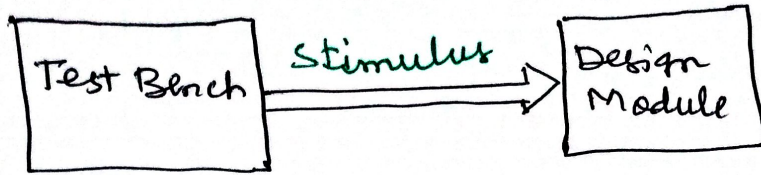


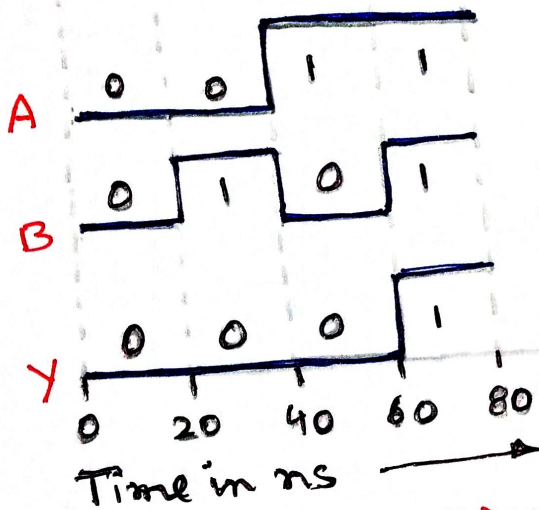
TEST BENCH

Page No. 1



- Once the design module is completed, functionality must be tested by applying
- stimulus (input)
 - and then checking the results

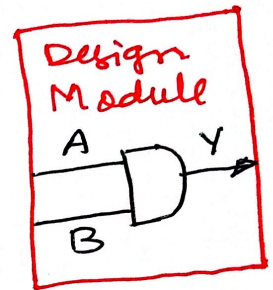
TIMING DIAGRAM



TRUTH TABLE

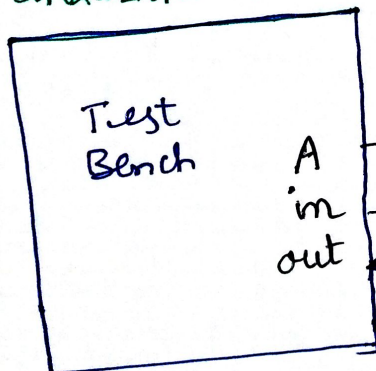
A	B	Y
0	0	0
0	1	0
1	0	0
1	1	1

Design file
and_2in.v

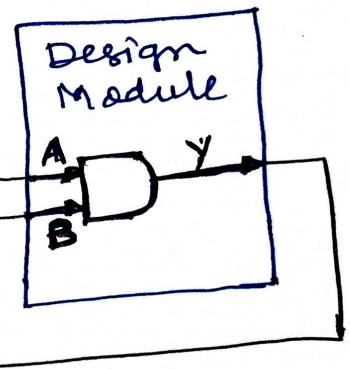


NOTE:- Timing Diagram can be checked using simulator

Test Bench file
and_2in_test.v



Design file
and_2in.v



// THE DESIGN MODULE (and-2in.v)

module and_2in(A, B, Y);

// Declare the design module

input A, B; // Declare the design inputs

output Y; // and output

wire Y; // Declare the output as net

assign Y = A & B; // Realize the 2 input AND
// gate

endmodule

// TEST BENCH FOR FUNCTIONAL CHECKING // OF THE DESIGN

```
'include "and-2in.v"
```

// This is the design file

```
'timescale 1ns/100ps
```

// Time base, refer Timing Diagram Page 1

// 1ns second denotes time unit

// 100ps denotes division

// Time unit $\frac{1}{100}$ division always

// Smaller division shows high

// resolution

```
module and-2in-test;
```

// Denote the test module

```
reg A, in; // refer timing diagram - 20ns
```

// Declare design inputs as registers since we

// need to hold the values

```
wire out;
```

// Declare outputs as wire (meaning net) since

// we need to inter-connect other sub module

```
and-2in u1C
```

// Instantiate the design module

// u1 stand for the first instantiation

• A(A), // connect ports by name

• B(in),

• Y(out),

// NO INPUT/OUTPUT IN TEST-BENCH AS IT IS
// THE HIGHEST-LEVEL ABSTRACTION

initial

// we want to apply those stimulus

// refer timing diagram Page No. 1

begin

A = 0; in = 0; // Apply stimulus at time 0.

#20 A = 0; in = 1; // change inputs at time 20ns
// # → indicate time

#20 A = 1; in = 0; // 40ns, and

#20 A = 1; in = 1; // 60ns. (cumulative time)
// if no timing, running simultane.

#40

// run long enough to test
// all possibilities,

\$stop;

// and stop

\$finish;

// Terminate simulation

end

// Matching end with begin

endmodule

// Matching end with module

—x—x—x—