

lab-2

```
module example_ckt(f, x1, x2, x3);  
    input x1, x2, x3;  
    output f;  
    assign f = (x1 & x2) | (~x2 & x3);  
endmodule
```

lab-2(with wire)

```
module lab_2(a,b,c,f);  
input a, b, c;  
output f;  
  
wire g,h;  
  
assign g = (~a & b) | (a & ~b);  
assign h = g ^ c;  
assign f = h & c;  
  
endmodule
```

lab-3

Question : 3>1>2>0

```
module lab3(w,y);  
input[3:0]w;
```

```
output reg[1:0]y;
```

```
always @(w)
```

```
case(w)
```

```
4'b1xxx: y=3;
```

```
4'b0x1x: y=1;
```

```
4'b010x: y=2;
```

```
4'b0001: y=0;
```

```
endcase
```

```
endmodule
```

Lab-4 Moore

```
module moore11(Clock, Reset, w, z,y,Y);
```

```
input Clock, Reset, w;
```

```
output reg z;
```

```
output reg [1:0] y,Y;
```

```
parameter [1:0] A = 0, B = 1, C = 2;
```

```
always @(posedge Clock, posedge Reset)
```

```
begin
```

```
if (Reset == 1)
```

```
begin
```

```
y = 0;
```

```
Y=0;
```

```
end
```

```
else
```

```
begin
```

```
y=Y;
```

```
case(y)
```

```
A: if (w) Y= B;
```

```
else Y= A;
```

```
B: if (w) Y = C;
```

```
else Y = A;
```

```
C: if (w) Y = C;
```

```
else Y = A;
```

```
default: Y = 2'bxx;
```

```
endcase
```

```
end
```

```
end
```

```

always @(w, y)
begin
case (y)
A: z=0;
B: z=0;
C: z=1;
endcase
end
endmodule

```

mealy

```

module mealy11 (Clock, Reset, w, z,y,Y);
input Clock, Reset, w;
output reg z;
output reg y,Y;
parameter A = 0, B = 1;

```

```

always @(posedge Clock, posedge Reset)
begin
if (Reset == 1)
begin
y = 0;
Y=0;
z=0;
end
else
begin
y=Y;
case(y)
A: if (w)
begin
Y= B;
z=0;
end
else
begin
Y= A;
z=0;
end
B: if (w)
begin
Y= B;
z=1;
end
end
end
end

```

```

else
begin
    Y= A;
    z=0;
end
default: Y = 1'bx;
endcase
end
    end

endmodule

```

Example 4: Write down a Verilog HDL code for an up counter with reset operation.

```

module upcounter(rst,clk,q);
input rst,clk;
output reg[3:0]q;

always @(posedge clk, posedge rst)
begin
    if (rst)
        q<=0;
    else
        q<=q+1;
    end
endmodule

```

Sure, here is the Verilog HDL code for an up counter with reset operation, modified to have start bit and end bit as 10 and 01 respectively:

```

module upcounter(rst, clk, q);
input rst, clk;
output reg[3:0] q;
always @(posedge clk, posedge rst)
begin
if (rst)
q <= 10;
else if (q == 01)
q <= 10;
else
q <= q + 1;
end
endmodule

```

```
end  
endmodule
```

Lab-4 Moore

```
module moore11(Clock, Reset, w, z,y,Y);  
input Clock, Reset, w;  
output reg z;  
output reg [1:0] y,Y;  
parameter [1:0] A = 0, B = 1, C = 2;
```

```
always @(posedge Clock, posedge Reset)  
begin  
if (Reset == 1)  
begin  
y = 0;  
Y=0;  
end  
else  
begin  
y=Y;  
case(y)  
A: if (w) Y= B;  
else Y= A;  
B: if (w) Y = C;  
else Y = A;  
C: if (w) Y = C;  
else Y = A;  
default: Y = 2'bxx;  
endcase  
end  
end
```

```
always @(w, y)  
begin  
case (y)  
A: z=0;
```

```
B: z=0;
C: z=1;
endcase
end
endmodule
```

mealy

```
module mealy11 (Clock, Reset, w, z,y,Y);
input Clock, Reset, w;
output reg z;
output reg y,Y;
parameter A = 0, B = 1;
```

```
always @(posedge Clock, posedge Reset)
    begin
    if (Reset == 1)
    begin
    y = 0;
    Y=0;
    z=0;
    end
    else
    begin
    y=Y;
    case(y)
    A: if (w)
    begin
        Y= B;
        z=0;
    end
    else
    begin
        Y= A;
        z=0;
    end
    B: if (w)
    begin
        Y= B;
        z=1;
    end
    else
    begin
        Y= A;
        z=0;
    end
    default: Y = 1'bx;
    endcase
```

end

end

endmodule