],en,x[3:0]);
dec2to4 stage1(w[1:0],~x[0],y[3:0]);
dec2to4 stage2(w[1:0],~x[1],y[7:4]);
dec2to4 stage3(w[1:0],~x[2],y[11:8]);
dec2to4 stage4(w[1:0],~x[3],y[15:12]);
endmodule
```



3. Write behavioral Verilog code for 16 to 4 priority encoder using for loop

```

module l4q3(w, y, z);
input [15:0]w;
output [3:0]y;
output z;
reg [3:0]y;
reg z;
integer k;
always @(w)
begin
z = 0;
if(w == 0)
y = 0;
else
begin
for(k = 0 ; k < 16 ; k = k + 1)

```

```

begin
if(w[k] == 1)
y = k;
end
z = 1;
end
end
endmodule

```

