

Q1)

```
module arithmetic_shift_register (
    input wire clk,           // Clock input
    input wire load,          // Synchronous load enable
    input wire ena,           // Shift enable
    input wire [1:0] amount,  // Shift direction and amount (00: LSL 1, 01: LSL 8, 10: ASR 1, 11: ASR 8)
    input wire [63:0] data,   // 64-bit data input for load
    output reg [63:0] q       // 64-bit shift register output
);

always @(posedge clk) begin
    if (load) begin
        // Synchronous load: load data into q
        q <= data;
    end else if (ena) begin
        // Shift operation based on amount
        case (amount)
            2'b00: q <= q << 1; // {q[62:0], 1'b0}; // Logical left shift by 1
            2'b01: q <= q << 8; // {q[55:0], 8'b0}; // Logical left shift by 8
            2'b10: q <= {q[63], q[63:1]}; // Arithmetic right shift by 1
            2'b11: q <= {{8{q[63]}}, q[63:8]}; // Arithmetic right shift by 8
            default: q <= q; // No shift (redundant, for completeness)
        endcase
    end
    // If neither load nor ena is asserted, q retains its value
end

endmodule
```

```
module arithmetic_shift_register_tb;

    // Testbench signals
    reg clk;           // Clock
    reg load;          // Load enable
    reg ena;           // Shift enable
    reg [1:0] amount;  // Shift direction and amount
    reg [63:0] data;   // Input data
    wire [63:0] q;     // Shift register output

    // Instantiate the DUT (Device Under Test)
    arithmetic_shift_register dut (
        .clk(clk),
        .load(load),
        .ena(ena),
        .amount(amount),
        .data(data),
        .q(q)
    );

    // Clock generation: 10ns period (5ns high, 5ns low)
    initial begin
        clk = 0;
        forever #5 clk = ~clk;
    end

    // Test stimulus
    initial begin
        // Initialize signals
        load = 0;
        ena = 0;
        amount = 2'b00;
        data = 64'h0;
        @(negedge clk);
    end

endmodule
```

```

// Test 1: Load a positive value
load = 1;
data = 64'h0000_0000_1234_5678;
@(negedge clk);
load = 0;
$display("Time=%0t: After load positive, q=%h", $time, q);

// Test 2: Left shift by 1
ena = 1;
amount = 2'b00; // LSL 1
@(negedge clk);
ena = 0;
$display("Time=%0t: After LSL 1, q=%h", $time, q);

// Test 3: Left shift by 8
load = 1;
data = 64'h0000_0000_1234_5678;
@(negedge clk);
load = 0;
ena = 1;
amount = 2'b01; // LSL 8
@(negedge clk);
ena = 0;
$display("Time=%0t: After LSL 8, q=%h", $time, q);

```

```

// Test 4: Load a negative value (sign bit = 1)
load = 1;
data = 64'hFFFF_FFFF_8765_4321;
@(negedge clk);
load = 0;
$display("Time=%0t: After load negative, q=%h", $time, q);

// Test 5: Arithmetic right shift by 1
ena = 1;
amount = 2'b10; // ASR 1
@(negedge clk);      ena = 0;
$display("Time=%0t: After ASR 1, q=%h", $time, q);

// Test 6: Arithmetic right shift by 8
load = 1;
data = 64'hFFFF_FFFF_8765_4321;
@(negedge clk);
load = 0;
ena = 1;
amount = 2'b11; // ASR 8
@(negedge clk);
ena = 0;
$display("Time=%0t: After ASR 8, q=%h", $time, q);

// Finish simulation
@(negedge clk);      $display("Simulation completed");
$stop;
end

```

```
endmodule
```

Q2)

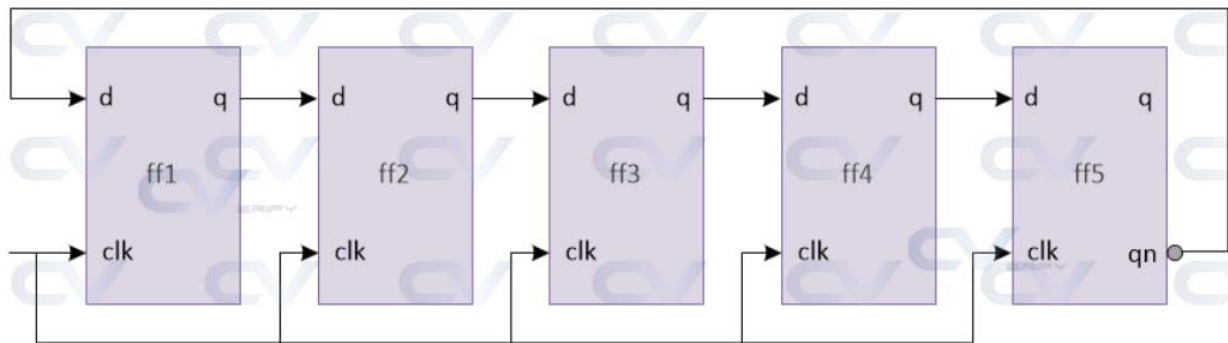
```
module johnson_counter_param #(
    parameter WIDTH = 4 // Default width is 4 bits
) (
    input wire clk,        // Clock input
    input wire reset,      // Active-high reset
    output reg [WIDTH-1:0] Q // Counter output
);

    always @(posedge clk or posedge reset) begin
        if (reset) begin
            // Reset to all zeros
            Q <= {WIDTH{1'b0}};
        end else begin
            Q <= {Q[WIDTH-2:0], ~Q[WIDTH-1]};

            // or you can write it like this
            //Q[0] <= ~Q[WIDTH-1];
            //Q[WIDTH-1:1] <= Q[WIDTH-2:0];

        end
    end
endmodule
```

For better visualization



```

module johnson_counter_param_tb;
    // Testbench signals
    reg clk;           // Clock
    reg reset;         // Reset
    wire [3:0] Q;      // 4-bit counter output

    // Instantiate the DUT with WIDTH=4
    johnson_counter_param #(.WIDTH(4)) dut (.clk(clk), .reset(reset), .Q(Q));

    // Clock generation: 10ns period
    initial begin
        clk = 0;
        forever #5 clk = ~clk;
    end

    // Test stimulus
    initial begin
        // Initialize signals
        reset = 1;
        @(negedge clk);
        reset = 0; // Release reset after 10ns

        // Run for 10 clock cycles to observe the sequence and repeat
        repeat(10) begin
            @(negedge clk); // 10 cycles * 10ns = 100ns
        end

        $display("Test completed");
        $stop;
    end

    // Monitor outputs
    initial begin
        $display("Time\tReset\tQ[3:0]");
        $monitor("%0t\t%b\t%b", $time, reset, Q);
    end
end

```

Q3)

```
1  module Assignment_4_Q3 (A, B, out);
2
3      parameter N = 8;
4      parameter TYPE = 0;
5
6      input [N-1:0] A,B;
7      output [(2*N)-1:0] out;
8
9      generate
10         if (!TYPE) begin
11             Adder dut0 (A, B, out);
12         end
13         else if (TYPE) begin
14             Multiplier dut1 (A, B, out);
15         end
16     endgenerate
17
18 endmodule
```

```
1  module Adder (A, B, out);
2
3      parameter N = 8;
4
5      input [N-1:0] A,B;
6      output [(2*N)-1:0] out;
7
8      assign out=A+B;
9
10 endmodule
```

```
1  module Multiplier (A, B, out);
2
3      parameter N = 8;
4
5      input [N-1:0] A,B;
6      output [(2*N)-1:0] out;
7
8      assign out=A*B;
9
10 endmodule
```

```

1  module Assignment_4_Q3_tb (); //this is a normal combinational testbench
2  // you can do this or take each part alone (TYPE=0, TYPE=1)
3      parameter N = 8;
4      parameter TYPE = 0; // try "0" first then "1"
5
6      reg [N-1:0] A,B;
7      wire [(2*N)-1:0] out;
8
9      Assignment_4_Q3 #(.TYPE(TYPE)) dut (A, B, out);
10
11     initial begin
12         if (TYPE==0) begin
13             A=5; B=5;
14             #10 //(because its combinational not seq.)
15             if (out!=10) begin
16                 $display("error");
17                 $stop;
18             end
19             A=5; B=10;
20             #10
21             if (out!=15) begin
22                 $display("error");
23                 $stop;
24             end
25         end
26         else if (TYPE==1) begin
27             A=5; B=5;
28             #10
29             if (out!=25) begin
30                 $display("error");
31                 $stop;
32             end
33             A=5; B=10;
34             #10
35             if (out!=50) begin
36                 $display("error");
37                 $stop;
38             end
39         end
40         $stop;
41     end
42
43 endmodule : Assignment_4_Q3_tb

```