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Lab 4 Report

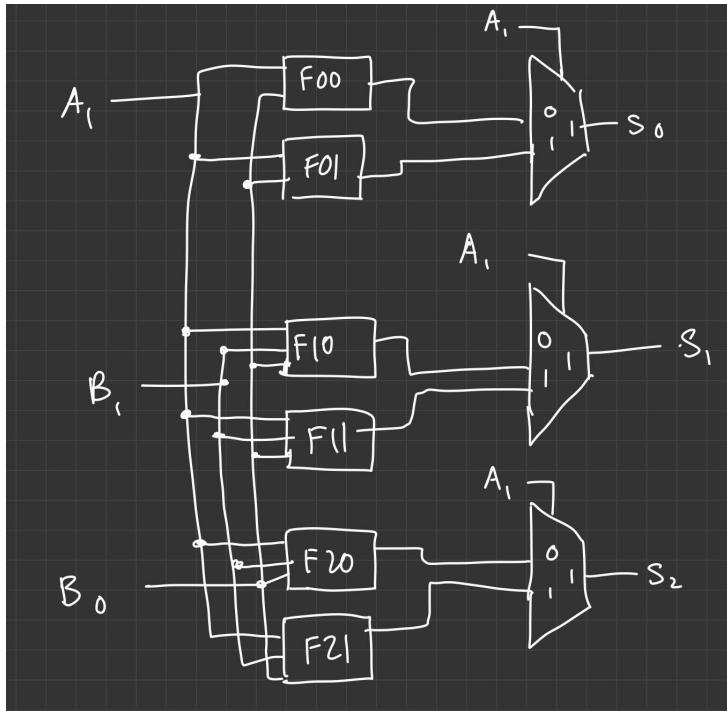
Introduction

In this lab we created a circuit which included 3, 2-1 MUX which allows S0, S1, and S2 to pass through depending on the conditions of F00, F01, F10, and F11. The tree inputs were A1, B1, and B0 which connected to F00, F01, F10, and F11 respectively. We found the relationships between these functions by creating a truth table (pictured below) and simplified the outputs using k-maps. Our logic functions ended up being:

$S0F0 = A0 \oplus B0$,
 $S0F1 = A0 \oplus B0$,
 $S1F0 = !A0B1 + B1!B0 + A0!B1B0$,
 $S1F1 = !A0!B1 + !B1!B0 + A0B1B0$,
 $S2F0 = A0B1B0$,
 $S2F1 = B1 + A0B0$.

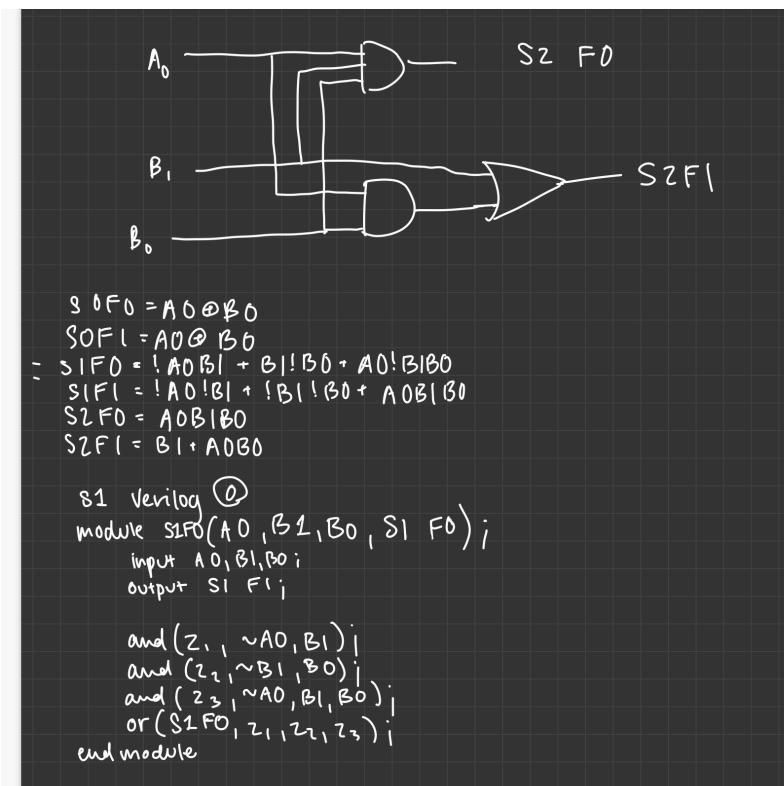
Conclusion

We had very few problems with this lab, however, the challenges for this lab included learning to use Verilog and seeing how the code interacts with the circuit. Also, creating multiplexers in Quartus and corresponding that with the code was difficult because the system did not recognize the file names correctly and we continued to get errors that were difficult to fix. For example, the compiler kept telling us that we did not have a file called “Lab 4” which we supposedly addressed in our code. We never addressed a file called “Lab 4” in our code, so identifying what exactly that meant and how to solve the problem was difficult and not intuitive. We ended up having to reset by creating a new project and transferring the Verilog code into separate files. Overall, building the circuit and code was fairly simple, however, implementing it in Quartus was challenging.



ELEN Z1 Prelab Lab 3
Seven Corners

A1	A0	B1	B0	S ₁	S ₁	S ₀	Sum 10
0	0	0	0	0	0	0	0+0 = 0
0	0	0	1	0	0	1	0+1 = 1
0	0	1	0	0	1	0	0+2 = 2
0	0	1	1	0	1	1	0+3 = 3
0	1	0	0	0	0	1	1+0 = 1
0	1	0	1	0	1	0	1+1 = 2
0	1	1	0	0	1	1	1+2 = 3
0	1	1	1	1	0	0	1+3 = 4
1	0	0	0	0	1	0	2+0 = 2
1	0	0	1	0	1	1	2+1 = 3
1	0	1	0	1	0	0	2+2 = 4
1	0	1	1	1	0	1	2+3 = 5
1	1	0	0	0	1	1	3+0 = 3
1	1	0	1	0	0	0	3+1 = 4
1	1	1	0	1	0	1	3+2 = 5
1	1	1	1	1	1	0	3+3 = 6



S1 Verilog ①

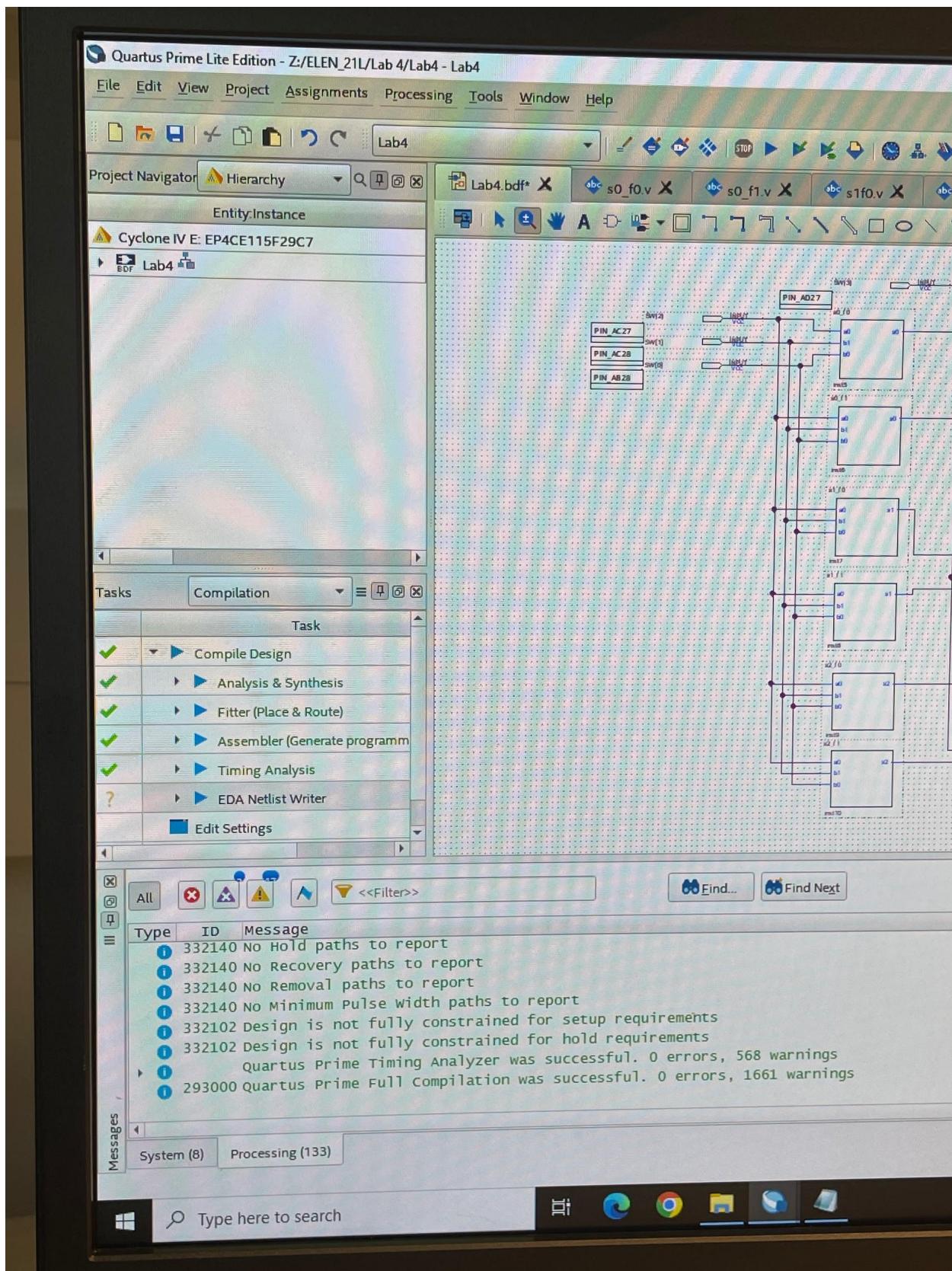
```
module S1F1(A0,B1,B0,S1F1)
    input A0,B1,B0;
    output S1F1;
    and (Z1, ~A0, ~B1);
    and (Z2, ~B1, ~B0);
    and (Z3, A0, B1, B0);
    or (S1F1, Z1, Z2, Z3);
end module
```

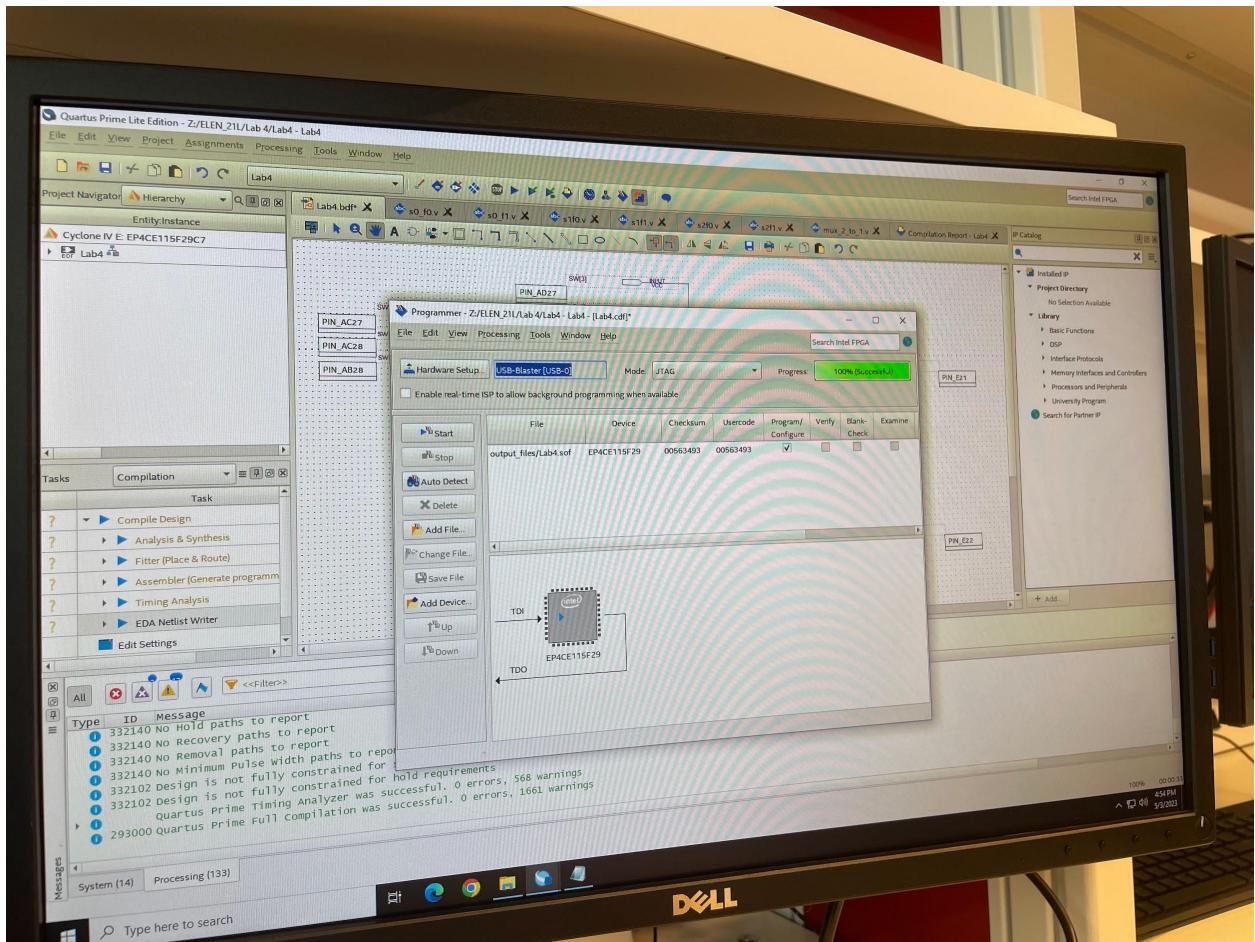
SOFO Verilog

```
module SOFO(A0,B0,SOFO);
    input A0,B0;
    output SOFO;
    assign SOFO = A0 ^ B0;
end module
```

SOFI Verilog

```
module SOFI(A0,B0,SOFI);
    input A0,B0;
    output SOFI;
    assign SOFI = A0 ^ B0;
endmodule
```





LEN22-Fall/lab4/lab4/lab4 - lab4

Assignments Processing Tools Window Help

lab4

lab4.v X lab4.bdf X

```
1 module Mux2to1 (x1,x2,A1,f);
2   input x1,x2,A1;
3   output f;
4   assign f=(~A1&x1)|(A1&x2);
5 endmodule
6
7 module f00 (A0,B0,s0f0);
8   input A0,B0;
9   output s0f0;
10  assign s0f0=A0^B0;
11 endmodule
12
13 module f01 (A0,B0,s0f1);
14   input A0,B0;
15   output s0f1;
16   assign s0f1=A0^B0;
17 endmodule
18
19 module f10(A0,B1,B0,s1f0);
20   input A0,B1,B0;
21   output s1f0;
22   assign s1f0=(~A0 & B1)|(B1 & ~B0)|(A0 & ~B1 & B0);
23 endmodule
24
25 module f11(A0,B1,B0,s1f1);
26   input A0,B1,B0;
27   output s1f1;
28   assign s1f1=(~A0 & ~B1)|(~B1 & ~B0)|(A0 & B1 & B0);
29 endmodule
30
```