UCS704

EMBEDDED SYSTEMS DESIGN

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COE-6

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Experiment 1 (Truth Table and Logic Gates)

To study and verify the truth table of various logic gates (NOT, AND, OR, NAND, NOR, EX-OR, & EX-NOR).

```
module logic_gates;
   reg a, b;
   wire not_a, and_ab, or_ab, nand_ab, nor_ab, xor_ab, xnor_ab;

   not (not_a, a);
   and (and_ab, a, b);
   or (or_ab, a, b);
   nand (nand_ab, a, b);
   nor (nor_ab, a, b);
   xor (xor_ab, a, b);
   xnor (xnor_ab, a, b);

   initial begin
       $display("A B | NOT AND OR NAND NOR XOR XNOR");
       a = 0; b = 0; #1 $display("%b %b | %b   %b   %b   %b    %b
%b    %b", a, b, not_a, and_ab, or_ab, nand_ab, nor_ab, xor_ab,
xnor_ab);
       a = 0; b = 1; #1 $display("%b %b | %b   %b   %b   %b    %b
%b    %b", a, b, not_a, and_ab, or_ab, nand_ab, nor_ab, xor_ab,
xnor_ab);
       a = 1; b = 0; #1 $display("%b %b | %b   %b   %b   %b    %b
%b    %b", a, b, not_a, and_ab, or_ab, nand_ab, nor_ab, xor_ab,
xnor_ab);
       a = 1; b = 1; #1 $display("%b %b | %b   %b   %b   %b    %b
%b    %b", a, b, not_a, and_ab, or_ab, nand_ab, nor_ab, xor_ab,
xnor_ab);
       a = 1'bx; b = 1'bx; #1 $display("x x | %b   %b   %b   %b
%b   %b    %b", not_a, and_ab, or_ab, nand_ab, nor_ab, xor_ab,
xnor_ab);
   end
endmodule
```

Console Output:

```
A  B  |  NOT  AND  OR  NAND  NOR  XOR  XNOR
0  0  |  1    0    0   1     1    0     1
0  1  |  1    0    1   1     0    1     0
1  0  |  0    0    1   1     0    1     0
1  1  |  0    1    1   0     0    0     1
x  x  |  x    x    x   x     x    x     x
```

Experiment 2 (Half Adder)

To design and verify a half adder using S= (x+y)(x'+y') C= xy

```
module half_adder;
   reg x, y;
   wire S, C;

   assign S = (x | y) & (~x | ~y);
   assign C = x & y;

   initial begin
       $display("X Y | S C");
       x = 0; y = 0; #1 $display("%b %b | %b %b", x, y, S, C);
       x = 0; y = 1; #1 $display("%b %b | %b %b", x, y, S, C);
       x = 1; y = 0; #1 $display("%b %b | %b %b", x, y, S, C);
       x = 1; y = 1; #1 $display("%b %b | %b %b", x, y, S, C);
       x = 1'bx; y = 1; #1 $display("x %b | %b %b", y, S, C);
   end
endmodule
```

Console Output:

```
X Y | S C
0 0 | 0 0
0 1 | 1 0
1 0 | 1 0
1 1 | 0 1
x 1 | x x
```

Experiment 3 (Full Adder)

To design and verify a full adder using S = x’y’z+x’yz’+xy’z’+xyz
C=xy+xz+yz

```
module full_adder;
   reg x, y, z;
   wire S, C;

   assign S = (~x & ~y & z) | (~x & y & ~z) | (x & ~y & ~z) | (x &
y & z);
   assign C = (x & y) | (y & z) | (x & z);

   initial begin
       $display("X Y Z | S C");
       x = 0; y = 0; z = 0; #1 $display("%b %b %b | %b %b", x, y,
z, S, C);
       x = 0; y = 0; z = 1; #1 $display("%b %b %b | %b %b", x, y,
z, S, C);
       x = 0; y = 1; z = 0; #1 $display("%b %b %b | %b %b", x, y,
z, S, C);
       x = 0; y = 1; z = 1; #1 $display("%b %b %b | %b %b", x, y,
z, S, C);
       x = 1; y = 0; z = 0; #1 $display("%b %b %b | %b %b", x, y,
z, S, C);
```

```
        x = 1; y = 0; z = 1; #1 $display("%b %b %b | %b %b", x, y,
z, S, C);
        x = 1; y = 1; z = 0; #1 $display("%b %b %b | %b %b", x, y,
z, S, C);
        x = 1; y = 1; z = 1; #1 $display("%b %b %b | %b %b", x, y,
z, S, C);
    end
endmodule
```

Console Output:

```
X Y Z | S C
0 0 0 | 0 0
0 0 1 | 1 0
0 1 0 | 1 0
0 1 1 | 0 1
1 0 0 | 1 0
1 0 1 | 0 1
1 1 0 | 0 1
1 1 1 | 1 1
```

Experiment 4 (Half Subtractor)

To design and verify a half subtractor using D = x'y +xy' B=x'y

```
module half_subtractor;
    reg x, y;
    wire D, B;

    assign D = (~x & y) | (x & ~y);
    assign B = ~x & y;

    initial begin
        $display("X Y | D B");
        x = 0; y = 0; #1 $display("%b %b | %b %b", x, y, D, B);
        x = 0; y = 1; #1 $display("%b %b | %b %b", x, y, D, B);
        x = 1; y = 0; #1 $display("%b %b | %b %b", x, y, D, B);
        x = 1; y = 1; #1 $display("%b %b | %b %b", x, y, D, B);
```

```
    end
endmodule
```

Console Output:

```
X Y | D B
0 0 | 0 0
0 1 | 1 1
1 0 | 1 0
1 1 | 0 0
```

Experiment 5 (Number Converter)

Design a BCD to Excess 3 code converter using combinational circuits.

```
module bcd_to_excess3;
    reg [3:0] bcd;
    wire [3:0] excess3;

    assign excess3 = (bcd <= 4'b1001) ? (bcd + 4'b0011) : 4'bxxxx;

    initial begin
        $display("BCD  | Excess-3");
        for (bcd = 4'b0000; bcd <= 4'b1111; bcd = bcd + 1) begin
            #1 $display("%b | %b", bcd, excess3);
        end
    end
endmodule
```

Console Output:

```
BCD  | Excess-3
0000 | 0011
0001 | 0100
0010 | 0101
0011 | 0110
0100 | 0111
0101 | 1000
0110 | 1001
0111 | 1010
1000 | 1011
1001 | 1100
1010 | xxxx
1011 | xxxx
1100 | xxxx
1101 | xxxx
1110 | xxxx
1111 | xxxx
```

Experiment 6 (Multiplexer) To design and implement a 4:1 multiplexer

```
module mux_4to1;
   reg [3:0] in;
   reg [1:0] sel;
   wire out;

   assign out = (sel == 2'b00) ? in[0] :
                (sel == 2'b01) ? in[1] :
                (sel == 2'b10) ? in[2] :
                (sel == 2'b11) ? in[3] : 1'bx;

   initial begin
       $display("Sel | Inputs | Out");
       in = 4'b1010;
       for (sel = 0; sel < 4; sel = sel + 1) begin
           #1 $display("%b | %b | %b", sel, in, out);
       end
       sel = 2'bx; #1 $display("x | %b | %b", in, out);
   end
```

```
endmodule
```

Console Output:

```
Sel | Inputs | Out
00 | 1010 | 0
01 | 1010 | 1
10 | 1010 | 0
11 | 1010 | 1
```

Experiment 7 (Demultiplexer) To design and implement a 1:4 demultiplexer.

```
module demux_1to4;
   reg in;
   reg [1:0] sel;
   wire [3:0] out;

   assign out[0] = (sel == 2'b00) ? in : 1'b0;
   assign out[1] = (sel == 2'b01) ? in : 1'b0;
   assign out[2] = (sel == 2'b10) ? in : 1'b0;
   assign out[3] = (sel == 2'b11) ? in : 1'b0;

   initial begin
       $display("Sel In | Out");
       in = 1;
       for (sel = 0; sel < 4; sel = sel + 1) begin
           #1 $display("%b %b | %b", sel, in, out);
       end
   end
endmodule
```

Console Output:

```
Sel In | Out
00 1 | 0001
01 1 | 0010
10 1 | 0100
11 1 | 1000
```

Experiment 8 (Decoder) To design and verify a 2:4 decoder.

```
module decoder_2to4;
   reg [1:0] in;
   wire [3:0] out;

   assign out[0] = ~in[1] & ~in[0];
   assign out[1] = ~in[1] & in[0];
   assign out[2] = in[1] & ~in[0];
   assign out[3] = in[1] & in[0];

   initial begin
       $display("In | Out");
       for (in = 0; in < 4; in = in + 1) begin
           #1 $display("%b | %b", in, out);
       end
       #1 $finish;
   end
endmodule
```

Console Output:

```
In | Out
00 | 0001
01 | 0010
10 | 0100
11 | 1000
```

Experiment 9 (Encoder) To design and implement a 4:2 encoder.

```
module encoder_4to2;
   reg [3:0] in;
   reg [1:0] out;

   always @(*) begin
       case (in)
           4'b0001: out = 2'b00;
           4'b0010: out = 2'b01;
           4'b0100: out = 2'b10;
           4'b1000: out = 2'b11;
           default: out = 2'bxx;
       endcase
   end

   initial begin
       $display("In     | Out");
       in = 4'b0001; #1 $display("%b | %b", in, out);
       in = 4'b0010; #1 $display("%b | %b", in, out);
       in = 4'b0100; #1 $display("%b | %b", in, out);
       in = 4'b1000; #1 $display("%b | %b", in, out);
       in = 4'b1010; #1 $display("%b | %b", in, out);
   end
endmodule
```

Console Output:

```
In     | Out
0001 | 00
0010 | 01
0100 | 10
1000 | 11
1010 | xx
```

Experiment 10 (Flip-Flops) To design and verify the operation of D flip-flops using logic gates.

```
module d_flipflop;
   reg D, clk;
   reg Q;

   always @(posedge clk) Q <= D;

   initial begin
       clk = 0;
       D = 0;
       #1 clk = 1; #1 $display("D=%b clk=%b | Q=%b", D, clk, Q);
       D = 1;
       #1 clk = 0; #1 $display("D=%b clk=%b | Q=%b", D, clk, Q);
   end
endmodule
```

Console Output:

```
D=0 clk=1 | Q=0
D=1 clk=0 | Q=0
```

Experiment 11 (Flip-Flops) To design and verify the operation of JK flip-flops using logic gates.

```
module jk_flipflop;
   reg J, K, clk;
```

```
    wire Q;
    reg Q_int;

    always @(posedge clk) begin
        if (J & ~K) Q_int <= 1;
        else if (~J & K) Q_int <= 0;
        else if (J & K) Q_int <= ~Q_int;
    end

    assign Q = Q_int;

    initial begin
        clk = 0;
        Q_int = 0;
        $display("J K clk | Q");
        J = 0; K = 0; #1 clk = 1; #1 $display("%b %b %b | %b", J,
K, clk, Q);
        J = 0; K = 1; #1 clk = 0; #1 clk = 1; #1 $display("%b %b %b
| %b", J, K, clk, Q);
        J = 1; K = 0; #1 clk = 0; #1 clk = 1; #1 $display("%b %b %b
| %b", J, K, clk, Q);
        J = 1; K = 1; #1 clk = 0; #1 clk = 1; #1 $display("%b %b %b
| %b", J, K, clk, Q);
    end
endmodule
```

Console Output:

```
J K clk | Q
0 0 1 | 0
0 1 1 | 0
1 0 1 | 1
1 1 1 | 0
```

Experiment 12 (Counter)

To verify the operation of an asynchronous counter.

```
module async_counter(input clk, output reg [3:0] Q);

    initial begin
        Q = 4'b0000;
    end

    always @(posedge clk) begin
        Q <= Q + 1;
    end

endmodule

module async_counter_tb;
    reg clk;
    wire [3:0] Q;
    async_counter uut (.clk(clk), .Q(Q));

    initial begin
        clk = 0;
        $display("Count");
        forever begin
            #5 clk = ~clk;
        end
    end

    initial begin
        forever begin
            #6 $display("%b", Q);
        end
    end
endmodule
```

Console Output:

```
Count
0001
0001
0010
0010
0011
0100
0100
0101
0101
0110
0111
0111
1000
1000
1001
1010
1010
1011
1011
1100
1101
1101
1110
1110
1111
0000
0000
```