VERILOG CODE: DEPARTMENT OF CSE

EXPERIMENT: 1

AND GATE: https://www.edaplayground.com/x/euBZ

OR GATE: https://www.edaplayground.com/x/JvNH

NAND: https://www.edaplayground.com/x/QrwX

NOR: https://www.edaplayground.com/x/pXdj

NOT: https://www.edaplayground.com/x/EDWh

XOR: https://www.edaplayground.com/x/EDWt

XNOR: https://www.edaplayground.com/x/76KE

EXPERIMENT: 2

TRI STATE BUFFER:

https://www.edaplayground.com/x/uSie

UNDIRECTIONAL BUS:

https://www.edaplayground.com/x/rD4L

EXPERIMENT: 3

IMPLEMENTATION OF BOOLEAN FUNCTION:

https://www.edaplayground.com/x/7gB4

TWO COMPLEMENT:

https://www.edaplayground.com/x/8kiq

FUNCTION MINIMIZATION:

https://www.edaplayground.com/x/GKdE

EXPERIMENT: 4
IMPLEMENT 4*1 MULTIPLEXER:
https://www.edaplayground.com/x/f2Sm
IMPLEMENT 8*1 MULTIPLEXER:
https://www.edaplayground.com/x/Tg6f
IMPLEMENT 3 TO 8 DECODER (Xilin ISE):
https://www.edaplayground.com/x/XWcp
EXPERIMENT: 5
IMPLEMENT PRIORITY ENCODER:
https://www.edaplayground.com/x/jwXg
IMPLEMENT MAGNITUDE COMPARATOR:
https://www.edaplayground.com/x/f8be
FUNCTION IMPLEMENTATION:
Loading
Loading
Loading EXPERIMENT: 6
Loading EXPERIMENT: 6 BINARY TO BCD CONVERTER
Loading EXPERIMENT: 6 BINARY TO BCD CONVERTER https://www.edaplayground.com/x/W2Pv
Loading EXPERIMENT: 6 BINARY TO BCD CONVERTER https://www.edaplayground.com/x/W2Pv BINARY TO GRAY CODE CONVERTER
Loading EXPERIMENT: 6 BINARY TO BCD CONVERTER https://www.edaplayground.com/x/W2Pv BINARY TO GRAY CODE CONVERTER https://www.edaplayground.com/x/LJNy
Loading EXPERIMENT: 6 BINARY TO BCD CONVERTER https://www.edaplayground.com/x/W2Pv BINARY TO GRAY CODE CONVERTER https://www.edaplayground.com/x/LJNy GRAY CODE TO BINARY CONVERTER
Loading EXPERIMENT: 6 BINARY TO BCD CONVERTER https://www.edaplayground.com/x/W2Pv BINARY TO GRAY CODE CONVERTER https://www.edaplayground.com/x/LJNy GRAY CODE TO BINARY CONVERTER https://www.edaplayground.com/x/pr6e
EXPERIMENT: 6 BINARY TO BCD CONVERTER https://www.edaplayground.com/x/W2Pv BINARY TO GRAY CODE CONVERTER https://www.edaplayground.com/x/LJNy GRAY CODE TO BINARY CONVERTER https://www.edaplayground.com/x/pr6e BINARY TO EXCESS-3 CODE CONVERTER

EXPERIMENT: 7

HALF ADDER

https://www.edaplayground.com/x/ees6

FULL ADDER

https://www.edaplayground.com/x/c23b

4-BIT ADDER/SUBTRACTOR

https://www.edaplayground.com/x/ukBZ

EXPERIMENT: 8

INCREMENTER CIRCUIT

https://www.edaplayground.com/x/NWZx

DECREMENTER CIRCUIT

https://www.edaplayground.com/x/TvMp

EXPERIMENT: 9

D FLIP FLOP

https://www.edaplayground.com/x/vHxx

SR FLIP FLIP

https://www.edaplayground.com/x/wNWi

JK FLIP FLOP

https://www.edaplayground.com/x/CJs4

T FLIP FLOP

https://www.edaplayground.com/x/CrdS

EXPERIMENT: 11

SISO

https://www.edaplayground.com/x/mFMb

SIPO

https://www.edaplayground.com/x/VamQ

PISO

https://www.edaplayground.com/x/EaN8

EXPERIMENT 10 & REST PART I UPLOADED SOON