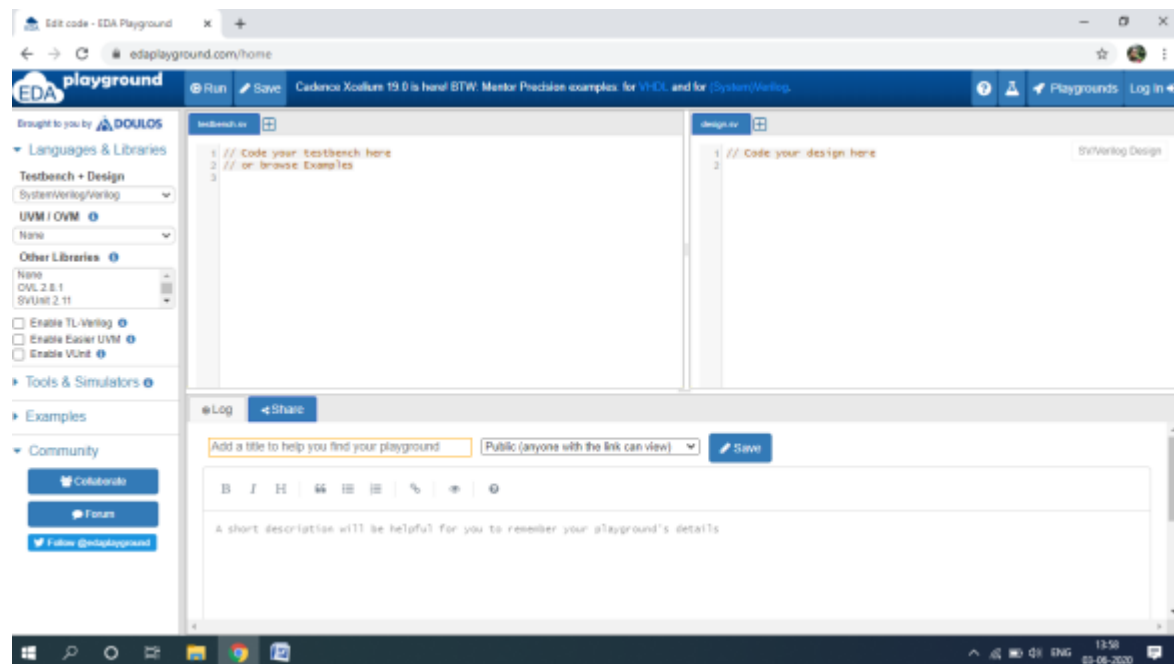
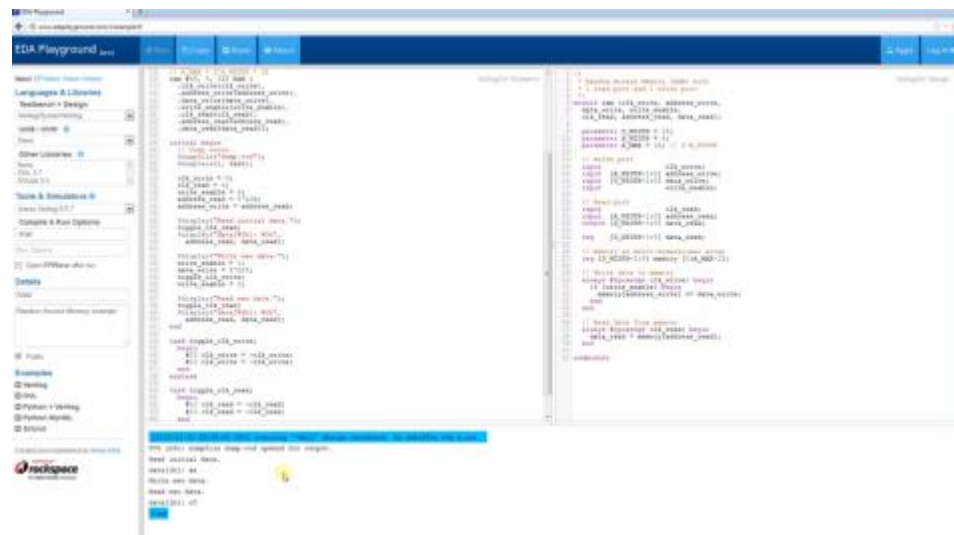


# DAILY ASSESSMENT FORMAT

Date:	3 <sup>rd</sup> June 2020	Name:	Sahana S R
Course:	Digital design using HDL	USN:	4AL17EC083
Topic:	EDA playground	Semester & Section:	6 <sup>th</sup> sem 'B' sec
Github Repository:	sahanasr-course		

## FORENOON SESSION DETAILS

### Image of session



## What is EDA Playground?

EDA Playground gives engineers immediate hands-on exposure to simulating SystemVerilog, Verilog, VHDL, C++/SystemC, and other HDLs. All you need is a web browser. The goal is to accelerate learning of design/testbench development with easier code sharing and simpler access to EDA tools and libraries. With a simple click, run your code and see console output in real time. View waves for your simulation using EPWave browser-based wave viewer. Save your code snippets (“Playgrounds”). Share your code and simulation results with a web link. Perfect for web forum discussions or emails. Great for asking questions or sharing your knowledge. Quickly try something out. Try out a language feature with a small example. Try out a library that you’re thinking of using. Example Use cases Quick prototyping – try out syntax or a library/language feature. When asking questions on Stack Overflow or other online forums, attach a link to the code and simulation results. Use during technical interviews to test candidates’ SystemVerilog/Verilog coding and debug skills. Try verifying using different verification frameworks: UVM, SVUnit, plain Verilog, or Python. Tools & Simulators For settings and options documentation, see Tools & Simulators Options Available tools and simulators are below. EDA Playground can support many different tools. Contact us to add your EDA tool to EDA Playground

### Implement 4 to 1 MUX using two 2 to 1 MUX using structural modelling style:

```
module and_gate( output a,input b,c);  
  assign a=b&c;  
endmodule
```

```
module not_gate(output d ,input e) ;  
  assign d= ~e;  
endmodule
```

```
module or_gate(output l, input m,n);  
  assign l=m | n;  
endmodule
```

```
module m21(Y,D0,D1,S);  
  output Y;  
  input D0,D1,S;  
  wire T1,T2,T3;  
  and_gate u1(T1,D1,S);  
  not_gate u2(T2,S);  
  and_gate u3(T3,D0,T2);  
  or_gate u4(Y,T1,T3);  
endmodule
```

