# REALIZATION OF LOGIC GATES USING VERILOG

#### Aim:

- 1) To write the Verilog HDL code for the following logic gates using dataflow modelling and simulate it in ModelSim.
  - a) NOT gate
  - b) AND gate
  - c) OR gate
  - d) XOR gate
  - e) NAND gate
- 2) To write the Verilog HDL code for the given Boolean function using dataflow modelling and simulate it in ModelSim.

F = A'B'C + ABC' + A'BC' + ABC

**CODE:** (ON RIGHT SIDE)

**DESIGN BLOCK:** 

<>

**TEST BENCH:** 

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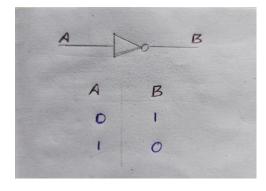
#### **Result:**

- 1) The Verilog HDL code for the given logic gates is simulated in ModelSim and the output is obtained and verified.
- 2) The Verilog HDL code for the given Boolean function is simulated in ModelSim and the output is obtained and verified.

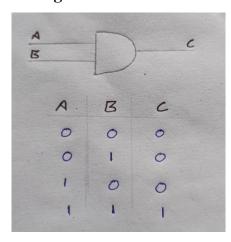
NB: Diagram, Truth table and Screenshots of output: (on left side)

NB: Change the letter notation according to your program

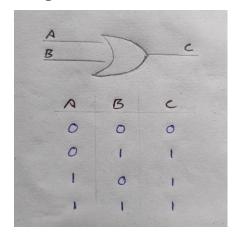
#### **NOT** gate:



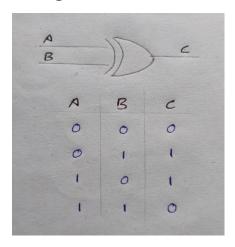
#### **AND** gate



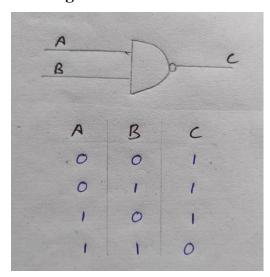
# OR gate



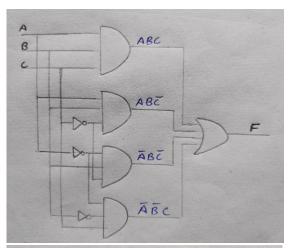
# **XOR** gate



NAND gate



F = A'B'C + ABC' + A'BC' + ABC



A	В	C	F
0	0	0	0
0	0	1	1
0	k	0	
0		1	0
1	0	0	0
1	0	1	0
1	1	0	1.1
1	1	1	1

# REALIZATION OF ADDER AND SUBTRACTOR CIRCUITS USING VERILOG

#### Aim:

- 1) Design Half adder, Full Adder, Half Subtractor, Full Subtractor circuits. Write the Verilog codes for the circuits and simulate them in ModelSim.
- 2) Write the Verilog code of Full Adder using Half Adder by using structural style of modelling and implement it in ModelSim.

**CODE:** (ON RIGHT SIDE)

**DESIGN BLOCK:** 

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**TEST BENCH:** 

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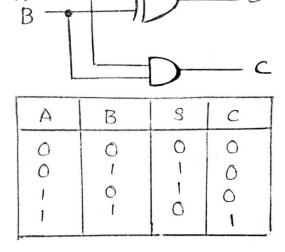
#### **Result:**

- 1) The Verilog HDL code for Half adder, Full Adder, Half Subtractor, Full Subtractor circuits are simulated in ModelSim and the output is obtained and verified.
- 2) The Verilog HDL code for Full Adder using Half Adder by using structural style of modelling is simulated in ModelSim and the output is obtained and verified.

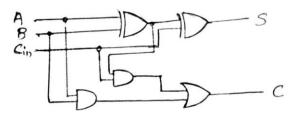
NB: Diagram, Truth table and Screenshots of output: (on left side)

NB: Change the letter notation according to your program

#### **HALF ADDER:**

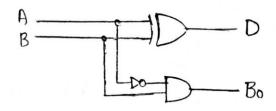


#### **FULL ADDER**



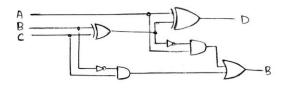
1	Cin	B.	A	Sum	Cout
	0000	0000-	0-0-0-0	0 0 - 0 0	000-0-1

#### HALF SUBTRACTOR



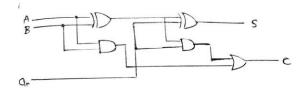
A	В	D	Во
0	0	0	0
0	1	1	1
1	0	- 1	Ö
1	1	0	0

# **FULL SUBTRACTOR**



P	B	C	D	Borrow
0000	0000-	0-0-0-0	00-00	0000
1	1	1	١	١

# FULL ADDER USING HALF ADDER BY USING STRUCTURAL STYLE OF MODELING



A	В	On	Sum	Carry
0000111	00110011	0-0-0-0-	00-00-	000-0

# REALIZATION OF 4:1 MULTIPLEXER AND 1:4 DEMULTIPLEXER CIRCUITS USING VERILOG

#### Aim:

- 1) Design a 4:1 Multiplexer circuit. Write the Verilog codes for the circuits and simulate them in ModelSim.
- 2) Design a 1:4 Demultiplexer circuit. Write the Verilog codes for the circuits and simulate them in ModelSim.

**CODE:** (ON RIGHT SIDE)

**DESIGN BLOCK:** 

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**TEST BENCH:** 

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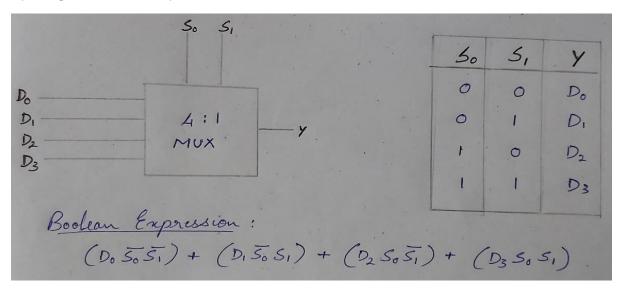
#### **Result:**

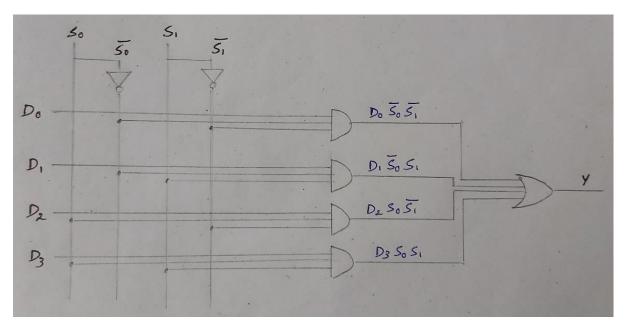
- 1) The Verilog 4:1 Multiplexer circuit is simulated in ModelSim and the output is obtained and verified.
- 2) The Verilog 1:4 Demultiplexer circuit is simulated in ModelSim and the output is obtained and verified.

NB: Diagram, Truth table and Screenshots of output: (on left side)

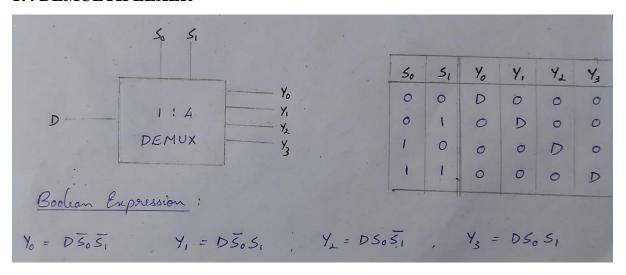
NB: Change the letter notation according to your program

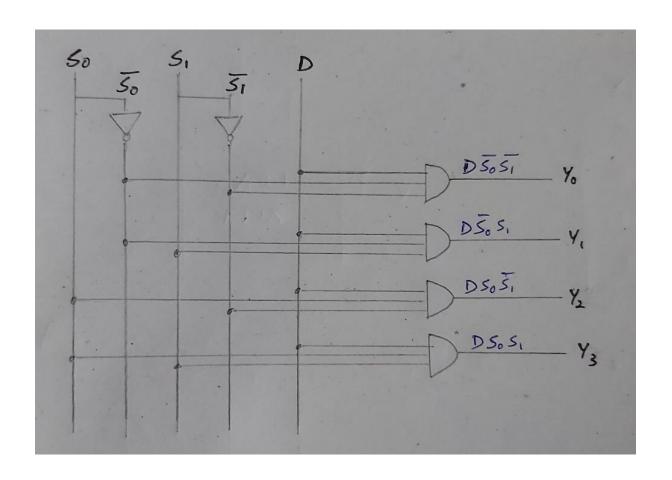
#### **4:1 MULTIPLEXER:**





# 1:4 DEMULTIPLEXER





# REALIZATION OF D, T, SR, JK FLIP FLOPS AND 4-BIT UP COUNTER USING STRUCTURAL STYLE OF MODELING USING VERILOG

#### Aim:

- 1) Design and implement the Verilog code of D, T, SR & JK flip flops and stimulate them in ModelSim.
- 2) Design and implement the Verilog code for 4-bit up counter using structural style of modelling and simulate it in ModelSim.

**CODE:** (ON RIGHT SIDE)

**DESIGN BLOCK:** 

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**TEST BENCH:** 

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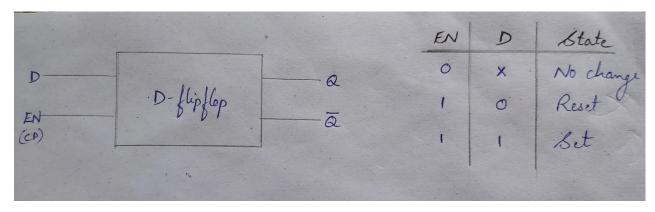
#### **Result:**

- 1) The Verilog HDL code for the given logic gates is simulated in ModelSim and the output is obtained and verified.
- 2) The Verilog HDL code for the given Boolean function is simulated in ModelSim and the output is obtained and verified.

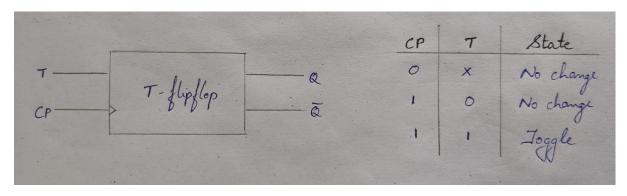
**NB:** Diagram, Truth table and Screenshots of output: (on left side)

NB: Change the letter notation according to your program

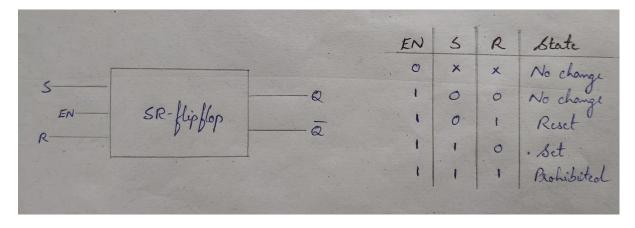
#### **D FLIP FLOP:**



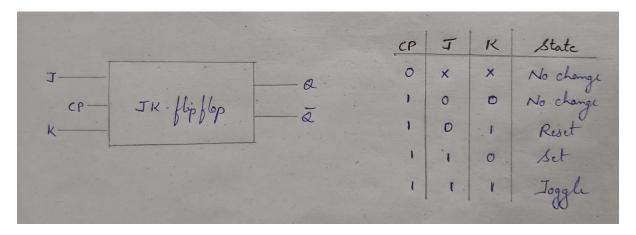
# T FLIP FLOP



## **SR FLIP FLOP**



## JK FLIP FLOP



# 4-BIT UP COUNTER USING STRUCTURAL STYLE OF MODELING

