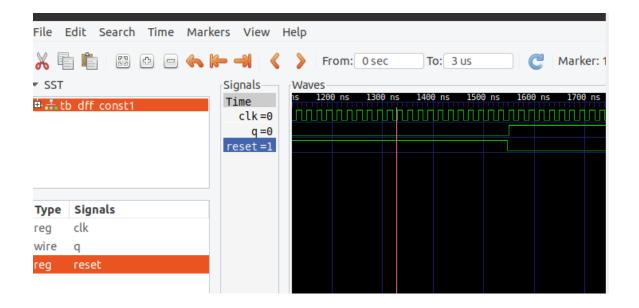
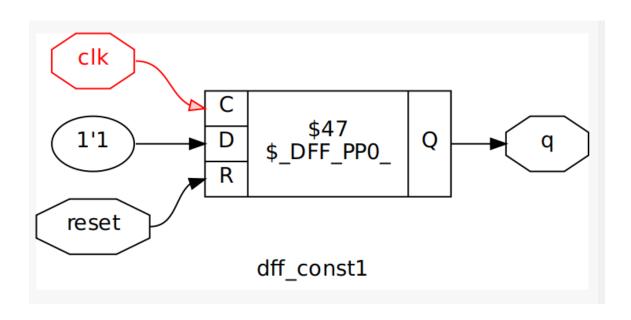
```
root@raheem:/home/raheem/week1/sky130RTLDesignAndSynthesisWorkshop-main/verilog
files# iverilog dff_
dff ares.net.v
                        dff async set.v
                                                dff const4.v
dff asyncres net.v
                        dff const1.v
                                                dff const5.v
dff_asyncres_syncres.v dff_const2.v
                                                dff net.v
dff asyncres.v
                        dff const3.v
                                                dff_syncres.v
root@raheem:/home/raheem/week1/sky130RTLDesignAndSynthesisWorkshop-main/verilog
_files# iverilog dff_const1.v tb_dff_const1.v
root@raheem:/home/raheem/week1/sky130RTLDesignAndSynthesisWorkshop-main/verilog
_files# ./a.out
VCD info: dumpfile tb_dff_const1.vcd opened for output.
root@raheem:/home/raheem/week1/sky130RTLDesignAndSynthesisWorkshop-main/verilog
files# gtkwave tb_dff_const2.v
```



```
3.25.2. Analyzing design hierarchy..
Top module: \dff_const1
Removed 0 unused modules.
3.26. Printing statistics.
=== dff_const1 ===
   Number of wires:
                                      3
   Number of wire bits:
                                      3
   Number of public wires:
                                      3
   Number of public wire bits:
                                      3
   Number of memories:
                                      0
   Number of memory bits:
                                     0
   Number of processes:
                                      0
   Number of cells:
                                      1
     $_DFF_PP0_
3.27. Executing CHECK pass (checking for obvious problems).
checking module dff_const1..
found and reported 0 problems.
```



```
ABC: + &put

ABC: + write_blif <abc-temp-dir>/output.blif

7.1.2. Re-integrating ABC results.

ABC RESULTS: sky130_fd_sc_hd_clkinv_1 cells: 1

ABC RESULTS: internal signals: 0

ABC RESULTS: input signals: 1

ABC RESULTS: output signals: 1

Removing temp directory.

yosys>
```

