

VERILOG ASSIGNMENT 3

21604552 – Emre Hancı

-Verilog Codes

```
module Afunc(input A,B,C,D, output a);
    assign a = (B && !D) || (!A && !B && !C && D);
endmodule

module Bfunc(input A,B,C,D, output b);
    assign b = (B && !C && D) || (B && C && !D);
endmodule

module Cfunc(input A,B,C,D, output c);
    assign c = (!B && C && !D);
endmodule

module Dfunc(input A,B,C,D, output d);
    assign d = (!B && !C && D) || (B && !C && !D) || (B && C && D);
endmodule

module Efunc(input A,B,C,D, output e);
    assign e = (D) || (B && !C);
endmodule

module Ffunc(input A,B,C,D, output f);
    assign f = (C && D) || (!B && C) || (!A && !B && D);
endmodule

module Gfunc(input A,B,C,D, output g);
    assign g = (!A && !B && !C) || (B && C && D);
endmodule

module Lab3Exp(input A,B,C,D, output a,b,c,d,e,f,g);
    Afunc AA(A,B,C,D,a);
    Bfunc BB(A,B,C,D,b);
    Cfunc CC(A,B,C,D,c);
    Dfunc DD(A,B,C,D,d);
    Efunc EE(A,B,C,D,e);
    Ffunc FF(A,B,C,D,f);
    Gfunc GG(A,B,C,D,g);
Endmodule
```

-Testbench

```
module TestBench;
```

```
    // Inputs
```

```
    reg A;
```

```
    reg B;
```

```
    reg C;
```

```
    reg D;
```

```
    // Outputs
```

```
    wire a;
```

```
    wire b;
```

```
    wire c;
```

```
    wire d;
```

```
    wire e;
```

```
    wire f;
```

```
    wire g;
```

```
    // Instantiate the Unit Under Test (UUT)
```

```
    Lab3Exp uut (
```

```
        .A(A),
```

```
        .B(B),
```

```
        .C(C),
```

```
        .D(D),
```

```
        .a(a),
```

```
        .b(b),
```

```
        .c(c),
```

```
        .d(d),
```

```
        .e(e),
```

```
        .f(f),
```

```
        .g(g)
```

```
);
```

```
initial begin
```

```
    // Initialize Inputs
```

```
    A = 0; B = 0; C = 0; D = 0;#100
```

```
    A = 0; B = 0; C = 0; D = 1;#100
```

```
    A = 0; B = 0; C = 1; D = 0;#100
```

```
    A = 0; B = 0; C = 1; D = 1;#100
```

```
    A = 0; B = 1; C = 0; D = 0;#100
```

```
    A = 0; B = 1; C = 0; D = 1;#100
```

```
    A = 0; B = 1; C = 1; D = 0;#100
```

```
    A = 0; B = 1; C = 1; D = 1;#100
```

```
    A = 1; B = 0; C = 0; D = 0;#100
```

```
    A = 1; B = 0; C = 0; D = 1;#100
```

```
    A = 1; B = 0; C = 0; D = 1;#100
```

```
    // Wait 100 ns for global reset to finish
```

```
    #100;
```

```
    // Add stimulus here
```

```
end
```

```
endmodule
```

-Waveform

