

Half Adder

```
module Half_Adder (C,S,A,B);
    input A,B ;
    output C,S ;
    assign S = A^B ;
    assign C=A&B ;
endmodule
```

Half Subtractor

```
module Half_Subtractor (B,D,X,Y);
    input X,Y ;
    output D,B ;
    assign D = X^Y ;
    assign B = (~X)&Y ;
endmodule
```

Full Adder

```
module Full_Adder (Cout,S,A,B,Cin);
    input A,B,Cin ;
    output Cout,S ;
    assign S = (A^B)^Cin ;
    assign Cout = (A&B) | ( (A^B) & Cin );
endmodule
```

Full Subtractor

```
module Full_Subtractor (B,D,X,Y,Z);
    input X,Y,Z ;
    output D,B ;
    assign D = (X^Y)^Z ;
    assign B = ((~X)&Y) | (~ (X^Y) & Z );
endmodule
```

3:8 Active High Decoder

```
module Decoder_3to8_H (D7,D6,D5,D4,D3,D2,D1,D0,I2,I1,I0);
    input I2,I1,I0 ;
    output D7,D6,D5,D4,D3,D2,D1,D0 ;
    assign D0 = (~I2)&(~I1)&(~I0);
    assign D1 = (~I2)&(~I1)&(I0);
    assign D2 = (~I2)&(I1)&(~I0);
    assign D3 = (~I2)&(I1)&(I0);
    assign D4 = (I2)&(~I1)&(~I0);
    assign D5 = (I2)&(~I1)&(I0);
    assign D6 = (I2)&(I1)&(~I0);
    assign D7 = (I2)&(I1)&(I0);
endmodule
```

3:8 Active Low Decoder

```
module Decoder_3to8_L (D8,D7,D6,D5,D4,D3,D2,D1,D0,I2,I1,I0);
    input I2,I1,I0 ;
    output D8,D7,D6,D5,D4,D3,D2,D1,D0 ;
    assign D0 = ~( (~I2)&(~I1)&(~I0));
    assign D1 = ~((~I2)&(~I1)&(I0));
    assign D2 = ~((~I2)&(I1)&(~I0));
    assign D3 = ~( (~I2)&(I1)&(I0));
    assign D4 = ~((I2)&(~I1)&(~I0));
    assign D5 = ~( (I2)&(~I1)&(I0));
    assign D6 = ~((I2)&(I1)&(~I0));
    assign D7 = ~( (I2)&(I1)&(I0));

endmodule
```