Simulation Code

```
`timescale 1ns / 1ps
// Company:
// Engineer:
//
// Create Date: 06/26/2020 04:20:00 PM
// Design Name:
// Module Name: Lab0 Simulation
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module Lab0 Simulation();
   logic sA, sB, sC, sD, sX, sY, sZ;
   Lab0 Tutorial UUT (
      .A(sA), .B(sB), .C(sC),
      .D(sD), .X(sX), .Y(sY),
      .Z(sZ));
   initial begin
      sA = 0; sB = 0;
      sC = 0; sD = 0;
      #10; // A # indicates a delay, in nanoseconds
      #10; // Must delay between each change to represent all
possible scenarios
      sC = 1; sD = 0;
      #10; // Otherwise only the final simulation will be run
```

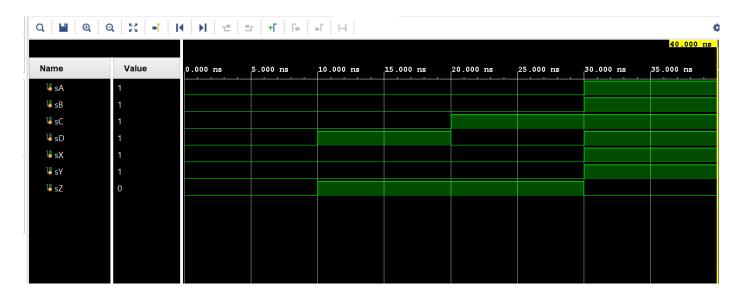
```
sA = 1; sB = 1;

sC = 1; sD = 1;
```

end

endmodule

Simulation Image



Constrains file

```
set_property PACKAGE_PIN V17 [get_ports {A}]
set_property IOSTANDARD LVCMOS33 [get_ports {A}]
set_property PACKAGE_PIN V16 [get_ports {B}]
set_property IOSTANDARD LVCMOS33 [get_ports {B}]
set_property PACKAGE_PIN W16 [get_ports {C}]
set_property IOSTANDARD LVCMOS33 [get_ports {C}]
set_property PACKAGE_PIN W17 [get_ports {D}]
set_property IOSTANDARD LVCMOS33 [get_ports {D}]
set_property PACKAGE_PIN U16 [get_ports {X}]
set_property IOSTANDARD LVCMOS33 [get_ports {X}]
set_property PACKAGE_PIN E19 [get_ports {X}]
set_property PACKAGE_PIN E19 [get_ports {Y}]
set_property IOSTANDARD LVCMOS33 [get_ports {Y}]
set_property PACKAGE_PIN U19 [get_ports {Y}]
set_property PACKAGE_PIN U19 [get_ports {Z}]
set_property IOSTANDARD LVCMOS33 [get_ports {Z}]
```

Main program (Lab0_Tutorial.sv)

```
`timescale 1ns / 1ps
// Company:
// Engineer:
//
// Create Date: 06/26/2020 02:55:08 PM
// Design Name:
// Module Name: Lab0 Tutorial
// Project Name:
// Target Devices:
// Tool Versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module Lab0 Tutorial(
   input A,
   input B,
   input C,
   input D,
   output X,
   output Y,
   output Z
   );
   assign X = (A \& B) \mid (C \& D);
   assign Y = (A \mid B) & (C \mid D);
   assign Z = A ^ B ^ C ^ D;
endmodule
```