

Ayşe Kelleci

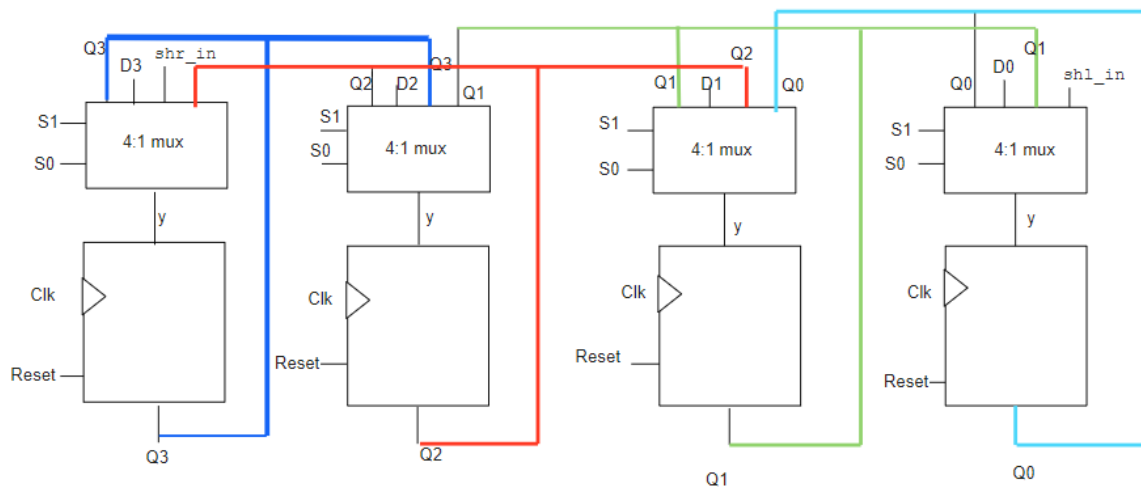
22 November 2021

21902532

Lab4-preliminary

Cs223-06

```
module flip_flop(input logic clk,  
                input logic reset,  
                input logic [3:0] d,  
                output logic [3:0] q);  
  
    // synchronous reset  
    always_ff @(posedge clk)  
    if (reset) q <= 4'b0;  
    else q <= d;  
  
endmodule
```



MULTIFUNCTION REGISTER BY USING FLIP FLOPS

Multifunction register

```
module mux2to1( input logic d0, d1, s,
```

```
    output logic y);
```

```
    logic w1, w2;
```

```
    assign w1 = d0 & !s;
```

```
    assign w2 = d1 & s;
```

```
    assign y = w1 || w2;
```

```
endmodule
```

```
//4to1 mux by using 2to1 mux
```

```
module mux4to1( input logic a, b, c, d, s0, s1,
```

```
    output logic y);
```

```
    logic w1 , w2;
```

```
    mux2to1 mux1( a, b, s0 , w1);
```

```
    mux2to1 mux2( c, d , s0, w2);
```

```
    mux2to1 mux3( w1, w2, s1, y );
```

```
endmodule
```

```
module multifunction_register( input logic clk,
```

```
    input logic reset,
```

```
    input logic s1, s0, shr_in, shl_in, d3, d2, d1, d0,
```

```
    output logic [3:0] q );
```

```
    logic [3:0] w;
```

```
    mux4to1 mux1( w[3], d3, shr_in, q[2], s1, s0, w[3]);
```

```
    mux4to1 mux2 (w[2], d2, q[3],q[1], s1, s0, w[2]);
```

```
    mux4to1 mux3 (w[1], d1, q[2], q[0], s1, s0, w[1]);
```

```
    mux4to1 mux4 (w[0], d0, q[1], shl_in, s1, s0, w[0] );
```

```
    flip_flop flop(clk, reset, w, q );
```

```

endmodule //////////////////////////////////
module multi_register_testbench();

    logic clk, reset;

    logic s1, s0, shr_in, shl_in, d3, d2, d1, d0;

    logic [3:0] q;

    multifunction_register dut( clk, reset, s1, s0, shr_in, shl_in, d3, d2, d1, d0, q );

    always

    begin

    clk = 1; #5; clk = 0; #5;

    end

    initial begin

        q[3]= 0; q[2]= 0; q[1] = 0; q[0] = 0;

        s1 = 0; s0= 0; shr_in = 0; shl_in = 0; d3 = 0; d2 = 0; d1 = 0; d0 = 0; #10

        //reset = 1; #10

        //reset = 0;

        s1 = 0; s0= 1;

        for (int i=0; i<16; i=i+1) begin

            {d3, d2, d1, d0} = i;

            #10

        end

        s1 = 1; s0 = 0; #10

        shr_in = 1; #10

        s1 = 1; s0 = 1; #10

        shl_in = 1;

    end

endmodule

```