Assignment 2 Extra
By Amr Mohamed Ahmed Ebrahim

#### Question 1

# **Gray Encoder Code**

```
module gray_encoder (
         input [2:0] A,
         output reg [6:0] B);
              always @(*)
                case(A)
                  0:B=7'b000;
                  1:B=7'b001;
                  2:B=7'b011;
                  3:B=7'b010;
11
                  4:B=7'b110;
12
                  5:B=7'b111;
                  6:B=7'b101;
                  7:B=7'b100;
                  default:B=7'bx;
                endcase
```

#### Hot Encoder

```
20 ▼ module hot_encoder (
         input [2:0] A,
         output reg [6:0] B);
              always @(*)
24 ▼
                case(A)
                  0:B=7'b00000000;
                  1:B=7'b0000001;
                  2:B=7'b0000010;
                  3:B=7'b0000100;
                  4:B=7'b0001000;
                  5:B=7'b0010000;
                  6:B=7'b0100000;
                  7:B=7'b1000000;
                  default:B=7'bx;
                endcase
```

## **Gray Hot Encoder**

```
39 ▼ module gray_hot_encoder #(parameter USE_GRAY = 1)
40 ▼ (
41     input [2:0] A,
42     output [6:0] B
43 ▼ );
44
45 ▼ generate
46 ▼ if(USE_GRAY)
47     gray_encoder gray_encoder (A,B);
48 ▼ else
49     hot_encoder hot_encoder (A,B);
50     endgenerate
51     endmodule
```

# **Gray Encoder Testbench**

```
`timescale 1ns/1ps
54 ▼ module gray_encoder_tb ();
     reg [2:0] A;
      wire [6:0] B dut;
     reg [6:0] B_exp ;
      gray_hot_encoder #(.USE_GRAY(1)) dut (A,B_dut);
      initial begin
        #0 A=0; B exp=7'b000;
        #10 A=1; B exp=7'b001;
        #10 A=2; B exp=7'b011;
        #10 A=3; B exp=7'b010;
        #10 A=4; B_exp=7'b110;
        #10 A=5; B exp=7'b111;
        #10 A=6; B exp=7'b101;
        #10 A=7; B_exp=7'b100;
        #10 $stop;
      end
      initial
         $monitor ("A=%b, B_dut=%b, B_exp=%b", A, B_dut, B_exp);
```

# Gray Encoder TestBench Wave

<b>\$</b> 1√	Msgs									
<b>II</b> - <b>♦</b> A	111	(000	001	010	(0)	11	100	101	110	111
<b>-</b> → B_dut	0000100	0000000	,000000	1 (000001	1 (00	000010	0000110	000011	1 (000010	1 0000100
<b></b> → B_exp	0000100	0000000	(000000	1 (000001	1 (00	000010	0000110	000011	1 (000010	1 (0000100
,										

#### Hot Encoder TestBench

```
module hot encoder tb ();
 reg [2:0] A;
 wire [6:0] B_dut;
 reg [6:0] B exp;
 gray_hot_encoder #(.USE_GRAY(0)) dut (A,B_dut);
 initial begin
   #0 A=0; B_exp=7'b00000000;
   #10 A=1; B_exp=7'b0000001;
    #10 A=2; B exp=7'b0000010;
    #10 A=3; B exp=7'b0000100;
    #10 A=4; B exp=7'b0001000;
    #10 A=5; B_exp=7'b0010000;
    #10 A=6; B exp=7'b0100000;
    #10 A=7; B_exp=7'b1000000;
   #10 $stop;
 end
 initial
    $monitor ("A=%b, B_dut=%b, B_exp=%b", A, B_dut, B_exp);
```

#### Hot Encoder TestBench Wave

<b>€</b> 1 +	Msgs								
<b>+</b> ❖ A	111	000	001	010	011	100	101	110	111
→ B_dut	1000000	0000000	0000001	0000010	0000100	0001000	0010000	0100000	1000000
_⊕ 🔷 B_exp	1000000	0000000	0000001	0000010	0000100	0001000	0010000	0100000	1000000

## Question 2

# **DUT Code**

```
1 ▼ module demux_1x4_dut (
         input D,
         input [1:0] S,
         output reg [3:0] Y);
4 ▼
          always @(*)
         begin
            Y=4'b0000;
9 ▼
           case(S)
            0: Y[0]=D;
11
            1: Y[1]=D;
            2: Y[2]=D;
12
            3: Y[3]=D;
            endcase
          end
```

## **REF Code**

## TestBench Code

```
38 ▼ module demux_1x4_tb ();
          reg D;
         reg [1:0] S ;
          wire [3:0] Y_dut, Y_ref;
         demux_1x4_dut dut (D, S, Y_dut);
          demux_1x4_ref ref (D, S, Y_ref);
       initial begin
48 ▼
           repeat(100) begin
               S = $random ;
               #10;
               if(Y_dut != Y_ref) begin
               $display ("Fail");
            $display("Pass");
         initial begin
          $monitor("D=%b, S=%b, Y_dut=%b, Y_ref=%b",D,S,Y_dut,Y_ref);
```

### TestBench Wave

<b>\$</b> 1 →	Msgs													
<b>→</b> D	1													
<b></b> → S	01	01	11	01	10	01		00	10	11		10	01	
→ Y_dut	0010	0000	1000	0010	0100	0010	0000	0001	0100	1000	0000			
→ Y_ref	0010	0000	1000	0010	0100	0010	0000	0001	0100	1000	0000			