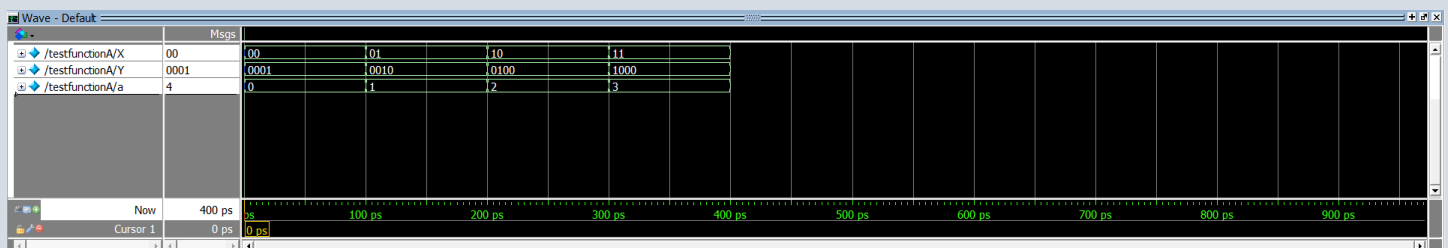


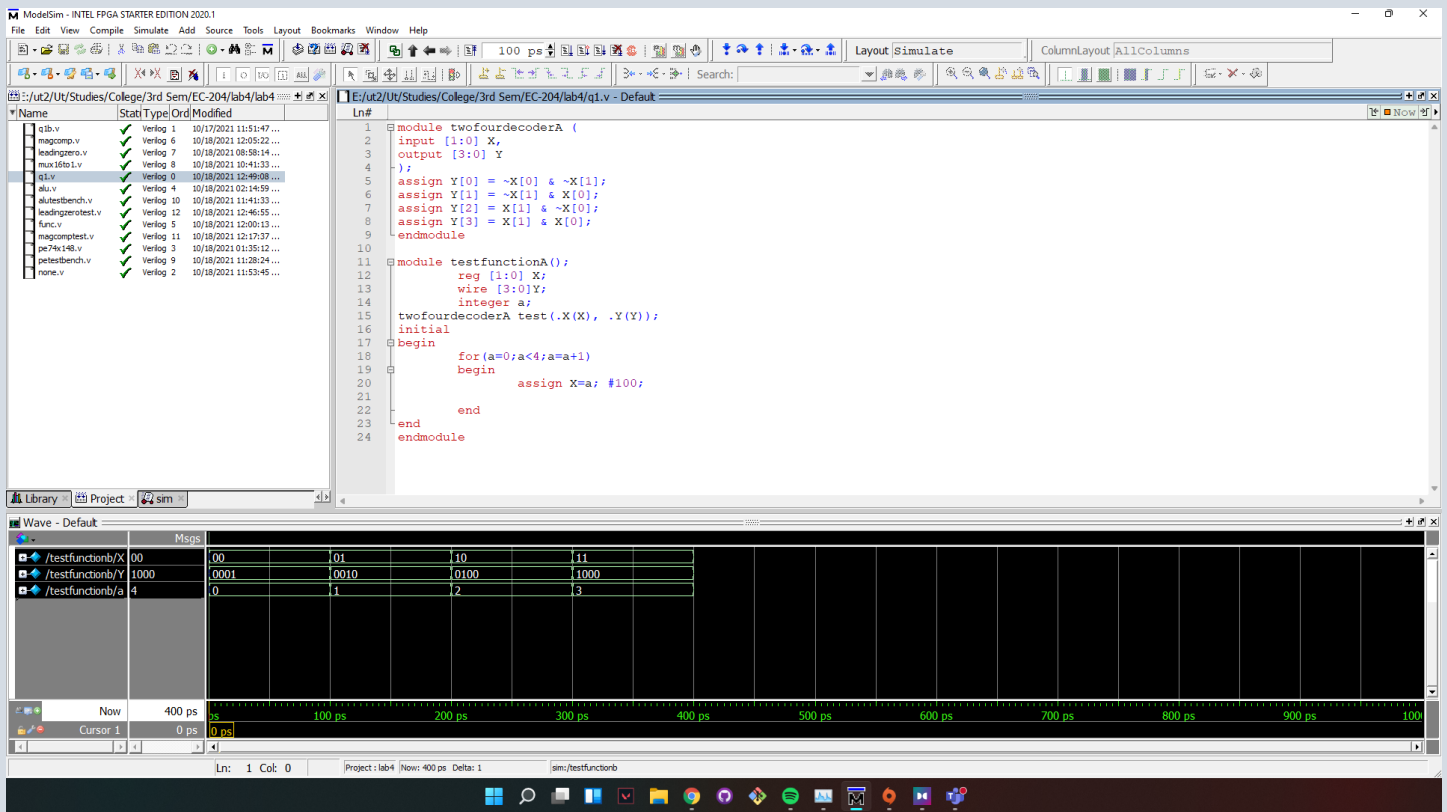
1] 2 to 4 decoder using

(a) concurrent signal assignment statements

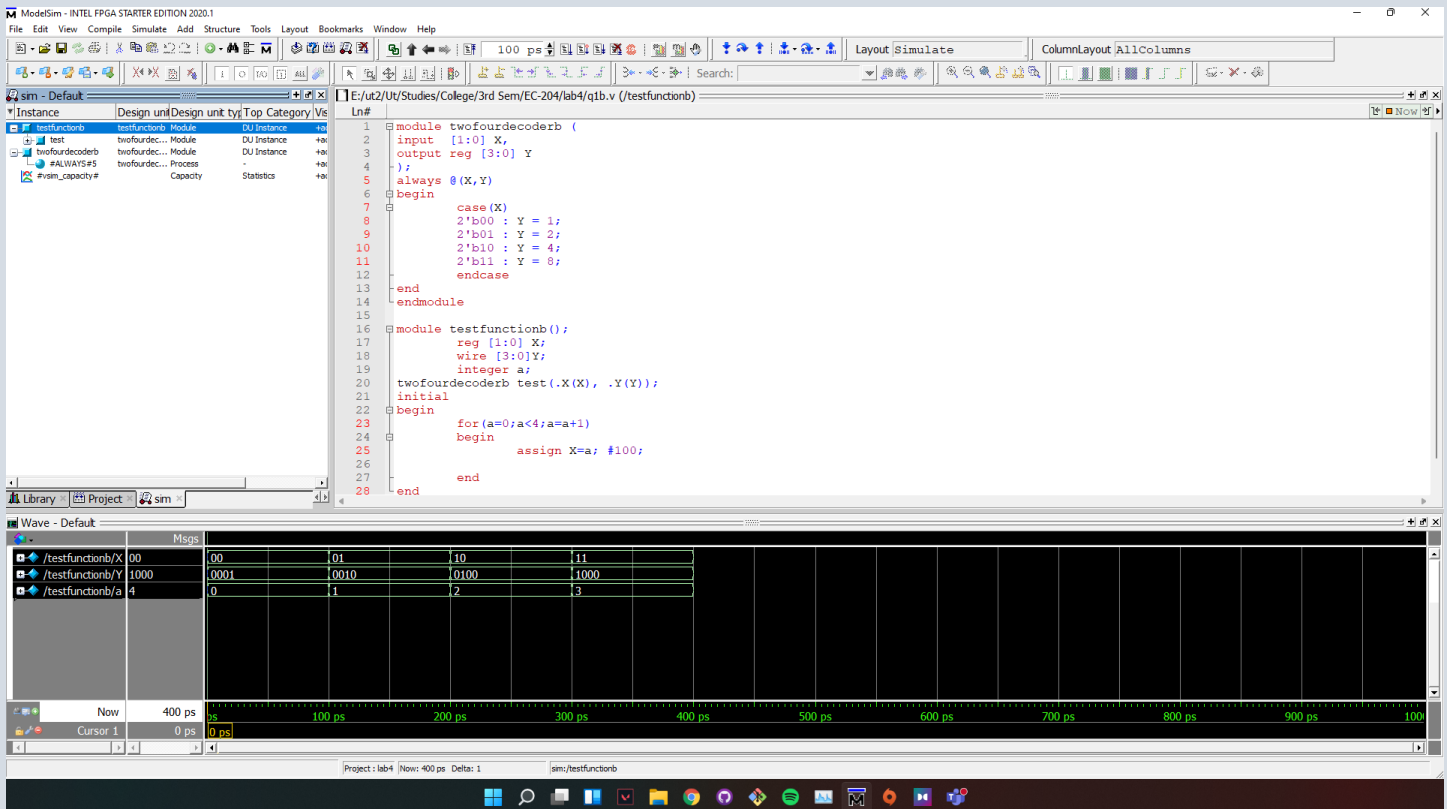
```
module twofourdecoderA (  
input [1:0] X,  
output [3:0] Y  
);  
assign Y[0] = ~X[0] & ~X[1];  
assign Y[1] = ~X[1] & X[0];  
assign Y[2] = X[1] & ~X[0];  
assign Y[3] = X[1] & X[0];  
endmodule  
  
module testfunctionA();  
    reg [1:0] X;  
    wire [3:0] Y;  
    integer a;  
    twofourdecoderA test(.X(X), .Y(Y));  
    initial  
    begin  
        for(a=0;a<4;a=a+1)  
            begin  
                assign X=a; #100;  
            end  
    end  
end  
endmodule
```

Wave:

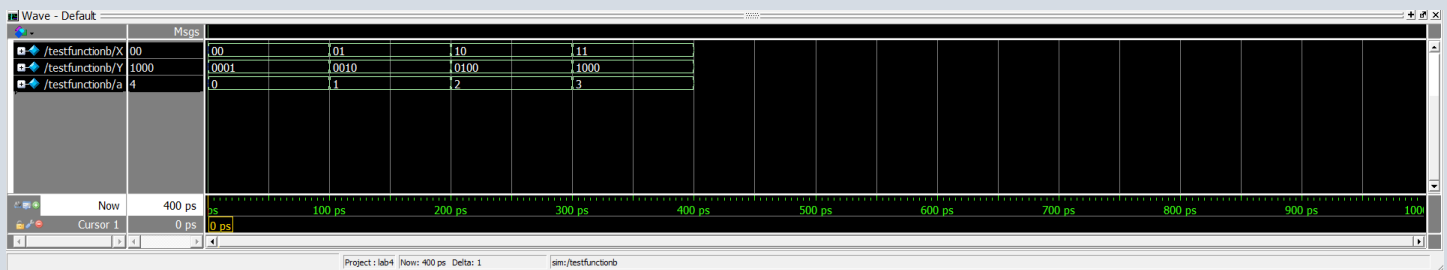




(b) using case statement



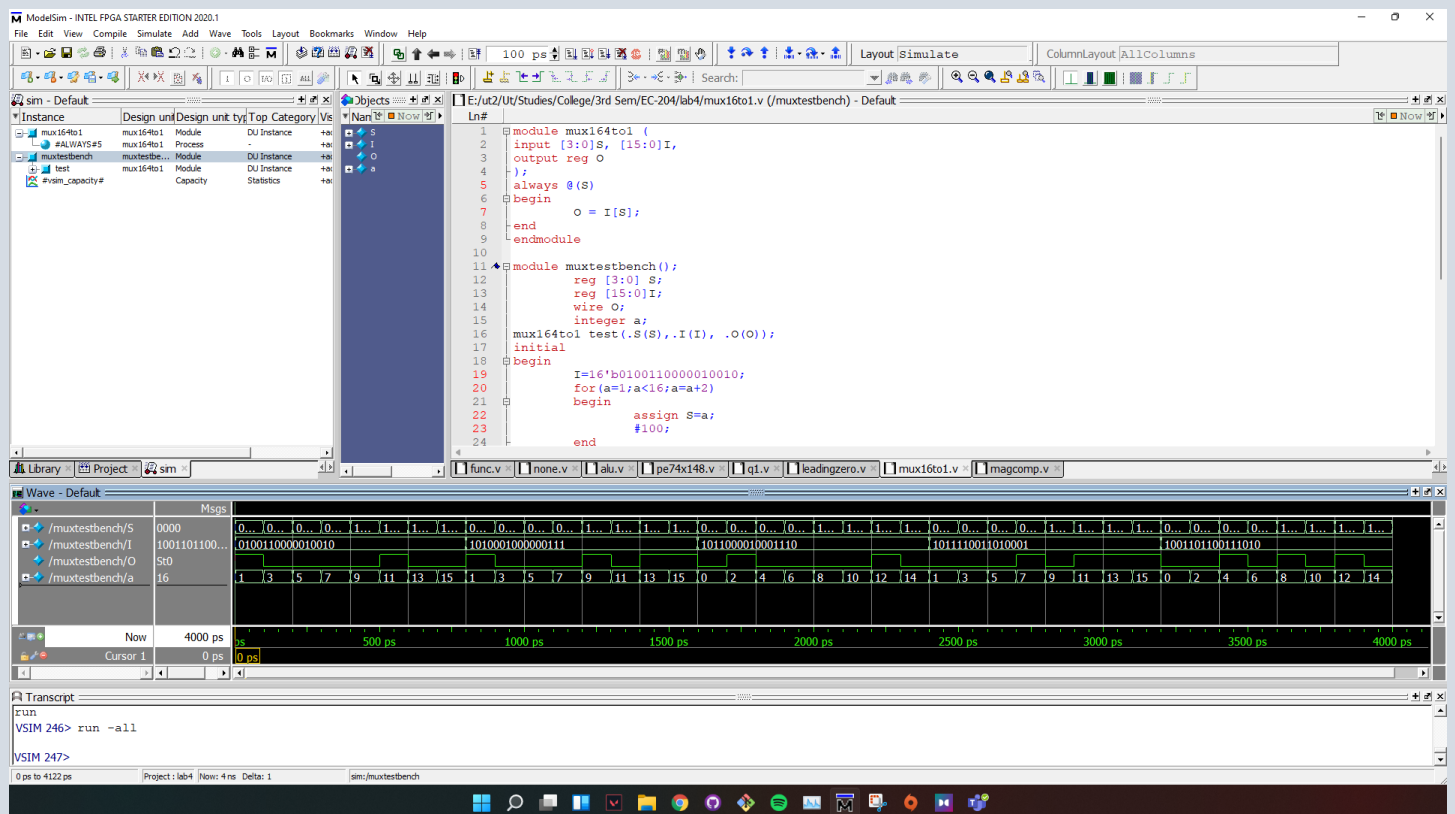
## Wave:



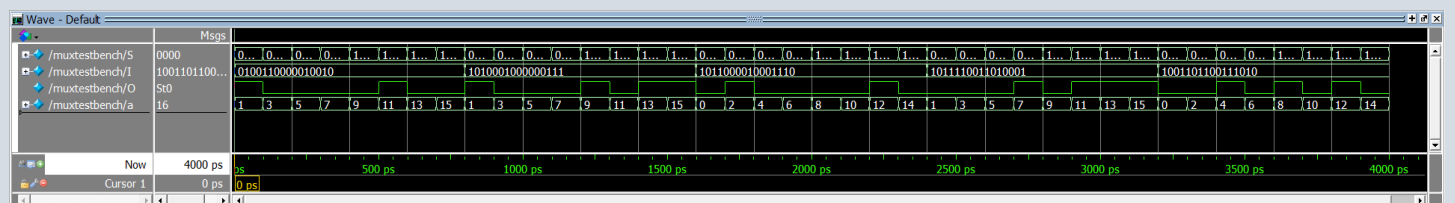
```
module twofourdecoderb (  
    input  [1:0] X,  
    output reg [3:0] Y  
);  
always @(X,Y)  
begin  
    case(X)  
        2'b00 : Y = 1;  
        2'b01 : Y = 2;  
        2'b10 : Y = 4;  
        2'b11 : Y = 8;  
    endcase  
end  
endmodule  
  
module testfunctionb();  
    reg [1:0] X;  
    wire [3:0] Y;  
    integer a;  
    twofourdecoderb test(.X(X), .Y(Y));  
    initial  
    begin  
        for(a=0;a<4;a=a+1)  
        begin  
            assign X=a; #100;  
        end  
    end  
end  
endmodule
```

## 2] 16:1 multiplexer

```
module mux16to1 (  
input [3:0]S, [15:0]I,  
output reg O  
);  
always @(S)  
begin  
    O = I[S];  
end  
endmodule
```



Wave:



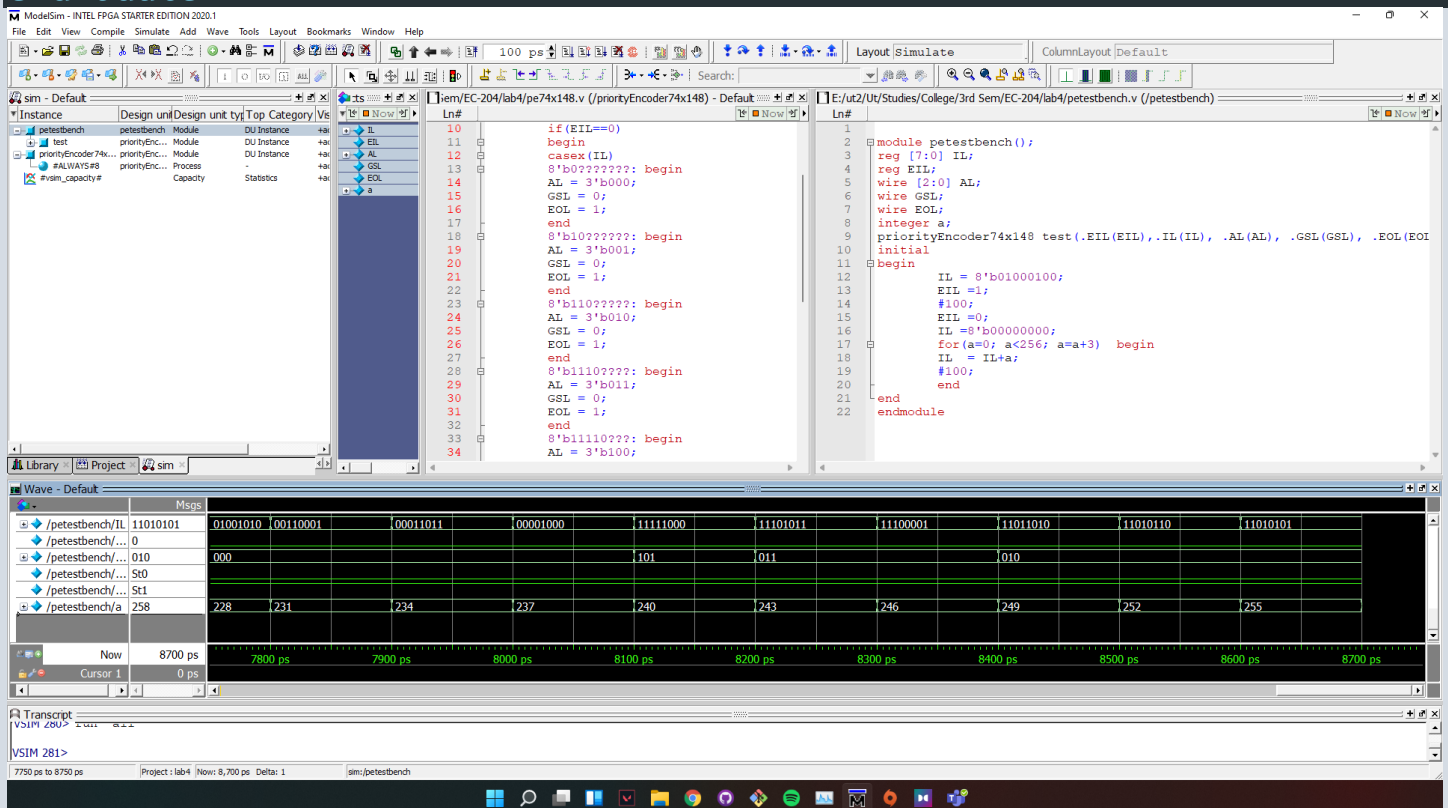
### 3] Functionality of 74x148 priority encoder

```
module priorityEncoder74x148 (  
input  [7:0] IL,  
input  EIL,  
output reg [2:0] AL,  
output reg  GSL,  
output reg  EOL  
);  
always @(EIL,IL)  
begin  
    if(EIL==0)  
    begin  
        casex(IL)  
            8'b0??????: begin  
                AL = 3'b000;  
                GSL = 0;  
                EOL = 1;  
            end  
            8'b10?????: begin  
                AL = 3'b001;  
                GSL = 0;  
                EOL = 1;  
            end  
            8'b110?????: begin  
                AL = 3'b010;  
                GSL = 0;  
                EOL = 1;  
            end  
            8'b1110????: begin  
                AL = 3'b011;  
                GSL = 0;  
                EOL = 1;  
            end  
            8'b11110????: begin  
                AL = 3'b100;  
                GSL = 0;  
                EOL = 1;  
            end  
            8'b111110??: begin  
                AL = 3'b101;  
                GSL = 0;  
                EOL = 1;  
            end  
            8'b1111110?: begin
```

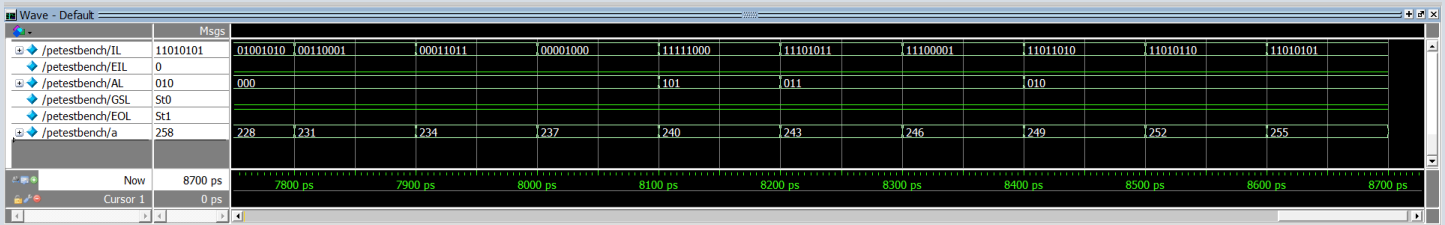
```

AL = 3'b110;
GSL = 0;
EOL = 1;
end
8'b11111110: begin
AL = 3'b111;
GSL = 0;
EOL = 1;
end
8'b11111111: begin
AL = 3'b111;
GSL = 1;
EOL = 0;
end
endcase
end else begin
AL = 3'b111;
GSL = 1;
EOL = 1;
end
end
endmodule

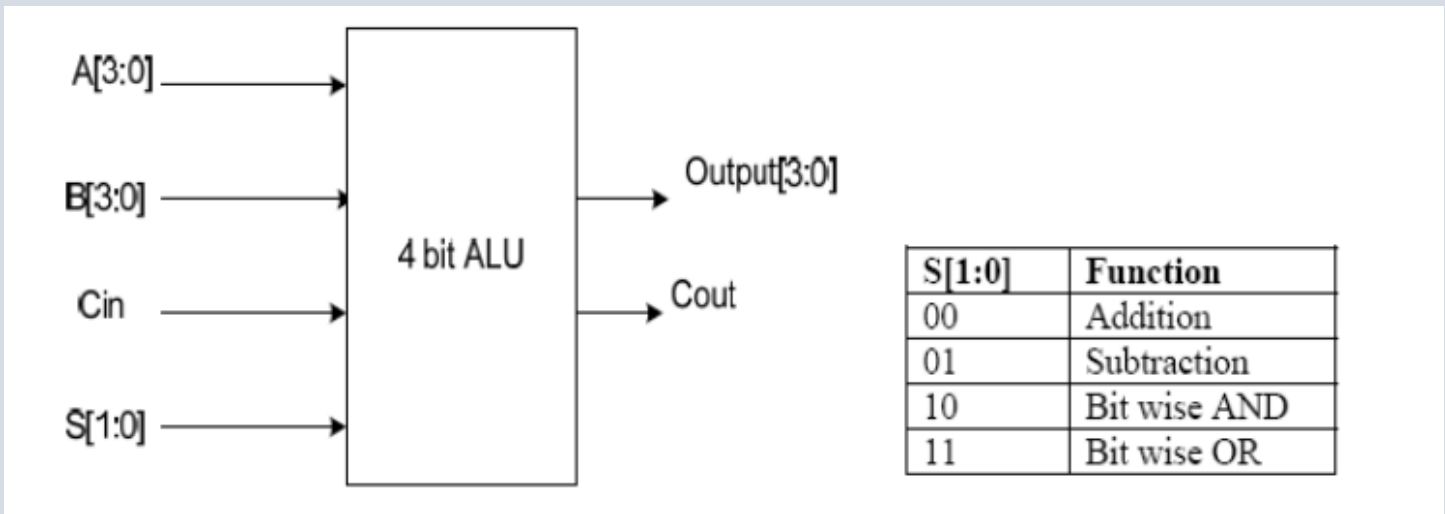
```



Wave:



4] ALU design: Design a 4 bit ALU that is capable of performing addition, subtraction, bitwise AND and bit-wise OR instructions on 4 bit operands.

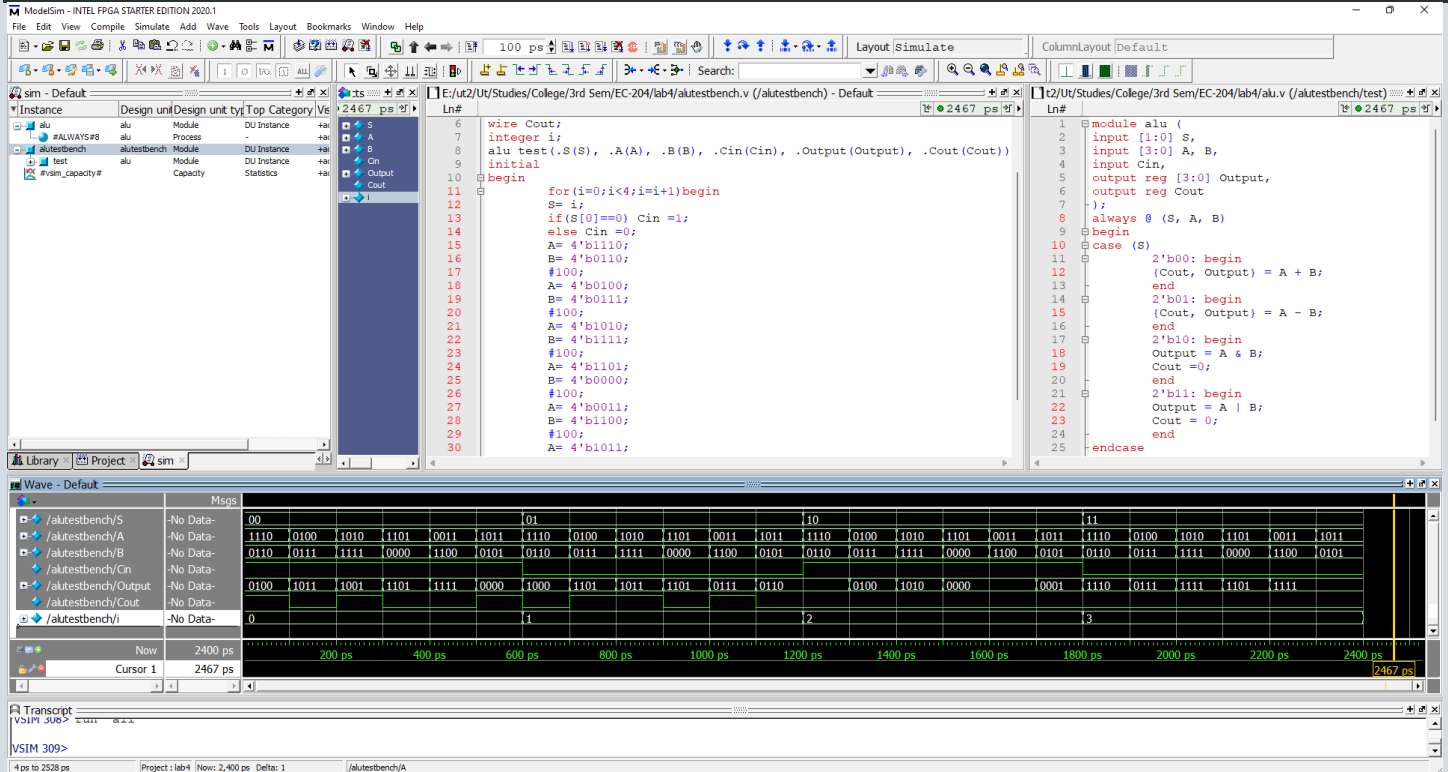


```
module alu (
input [1:0] S,
input [3:0] A, B,
input Cin,
output reg [3:0] Output,
output reg Cout
);
always @ (S, A, B)
begin
case (S)
2'b00: begin
{Cout, Output} = A + B;
end
2'b01: begin
{Cout, Output} = A - B;
end
2'b10: begin
Output = A & B;
Cout =0;
end
end
end
```

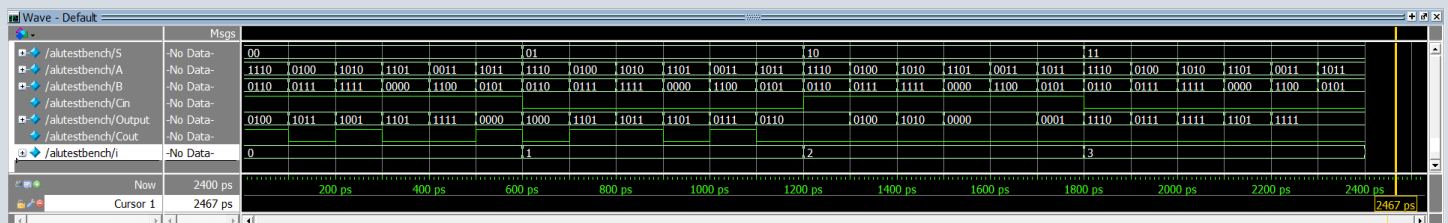
```

2'b11: begin
Output = A | B;
Cout = 0;
end
endcase
end
endmodule

```



Wave:



5] Count the number of 1s in a 32 bit number

```

module NumberOfOnes(input [31:0] data, output reg [5:0] count);
    integer k;
    always @(data)
    begin
        count = 0;
        for (k=0; k < 31; k=k+1)
            count = count + data[k];
    end
endmodule

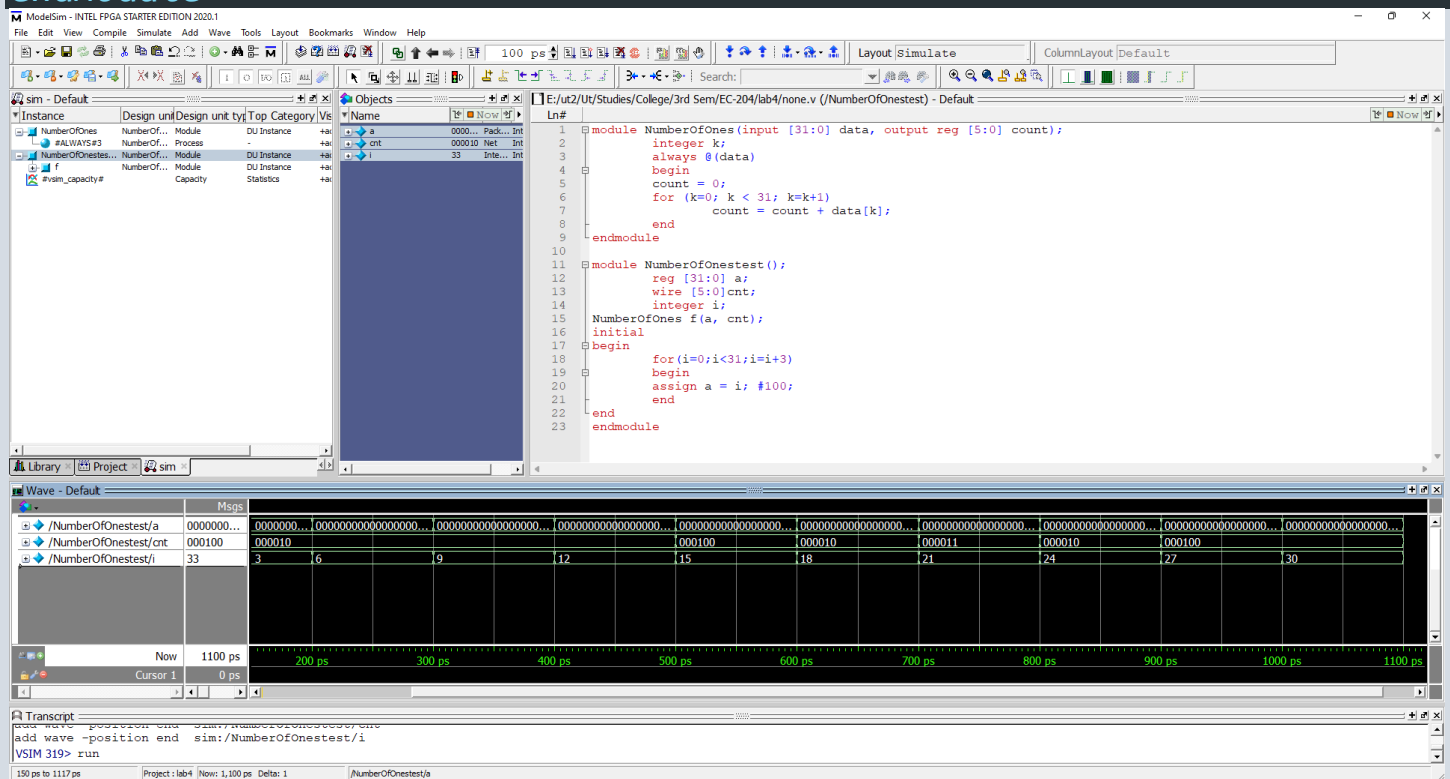
```



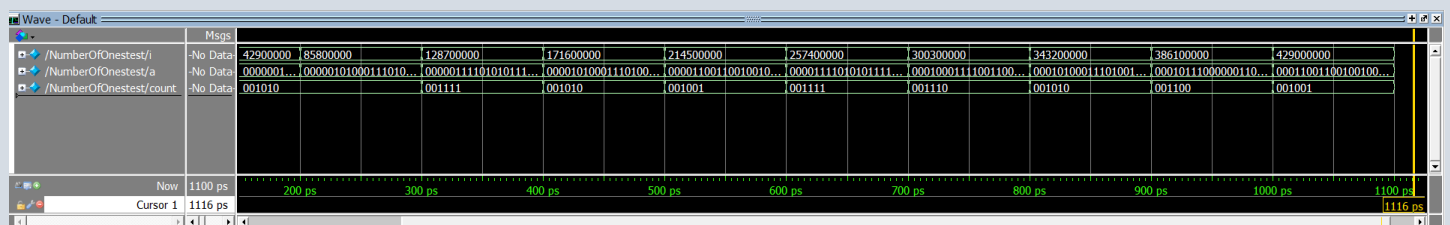
```

module NumberOfOnestest();
    reg [31:0] a;
    wire [5:0] count;
    integer i;
    NumberOfOnes f(.data(a), .count(count));
    initial
    begin
        for(i=0;i<429496729;i=i+42900000)
        begin
            assign a = i; #100;
        end
    end
endmodule

```



Wave:



6] Implement  $F(v,w,x,y,z) = \sum (0, 2, 3, 4, 8, 21, 22, 29, 31)$

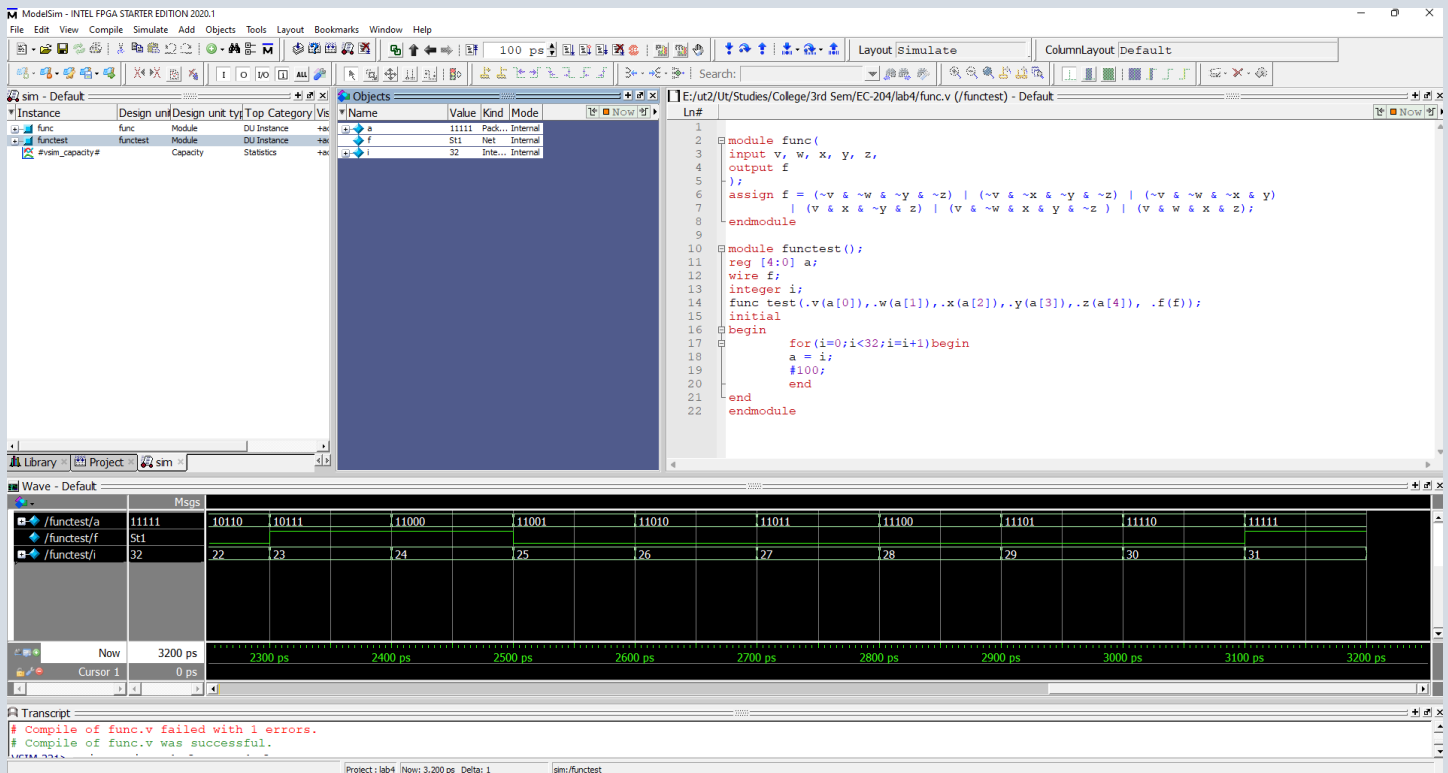
```

module func(
input v, w, x, y, z,
output f
);
assign f = (~v & ~w & ~y & ~z) | (~v & ~x & ~y & ~z) | (~v & ~w &
~x & y)
    | (v & x & ~y & z) | (v & ~w & x & y & ~z ) | (v & w & x & z);
endmodule

module functest();
reg [4:0] a;
wire f;
integer i;
func test(.v(a[0]),.w(a[1]),.x(a[2]),.y(a[3]),.z(a[4]), .f(f));
initial
begin
    for(i=0;i<32;i=i+1)begin
        a = i;
        #100;
    end
end
endmodule

```



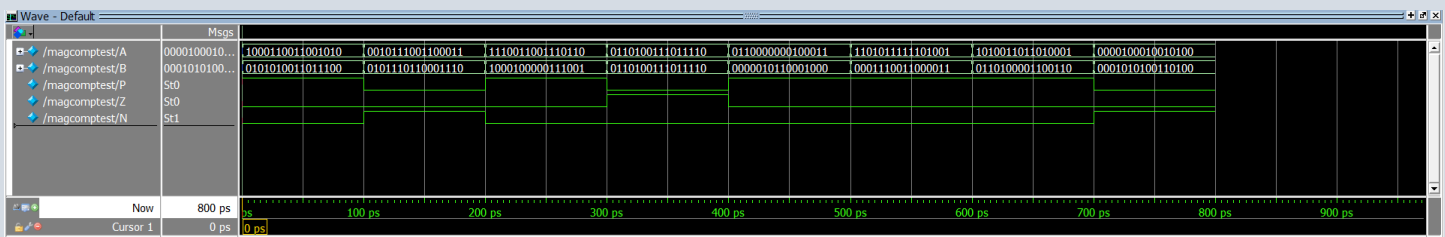
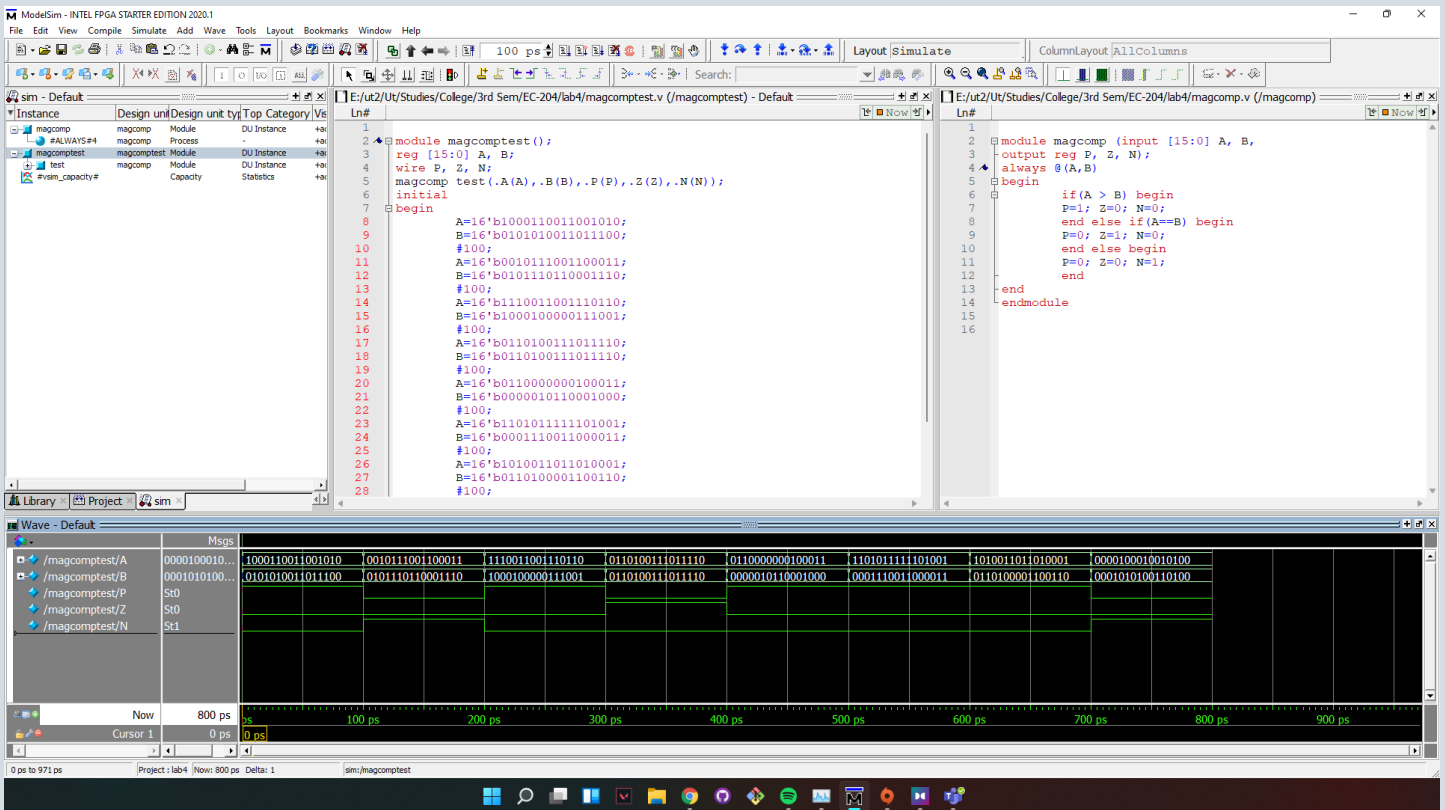


## 7] 16 bit magnitude comparator

```

module magcomp (input [15:0] A, B,
output reg P, Z, N);
always @(A,B)
begin
  if(A > B) begin
    P=1; Z=0; N=0;
  end else if(A==B) begin
    P=0; Z=1; N=0;
  end else begin
    P=0; Z=0; N=1;
  end
end
endmodule

```



8] Count the number of leading 0s in an 8 bit number

```

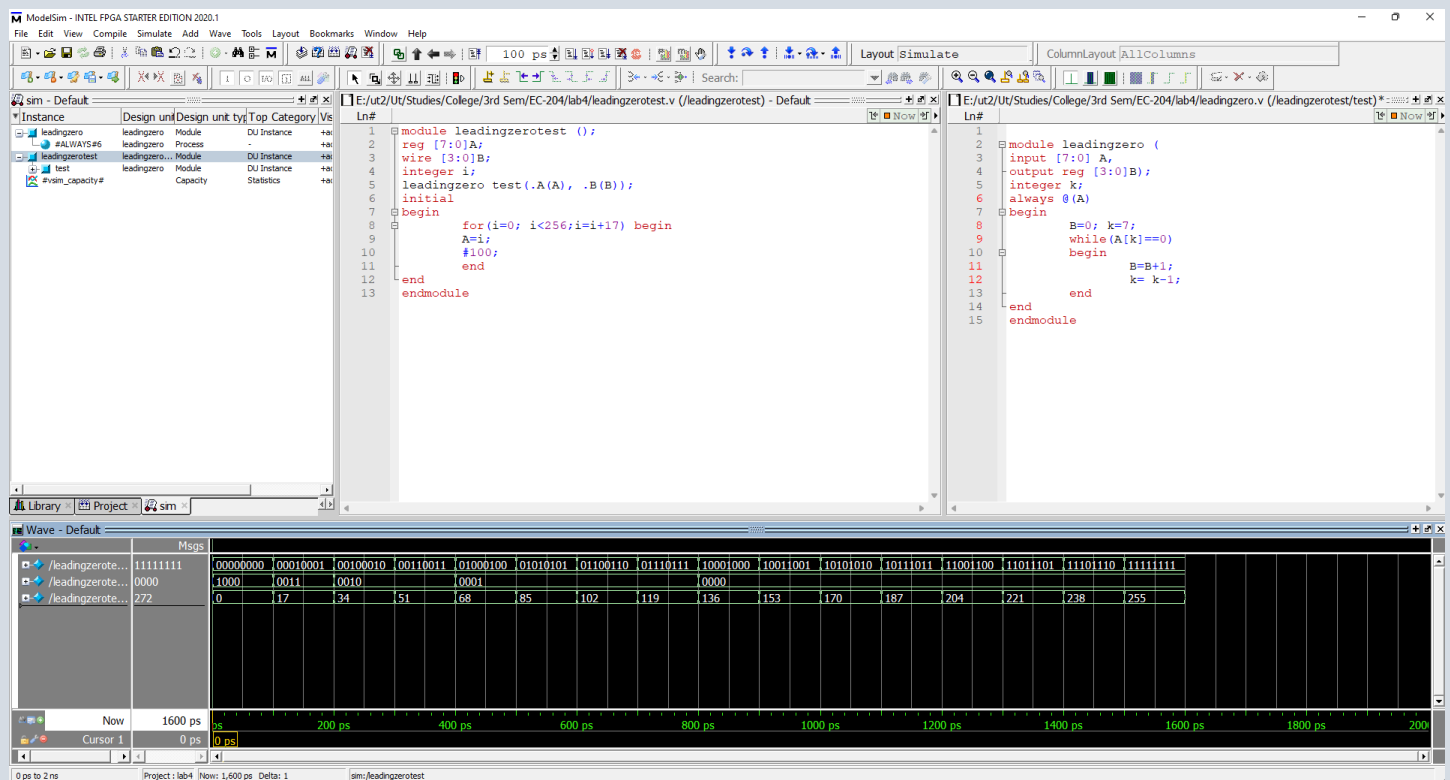
module leadingzero (
input [7:0] A,
output reg [3:0] B);
integer k;
always @(A)
begin
    B=0; k=7;
    while(A[k]==0)
    begin
        B=B+1;
        k= k-1;
    end
end
endmodule

```

```

module leadingzerotest ();
reg [7:0]A;
wire [3:0]B;
integer i;
leadingzero test(.A(A), .B(B));
initial
begin
    for(i=0; i<256;i=i+17) begin
        A=i;
        #100;
    end
end
endmodule

```



Wave:

