

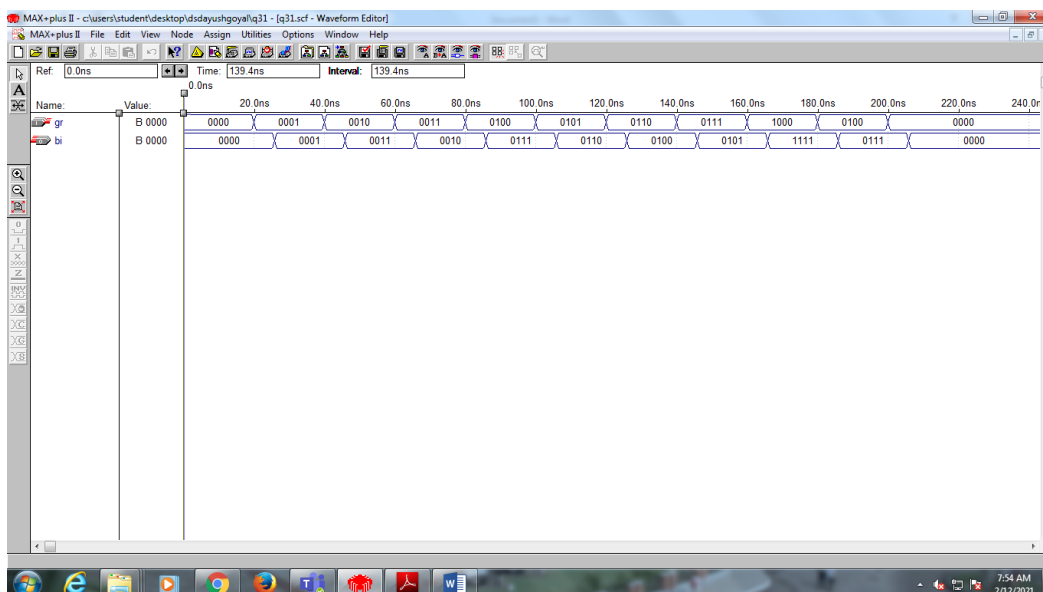
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DSD Lab 3 (Week 3)

Q1)

```
module q31(gr, bi);  
    parameter n = 4;  
    input [n-1:0]gr;  
    output [n-1:0]bi;  
    reg [n-1:0]bi;  
    integer i;  
    always@(gr)  
    begin  
        bi[n-1]=gr[n-1];  
        for(i=n-2;i>=0;i=i-1)  
            begin  
                bi[i]=bi[i+1]^gr[i];  
            end  
        end  
    end  
endmodule
```



Q2)

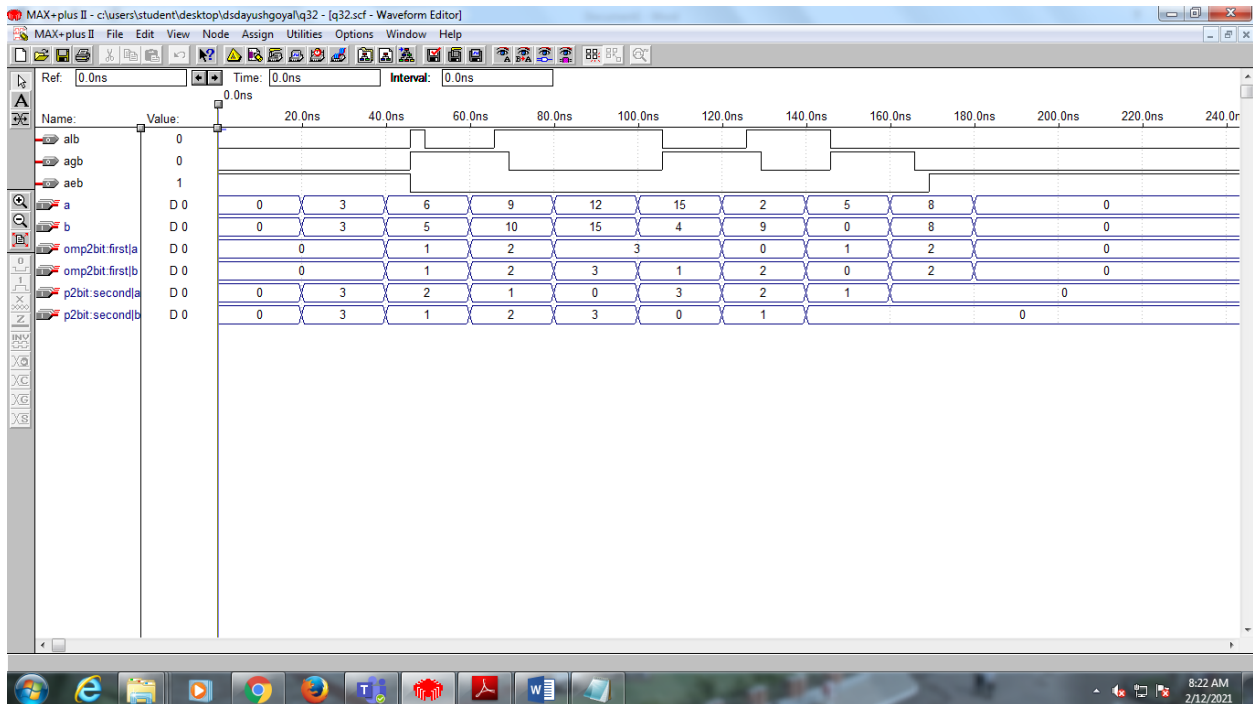
```
module comp2bit(a,b, agb, aeb, alb);  
input [1:0]a,b;  
output agb, aeb, alb;  
  
    wire w1,w2,w3,w4,w5,w6,w7,w8,w9,w10;  
    not (w1,b[1]);  
    and (w2,w1,a[1]);  
    not (w3,b[0]);  
    and (w4,a[0],w1,w3);  
    and (w5,a[1],a[0],w3);  
    or (agb,w2,w4,w5);  
  
    not (w6,a[1]);  
    not (w7,a[0]);  
    and (w8,w6,b[1]);  
    and (w9,w6,w7,b[0]);  
    and (w10,w7,b[1],b[0]);  
    or (alb,w8,w9,w10);  
    xnor (aeb,alb,agb);  
endmodule  
  
module q32(a,b,agb,aeb,alb);  
    input [3:0]a, b;  
    output agb, aeb, alb;  
    wire l1,e1,g1,l2,e2,g2,d1,d2;  
    comp2bit first(a[3:2],b[3:2],g1,e1,l1);  
    comp2bit second(a[1:0],b[1:0],g2,e2,l2);  
    and (d1,e1,g2);  
    and (d2,e1,l2);
```

```
or (agb,g1,d1);
```

```
or (alb,l1,d2);
```

```
xnor(aeb, alb, agb);
```

```
endmodule
```



Q3) i)

```
module eighttoonemux(w,s,f);
```

```
input [7:0]w;
```

```
input [2:0]s;
```

```
output f;
```

```
reg f;
```

```
always @(w or s or f)
```

```
begin
```

```
case(s)
```

```
0:f=w[0];
```

```
1:f=w[1];
```

```
2:f=w[2];
```

```
3:f=w[3];
```

```
4:f=w[4];
```

```
5:f=w[5];
```

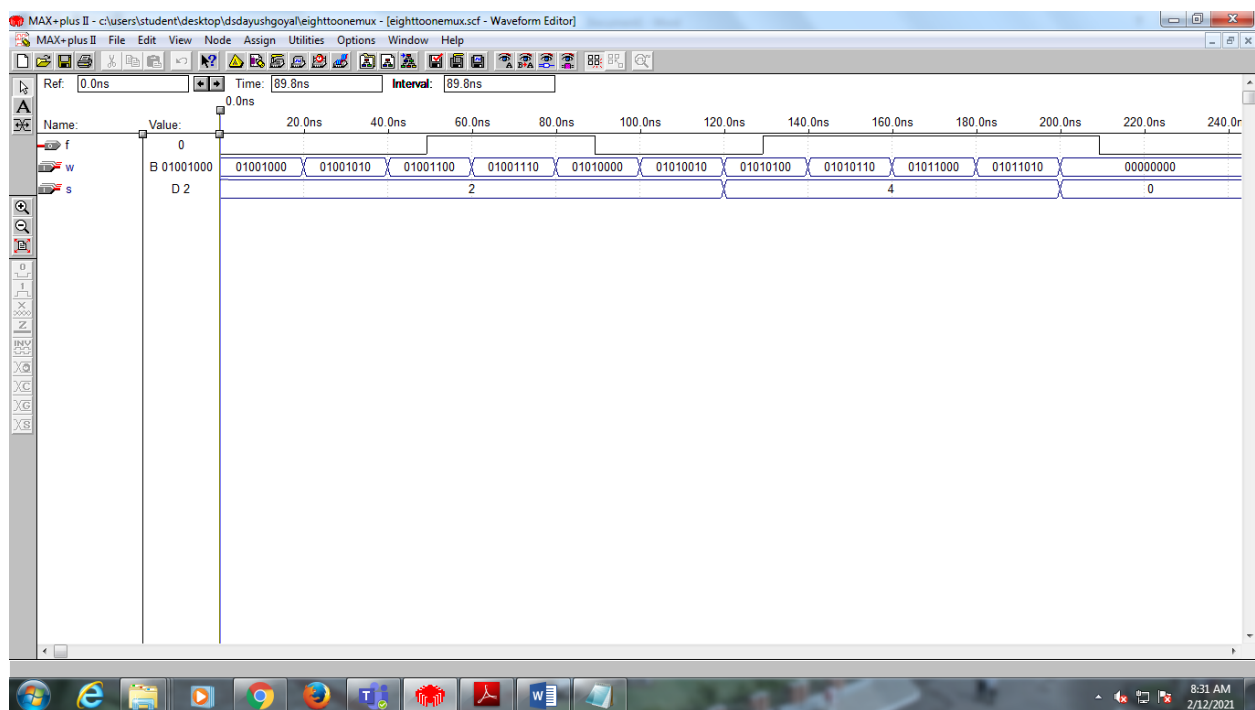
```
6:f=w[6];
```

```
7:f=w[7];
```

```
endcase
```

```
end
```

```
endmodule
```



Q3) ii)

```
module twotoonemux(w0,w1,s,f);
```

```
    input w0,w1,s;
```

```
    output f;
```

```
    reg f;
```

```
    always @(w0 or w1 or s)
```

```
    begin
```

```
        if(s==0)
```

```
            assign f = w0;
```

```

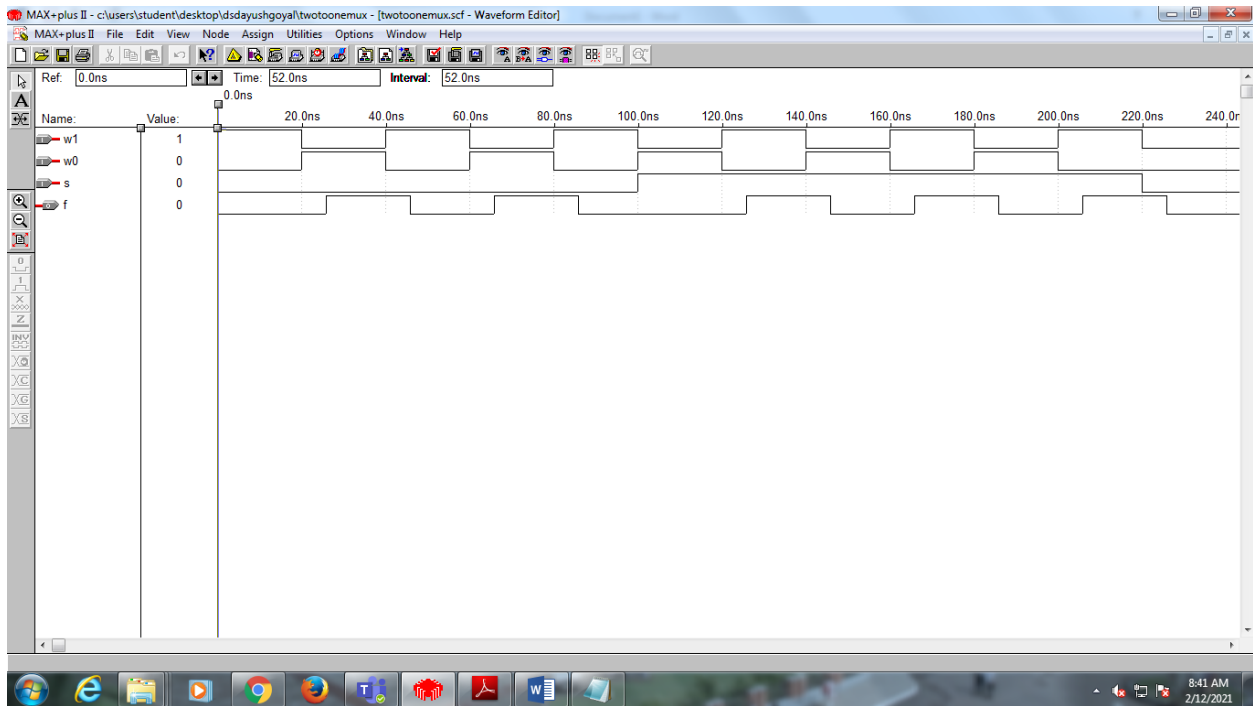
else
    assign f = w1;
end

```

```

endmodule

```



Q3) 16to1 MUX

```

module sixteentoonemux(w,s,f);

    input [15:0]w;
    input [3:0]s;
    output f;
    reg f;
    reg s1,s2;
    eighttoonemux first(w[7:0],s[2:0],s1);
    eighttoonemux second(w[15:8],s[2:0],s2);
    twotoonemux last(s1,s2,s[3],f);

endmodule

```

