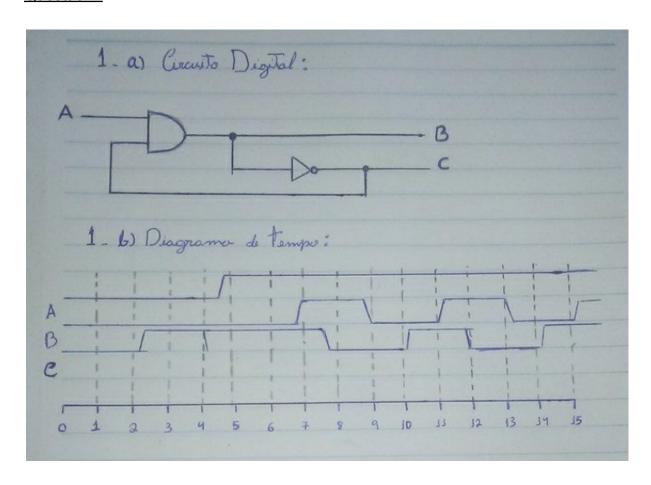
Projeto de Sistemas Digitais - P1: Primeiros passos em Verilog

Aluno: Vítor Aguiar Tavares (vat2)

Questão 1:



Questão 2:

```
module guestao_2(input A, input B, input C, input D, output SAIDA);

assign #5 AND = (A && B && C);
assign #5 NOR = !(B || C);
assign #5 OR = (AND || D);
assign #5 NAND = !(A && NOR);
assign #2 NOT = !NAND;
assign #5 SAIDA = (OR ^ NOT);
```

Questão 3:

a)

```
module mux4tol_assign(input [3:0] I0, input [3:0] I1, input [3:0] I2,
input [3:0] I3, input [1:0] CD, output [3:0] F);

assign #10 F = CD[1] ? (CD[0] ? I3 : I2) : (CD[0] ? I1 : I0);
endmodule
```

b)

```
module mux4to1_ifelse(input [3:0] I0, input [3:0] I1, input [3:0] I2,
input [3:0] I3, input [1:0] CD, output reg [3:0] F);

always @(I0 or I1 or I2 or I3 or CD)
begin
    if (CD == 2'b00)
begin
    #10 F = I0;
end
else if (CD == 2'b01)
begin
    #10 F = I1;
end
else if (CD == 2'b10)
begin
    #10 F = I2;
end
else begin
    #10 F = I2;
end
else
begin
#10 F = I3;
end
end
end
```

<u>c)</u>

Questão 4:

a)

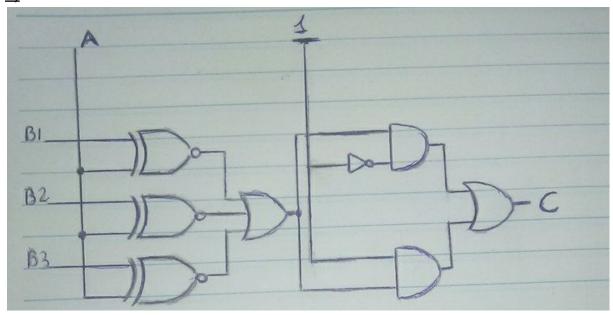
```
module guestao_4 ifelse(input A, B1, B2, B3, output reg [1:0] C);

always @(A, B1, B2, B3, C)
begin
    if(A == B1)
    begin
        C = 2'b01;
    end
    else if(A == B2)
    begin
        C = 2'b10;
    end
    else if(A == B3)
    begin
        C = 2'b11;
    end
    else begin
        C = 2'b00;
    end
end
```

```
module guestao_4_case(input A, B1, B2, B3, output reg [1:0] C);

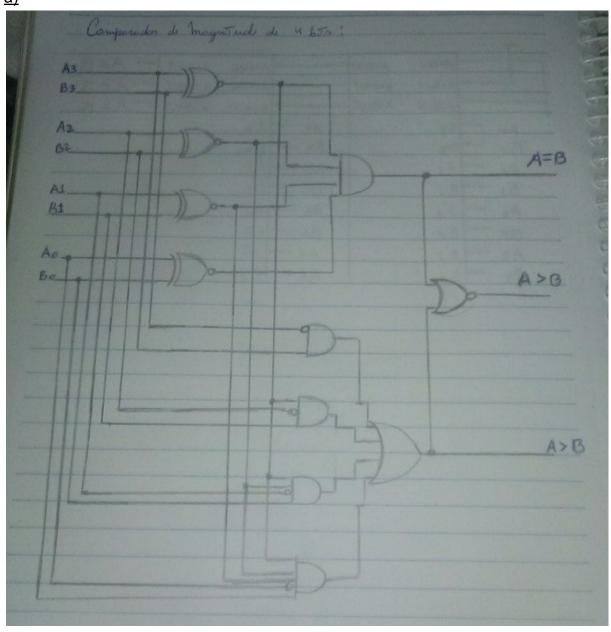
always @(A, B1, B2, B3, C)
begin
    case(A)
    B1 : C = 2'b01;
    B2 : C = 2'b10;
    B3 : C = 2'b11;
    default : C = 2'b00;
endcase
end
endmodule
```

<u>b)</u>



Questão 5:

<u>a)</u>



```
Comporador de 8 Bits:
                                            ALBOUT
                                    ALBIN
          AZBIN
                   A4BOUT
                                            A = BOUT
                                    A=BIN
          A=BIN
                  A=BOOT
                                           ASBOUT
                  AXBOUT
                                    ASBIN
          ADBIN
                                    An
                            A4
          An
  Do
                                    Bu
                            By
          Bo
                            A5
          AI
                             B5
          BI
  BI
  Az
                             A6
          AZ
                             136
          BZ
  32
                             FA
  A3
                                    137
                             137
  B3
```

<u>c)</u>

```
module comparador_4bits(output wire G, L, E, input wire [3:0] A, B);
assign G = (A > B);
assign L = (A < B);
assign E = (A == B);</pre>
```

ou

```
module Comparador_4bits (output wire G, L, E, input G_IN, input L_IN,
input E_IN, input wire [3:0] A, B);

assign G = (A > B) || ((A == B) && G_IN);
assign L = (A < B) || ((A == B) && L_IN);
assign E = ((A == B) && E_IN);</pre>
```

```
module Comparador_4bits (output wire G, L, E, input G_IN, input L_IN,
input E_IN, input wire [3:0] A, B);

assign G = (A > B) || ((A == B) && G_IN);
assign L = (A < B) || ((A == B) && L_IN);
assign E = ((A == B) && E_IN);

endmodule

module Comparador_8bits (output wire G, L, E, input wire [7:0] A, B);

wire G_old, L_old, E_old;
Comparador_4bits c1(G_old, L_old, E_old, 1'b0, 1'b0, 1'b1, A[3:0],
B[3:0]);
Comparador_4bits c2(G, L, E, G_old, L_old, E_old, A[7:4], B[7:4]);
endmodule</pre>
```

<u>e)</u>

```
B = 8'b10000000;
#20 A = 8'b10000000;
#20 B = 8'b10000000;
#20 A = 8'b10000000;
#20 B = 8'b10000000;
#20 A = 8'b10000000;
#20 B = 8'b10000000;
#20 B = 8'b111111111;
#20 A = 8'b10000000;
#20 B = 8'b10000000;
```

Imagem das formas de onda obtidas utilizando a bancada de testes descrita acima:

