# DAY-82 #100DAYSOFRTL

## **AIM:---** IMPLEMENTATION OF SERIAL ADDER.

## **VERILOG CODE:--**

```
module Serial Adder
             ( input clk, reset,
                 input a,b,cin,
                 output reg s, cout
                 );
         reg c,flag;
8
9 🖨 🔘
        always@(posedge clk or posedge reset)
10 🗇
         begin
11 □ ○
             if(reset == 1) begin
     0
12
                 s = 0;
     0
13
                 cout = c;
14 !
                 flag = 0;
15 🖨
            end else begin
16 Ö O
                 if(flag == 0) begin
     0
17
                     c = cin;
18
                     flag = 1;
19 🖨
                 end
     0
                 cout = 0;
20
     0
21
                 s = a ^ b ^ c;
22
                 c = (a \& b) | (c \& b) | (a \& c);
23 🗎
             end
24 🖨
         end
25
26 🖯
         endmodule
27
```

#### **TESTBENCH CODE:---**

```
1 🖯
        module Serial Adder tb();
 2 🕀
        . . .
21
                .s(s),
22
                .cout (cout)
23
           );
24
25 i
        //generate clock with 10 ns clock period.
26 🖵
            always
27 🖒 🔾
                #5 clk = ~clk;
28
29 🖯
           initial begin
30
                // Initialize Inputs
31 O
                clk = 1;
    0
32
                reset = 0;
33 ¦ O
                a = 0;
     0
34
                b = 0;
     \circ
35
                cin = 0;
     0
36
                reset = 1;
     0
37
                #20;
    0
38 !
                reset = 0;
39
40
                //add two 4 bit numbers, 1111 + 1101 = 11101
    0
                a = 1; b = 1; cin = 1;
41
    0 1
42
                a = 1; b = 0; cin = 0; #10;
     0
43
                a = 1; b = 1; cin = 0; #10;
     0
                a = 1; b = 1; cin = 0; #10;
44
     0
45
                reset = 1;
     0
46
                #10;
     0
47
                reset = 0;
48
                //add two 5 bit numbers, 11011 + 10001 = 101101
     0
49
                a = 1; b = 1; cin = 1; #10;
50 1
                = 1 · h = 0 · cin = 0 · #10 ·
```

## WAVEFORM:----



# **SCHEMATIC BLOCK:-----**

