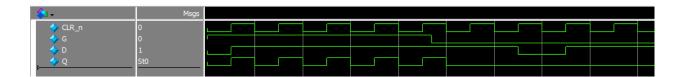
# Assignment 3 By Amr Mohamed Ahmed Ebrahim

### **latch Code**

```
1  `timescale 1ns/1ps
2  module latch
3   (
4    input CLR_n, D, G,
5    output reg Q
6   );
7   8    always @(*)
9    if(~CLR_n)
10    Q <= 1'b0;
11    else if(G)
12    Q <= D;
13
14  endmodule</pre>
```

```
16 ▼ module latch_tb ();
       reg CLR_n, D, G;
       wire Q;
       latch latch (CLR_n, D, G, Q);
      initial begin
        CLR_n=1'b0;
         forever
         #10 CLR_n=~CLR_n;
       end
28 ▼
       initial begin
        G=1'b1;
         repeat(5) begin
30 ▼
           D=$random;
           @(posedge CLR_n);
         end
         #4 G=1'b0;
         repeat(5) begin
          D=$random ;
          @(posedge CLR_n);
         end
       end
```

# **TestBench Wave**



#### Question 2 (A)

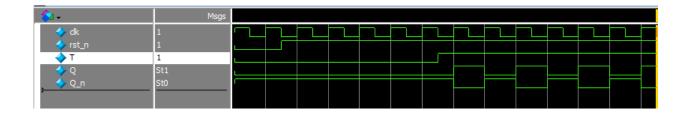
## **T Flipflop Code**

```
`timescale 1ns/1ps
     module T_FF (
         input T, clk, rst_n,
         output Q, Q_n
         );
           reg Q_reg, Q_next;
           always @(posedge clk or negedge rst_n)
             if(~rst n)
11
               Q_reg <= 1'b0;
12
             else
               Q_reg <= Q_next ;</pre>
            assign Q_next = T ? ~Q_reg: Q_reg;
            assign Q = Q_reg;
            assign Q_n = ~Q_reg;
```

# **T Flipflop Testbench Code**

```
21 ▼ module T_FF_tb ();
       reg T, clk, rst_n;
      wire Q, Q_n;
      T_FF T_FF (T, clk, rst_n, Q, Q_n);
28 ▼
      initial begin
         clk=1'b1;
         forever
         #10 clk=~clk;
       end
       initial begin
         rst_n=0;
         T=0;
         repeat(2) @(negedge clk);
         rst n=1;
         repeat(5) @(negedge clk);
         T=1;
         repeat(7) @(negedge clk);
        $stop;
       end
```

# T Flipflop Testbench Wave



#### Question 2 (B)

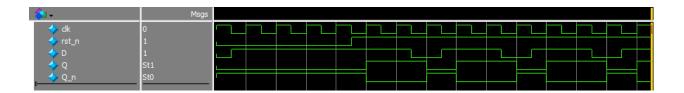
#### **D Flipflop Code**

```
timescale 1ns/1ps
 2 ▼ module D_FF (
         input D, clk, rst_n,
         output Q, Q_n
 5 ▼
         );
           reg Q_reg, Q_next;
           always@(posedge clk or negedge rst_n)
 9 ▼
10 ▼
              if(~rst_n)
11
               Q_reg<=0;
12 ▼
             else
                Q_reg<=Q_next;</pre>
           assign Q_next = D;
           assign Q = Q_reg;
17
           assign Q_n = ~Q_reg;
```

# <u>D Flipflop Testbench</u> <u>Code</u>

```
21 ▼ module D_FF_tb ();
             reg D, clk, rst_n;
             wire Q, Q_n;
             D_FF D_FF (D, clk, rst_n, Q, Q_n);
             initial begin
                 clk=1;
                 forever
                 #10 clk=~clk;
             end
33 ▼
             initial begin
                 rst_n=0;
                 repeat(5) begin
                     D=$random;
                     @(negedge clk);
                 rst_n=1;
40 ▼
                 repeat(10) begin
                     D=$random;
                     @(negedge clk);
                 end
                 $stop;
```

# **D Flipflop Testbench Wave**



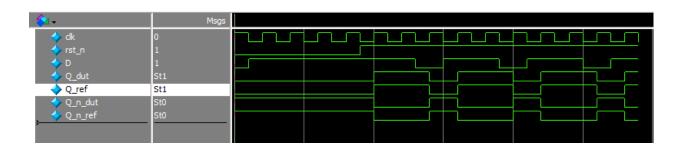
# Question 2 (C)

## Question 2 (D)

## **D Flipflop testbench**

```
timescale 1ns/1ps
module Flipflop_tb_1 ();
       reg D, clk, rst_n ;
       wire Q_dut, Q_n_dut;
       wire Q_ref, Q_n_ref;
       Flipflop #(.FF_TYPE("DFF")) dut (D, clk, rst_n, Q_dut, Q_n_dut);
       D_FF ref (D, clk, rst_n, Q_ref, Q_n_ref);
        initial begin
        clk=1;
         forever
         #10 clk=~clk;
       initial begin
         rst_n=0;
         repeat(5) begin
           D=$random;
           @(negedge clk);
         end
         rst_n=1;
         repeat(10) begin
           D=$random;
           @(negedge clk);
         $stop;
       always@(*)
         if(Q_dut != Q_ref) begin
           $display("Error");
           $stop;
```

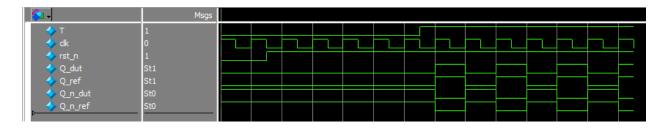
# **D Flipflop testbench wave**



# T Flipflop testbench

```
module Flipflop_tb_2 ();
 reg T, clk, rst_n;
 wire Q_dut, Q_n_dut;
 wire Q_ref, Q_n_ref;
  Flipflop #(.FF_TYPE("TFF")) dut (T, clk, rst_n, Q_dut, Q_n_dut);
 T_FF ref (T, clk, rst_n, Q_ref, Q_n_ref);
 initial begin
  clk=1'b1;
   #10 clk=~clk;
 initial begin
   rst_n=0;
   T=0;
   repeat(2) @(negedge clk);
   rst_n=1;
   repeat(5) @(negedge clk);
   T=1;
   repeat(7) @(negedge clk);
   $stop;
 end
 always@(*)
  if(Q_dut != Q_ref) begin
     $display("Error");
     $stop;
```

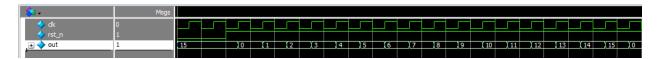
### **T Flipflop Testbench Wave**



# **Design Code**

```
module ripple_counter_tb ();
 reg clk, rst_n;
 wire [3:0] out ;
 ripple_counter dut (clk, rst_n, out);
 initial begin
   clk=0;
   forever
   #10 clk=~clk;
 end
 initial begin
   rst_n=0;
   repeat(2) @(negedge clk);
   rst_n=1;
   repeat(50) @(negedge clk);
   $stop;
 end
```

# **Testbench Wave**



## **Design Code**

```
1 ▼ module shift_register
        #(parameter LOAD_AVALUE=1, LOAD_SVALUE=1,
       SHIFT_DIRECTION="LEFT", SHIFT_WIDTH=8)
        (input sclr, sset, shiftin, load,
         input aclr, aset,clk, enable,
         input [SHIFT_WIDTH-1:0] data,
         output [SHIFT_WIDTH-1:0] q,
         output reg shiftout
        reg [SHIFT_WIDTH-1:0] Q_reg, Q_next;
        reg temp;
        always @(posedge clk or posedge aclr or posedge aset)
          if(aclr)
            Q_reg<=0;
          else if (aset)
            Q reg<=LOAD AVALUE;
18 ▼
            Q_reg<=Q_next;
            shiftout=temp;
          end
         always @(*)
24 ▼
           if(enable)
25 ▼
             if(sclr)
               Q_next=0;
             else if(sset)
               Q_next=LOAD_SVALUE ;
             else if(load)
               Q_next = data;
             else if(!load && SHIFT_DIRECTION=="LEFT")
                {temp,Q_next}={Q_reg,shiftin};
             else if(!load && SHIFT_DIRECTION=="RIGHT")
                {Q_next,temp}={shiftin,Q_reg};
                Q_next=Q_reg;
             Q_next=Q_reg;
         assign q = Q_reg;
```

```
45 ▼ module shift_register_tb #(parameter LOAD_AVALUE=1, LOAD_SVALUE=1,
        SHIFT_DIRECTION="LEFT", SHIFT_WIDTH=8) ();
         reg sclr, sset, shiftin, load;
         reg aclr, aset,clk, enable;
         reg [SHIFT_WIDTH-1:0] data;
         wire [SHIFT_WIDTH-1:0] q;
          wire shiftout;
          shift_register #(LOAD_AVALUE,LOAD_SVALUE,SHIFT_DIRECTION,SHIFT_WIDTH)
         dut (sclr, sset, shiftin, load, aclr, aset,clk, enable, data, q, shiftout);
         initial begin
          clk=0;
56 ▼
           forever
              #10 clk=~clk;
59 ▼
         initial begin
            data=8'b1100_1010;
           {sclr,sset,shiftin,load,enable}=0;
          aset=0;
             aclr=1;
           @(negedge clk);
             aset=1;
             aclr=0;
           @(negedge clk);
           aset=1;
           aclr=1;
           @(negedge clk);
           aset=0;
72 ▼
           aclr=0;
            @(negedge clk);
           sset=0;
            @(negedge clk);
             enable=1;
           sset=1;
           sclr=0;
           @(negedge clk);
           sset=1;
           sclr=1;
82 ▼
            @(negedge clk);
           sset=0;
           sclr=0;
           load=1;
            @(negedge clk);
            load=0;
           repeat(10) @(negedge clk);
            $stop;
```

# **Testbench Wave**



# **Design Code**

```
input D,CLK,EN,
input ALn, ADn,
input SLn, SD,
output Q
        reg Q_reg_ff,Q_reg_latch;
        reg Q_next;
        always @(posedge CLK or negedge ALn)
          if(~ALn)
            0_reg_ff <= ~ADn;</pre>
            Q_reg_ff <= Q_next;</pre>
        always @(*)
          if(~ALn)
            Q_reg_latch<=~ADn;
          else if(CLK)
            0_reg_latch<=0_next;</pre>
        always @(*)
          if(EN)
            if(~SLn)
              Q_next=SD;
               Q_next=D;
           Q_next= (LAT) ? Q_reg_latch:Q_reg_ff;
        assign Q= (LAT) ? Q_reg_latch:Q_reg_ff;
```

```
`timescale 1ns/1ps
38 ▼ module SLE_tb();
      reg D,CLK,EN;
       reg ALn, ADn;
reg SLn, SD;
       reg LAT;
       wire Q;
       SLE dut (D, CLK, EN, ALn, ADn, SLn, SD, LAT, Q);
       initial begin
       CLK=0;
forever
#10 CLK=~CLK;
     initial begin
       D=0;
         ALn=0;
         ADn=0;
        EN=0;
        SLn=0;
        SD=1;
        LAT=0;
         repeat(2) @(negedge CLK);
         ALn=1;
         @(negedge CLK);
         EN=1;
          @(negedge CLK);
         SLn=1;
         repeat(2) @(negedge CLK);
          @(negedge CLK);
         D=0;
        ALn=0;
         EN=0;
         SLn=0;
          @(negedge CLK);
         ALn=1;
          @(negedge CLK);
         EN=1;
          @(negedge CLK);
          SLn=1;
         repeat(2) @(negedge CLK);
```

# **Simulation Wave**

