

# Digital Simulation Using Verilog in Modelsim

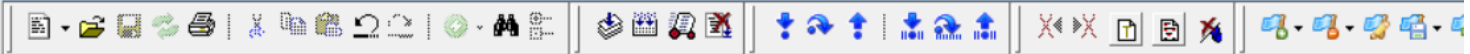
Experiment 9

## Verilog Simulation of 2421 to 53-1-1 Code Converter ( $DA_2$ ).

M C:/altera/13.0sp1/code\_Converter.v (/converter\_tb)

File Edit View Tools Bookmarks Window Help

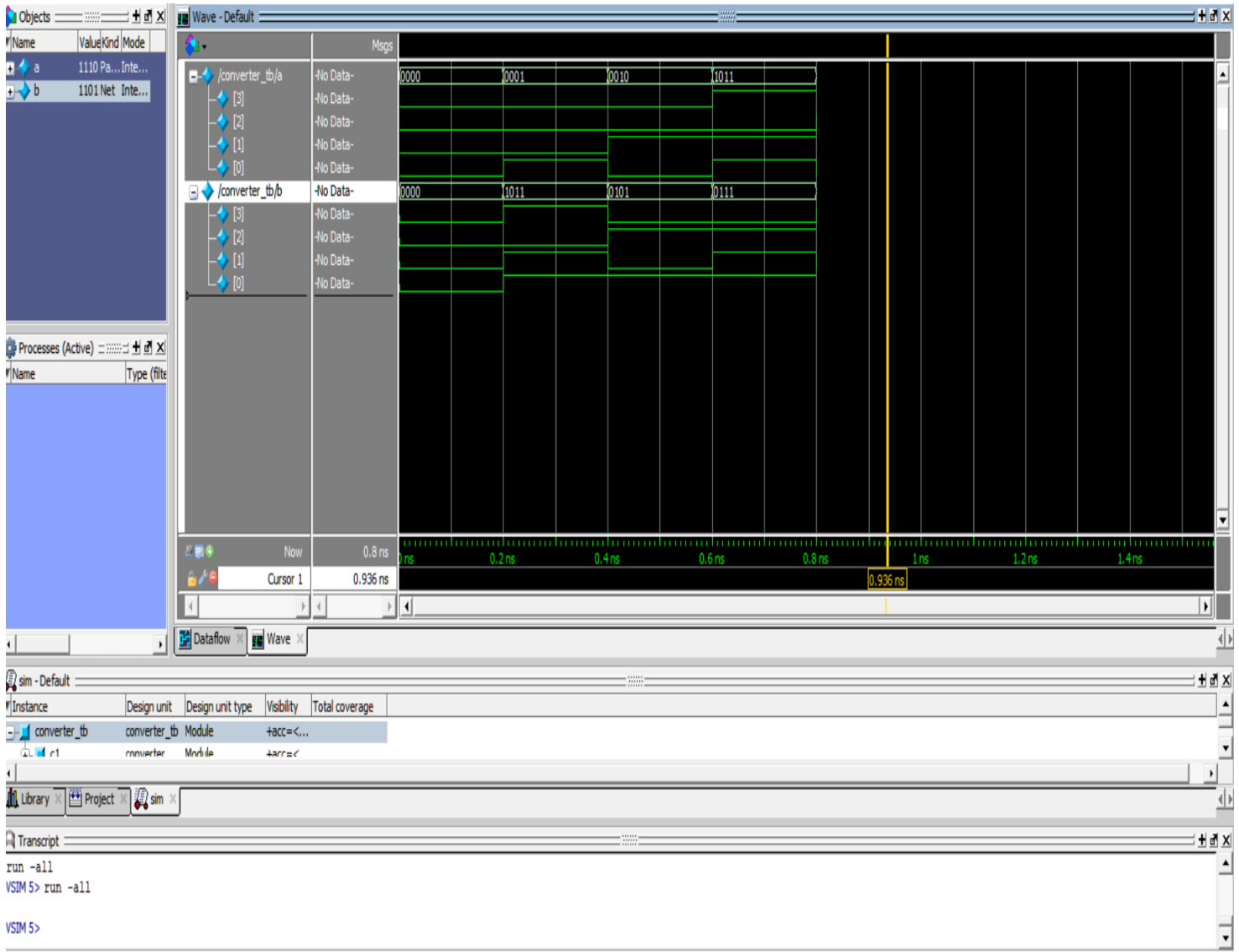
M C:/altera/13.0sp1/code\_Converter.v (/converter\_tb) - Default



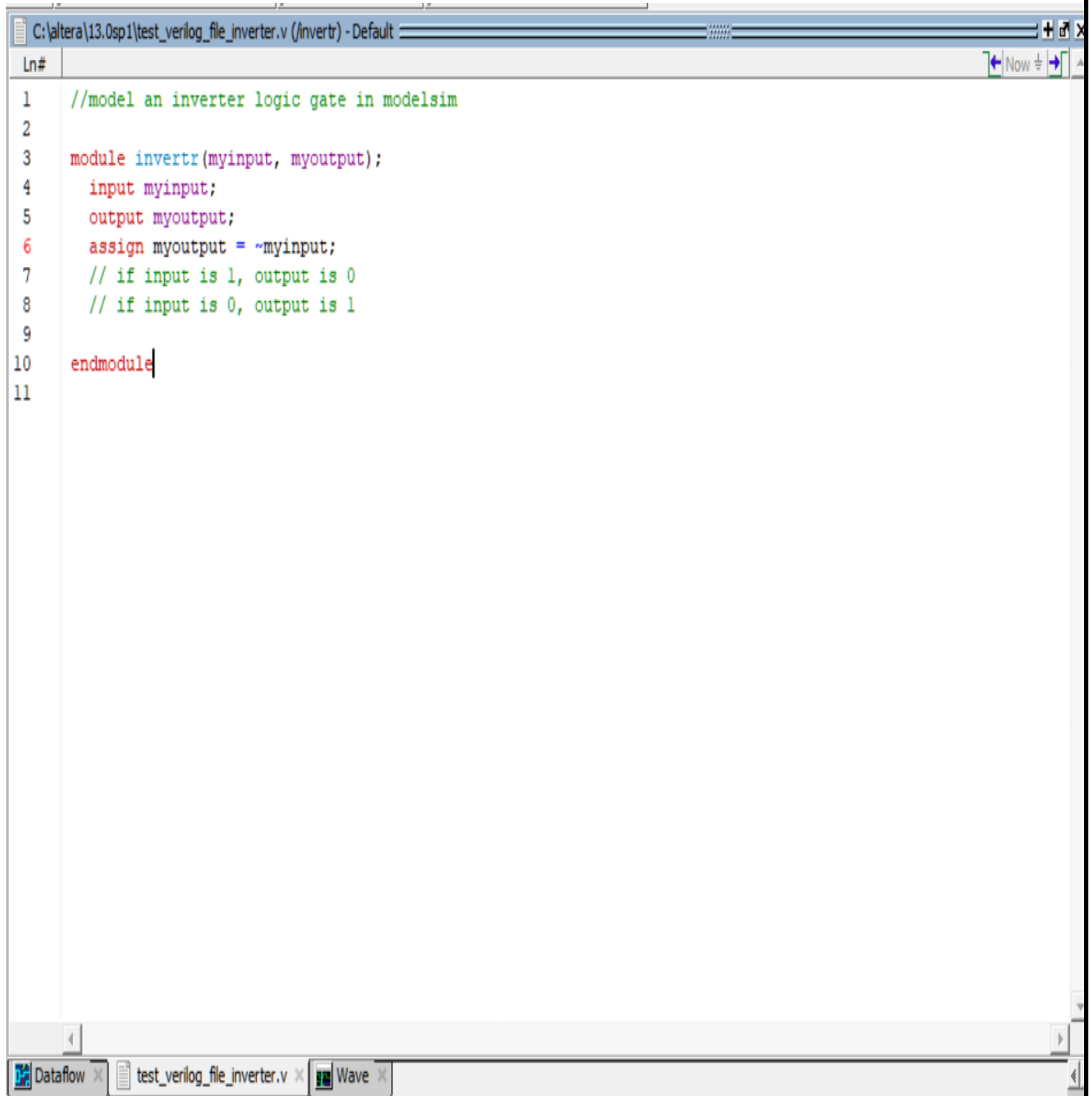
```

Ln#
1  //////////////////////////////////////
2  ///Verilog Code to design a module for converting 4 bit 2421 to 53-1-1 code/////
3
4  module converter(A,B);
5
6      input [3:0] A;
7      output [3:0] B;
8
9      assign B[0] = A[1] | A[0] | (A[2] & A[3]);
10     assign B[1] = (~A[2] & A[3]) | (A[2] & ~A[3]) | (~A[2] & A[0]);
11     assign B[2] = (A[1] & ~A[2]) | (~A[2] & A[3]) | (~A[0] & A[2]);
12     assign B[3] = (A[0] & ~A[2] & ~A[3]) | (~A[0] & A[3]);
13 endmodule
14
15
16 //////////////////////////////////////
17 //Test bench for above code converte/////
18
19 module converter_tb();
20     reg[3:0] a;
21     wire [3:0] b;
22
23     converter cl(.A(a), .B(b));
24
25     initial
26     begin
27         a = 4'b0000;
28         #200;
29         a = 4'b0001;
30         #200;
31         a = 4'b0010;
32         #200;
33         a = 4'b1011;
34         #200;
35         a = 4'b1110;
36     end
37 endmodule
38

```



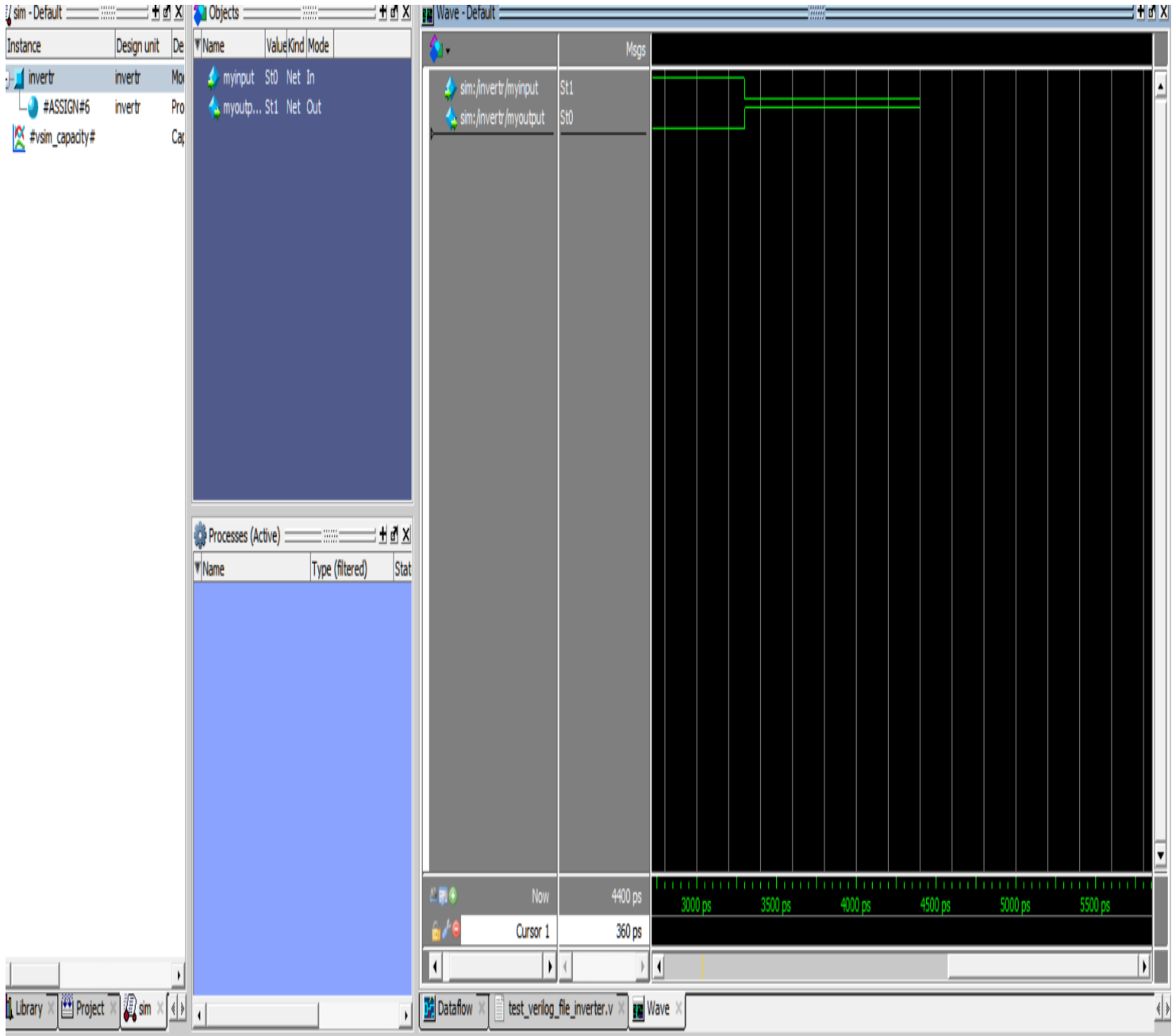
## Verilog Simulation of a basic Inverter:



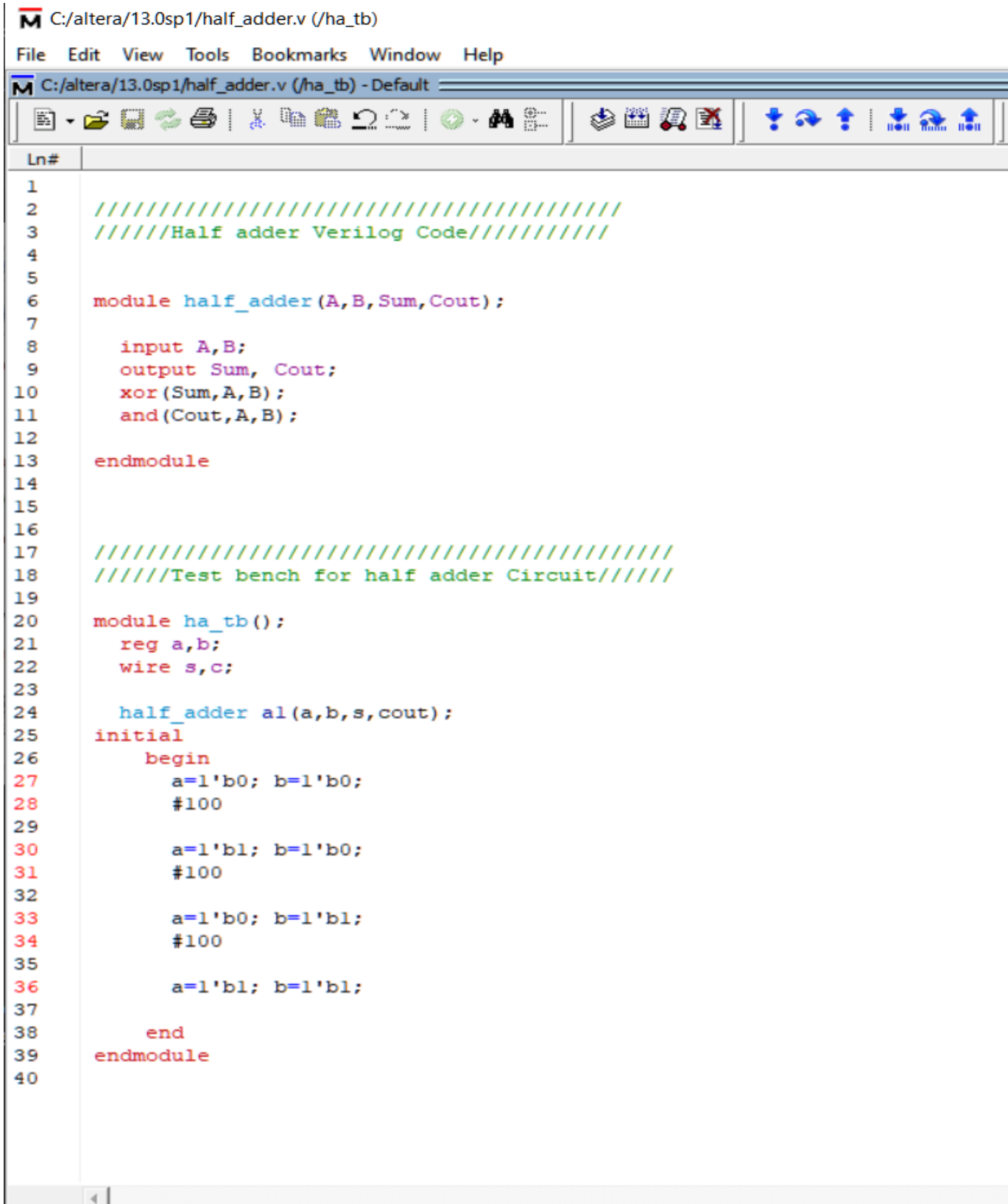
The screenshot shows a Verilog code editor window with the title bar "C:\altera\13.0sp1\test\_verilog\_file\_inverter.v (/invertr) - Default". The code is as follows:

```
1 //model an inverter logic gate in modelsim
2
3 module invertr(myinput, myoutput);
4     input myinput;
5     output myoutput;
6     assign myoutput = ~myinput;
7     // if input is 1, output is 0
8     // if input is 0, output is 1
9
10 endmodule
11
```

The editor has a line number column on the left. At the bottom, there is a taskbar with three tabs: "Dataflow", "test\_verilog\_file\_inverter.v", and "Wave".



## Verilog Simulation of a half Adder:



The image shows a screenshot of a Verilog code editor. The title bar indicates the file path is C:/altera/13.0sp1/half\_adder.v (/ha\_tb). The editor contains two Verilog modules: a half\_adder module and a test bench module ha\_tb. The half\_adder module takes two inputs, A and B, and produces two outputs, Sum and Cout. It uses an XOR gate for the sum and an AND gate for the carry. The test bench module ha\_tb initializes the inputs A and B to various combinations of 0 and 1 and observes the outputs Sum and Cout. The code is as follows:

```
1
2  //////////////////////////////////////
3  //////////Half adder Verilog Code////////
4
5
6  module half_adder(A,B,Sum,Cout);
7
8      input A,B;
9      output Sum, Cout;
10     xor(Sum,A,B);
11     and(Cout,A,B);
12
13 endmodule
14
15
16
17  //////////////////////////////////////
18  //////////Test bench for half adder Circuit////////
19
20 module ha_tb();
21     reg a,b;
22     wire s,c;
23
24     half_adder al(a,b,s,cout);
25     initial
26     begin
27         a=1'b0; b=1'b0;
28         #100
29
30         a=1'b1; b=1'b0;
31         #100
32
33         a=1'b0; b=1'b1;
34         #100
35
36         a=1'b1; b=1'b1;
37
38     end
39 endmodule
40
```

file edit view compile simulate add wave tools layout bookmarks window help

ColumnLayout Default

100 ps

Objects

Name	Value	Kind	Mode
a	0011 Pa... Inte...		
[3]	0	Re... Inte...	
[2]	0	Re... Inte...	
[1]	1	Re... Inte...	
[0]	1	Re... Inte...	
b	0001 Pa... Inte...		
[3]	0	Re... Inte...	
[2]	0	Re... Inte...	
[1]	0	Re... Inte...	
[0]	1	Re... Inte...	

Processes (Active)

Name	Type (filter)
------	---------------

Wave - Default

Msgs					
/Addertestbench/a	3	0	3	-1	
/Addertestbench/a[3]	0				
/Addertestbench/a[2]	0				
/Addertestbench/a[1]	1				
/Addertestbench/a[0]	1				
/Addertestbench/b	1	1	3	-5	
/Addertestbench/b[3]	0				
/Addertestbench/b[2]	0				
/Addertestbench/b[1]	0				
/Addertestbench/b[0]	1				
/Addertestbench/c_in	-1				
/Addertestbench/s	5	1	6	-6	
[3]	0				
[2]	1				
[1]	0				
[0]	1				
/Addertestbench/c_0	z				
/Addertestbench/c_o	0				

Now 800 ps

Cursor 1 0 ps

0 ps 200 ps 400 ps 600 ps

Dataflow Wave 4bitdder.v

sim - Default

Instance	Design unit	Design unit type	Visibility	Total coverage
Addertestbench	Addertestb...	Module	+acc=<...	
f1	fulladder	Module	+acc=<...	
#vsim canarity#	Canarity	Canarity	+acc=<...	

Library Project sim

Transcript

```
add wave -position end sim:/Addertestbench/c_o
VSIM 16> run -all
VSIM 17>
```

## Verilog Simulation of a Full Adder:

```

M C:/altera/13.0sp1/4bitddr.v (/Addertestbench) - Default
Ln#
1  //////////////////////////////////////
2  module fulladder(A,B,Cin,Sum,Cout);
3
4      input [3:0] A, B;
5      input Cin;
6
7      output [3:0] Sum;
8      output Cout;
9
10     //Specifying the function of a full adder
11     assign {Cout,Sum} = A + B + Cin;
12 endmodule
13
14     //////////////////////////////////////
15     //////////////////////////////////////
16     //////////////////////////////////////
17
18     //Test bench for above Module///
19 module Addertestbench();
20     reg[3:0] a,b;
21     reg c_in;
22     wire [3:0] s;
23     wire c_o;
24
25     fulladder fl(.A(a),.B(b),.Cin(c_in),.Sum(s),.Cout(c_o));
26
27     initial
28     begin
29         a= 4'b0000; b=4'b0001; c_in =1'b0;
30         #200;
31         |
32         a= 4'b0011; b=4'b0011; c_in =1'b0;
33         #200;
34
35         a= 4'b1111; b=4'b1011; c_in =1'b0;
36         #200;
37
38         a= 4'b0011; b=4'b0001; c_in =1'b1;
39         #200;
40     end
41 endmodule
42

```



File Edit View Compile Simulate Add Wave Tools Layout Bookmarks Window Help

ColumnLayout Default

100 ps

Wave - Default

Objects

Name	Value	Kind	Mode
a	0011	Pa...	Inte...
[3]	0	Re...	Inte...
[2]	0	Re...	Inte...
[1]	1	Re...	Inte...
[0]	1	Re...	Inte...
b	0001	Pa...	Inte...
[3]	0	Re...	Inte...
[2]	0	Re...	Inte...
[1]	0	Re...	Inte...
[0]	1	Re...	Inte...

Processes (Active)

Name	Type (filter)
------	---------------

Wave

Msgs
/Addertestbench/a 3
/Addertestbench/a[3] 0
/Addertestbench/a[2] 0
/Addertestbench/a[1] 1
/Addertestbench/a[0] 1
/Addertestbench/b 1
/Addertestbench/b[3] 0
/Addertestbench/b[2] 0
/Addertestbench/b[1] 0
/Addertestbench/b[0] 1
/Addertestbench/c_in -1
/Addertestbench/s 5
[3] 0
[2] 1
[1] 0
[0] 1
/Addertestbench/c_0 z
/Addertestbench/c_o 0

Now 800 ps

Cursor 1 0 ps

Dataflow Wave 4bitddr.v

sim - Default

Instance	Design unit	Design unit type	Visibility	Total coverage
Addertestbench	Addertestb...	Module	+acc=<...	
f1	fulladder	Module	+acc=<...	
#vsim canarity#	Canarity	Canarity	+acc=<...	

Library Project sim

Transcript

```
add wave -position end sim:/Addertestbench/c_o
VSIM 16> run -all
VSIM 17>
```

## Verilog Simulation of a 2 to 4 decoder:

C:/altera/13.0sp1/2\_to\_4\_decoder.v (/decoder)

File Edit View Tools Bookmarks Window Help

C:/altera/13.0sp1/2\_to\_4\_decoder.v (/decoder) - Default



```

Ln#
1  //////////////////////////////////////
2  //////////////////////////////////2 to 4 decoder in verilog //////////////////////////////////
3
4  module decoder(u0,u1,u2,u3,e,h0,h1);
5
6      input e,h0,h1;
7      output u0, u1, u2, u3;
8
9      assign u0= (e & ~h1 & ~h0);
10     assign u1= (e & ~h1 & h0);
11     assign u2= (e & h1 & ~h0);
12     assign u3= (e & h1 & h0);
13
14 endmodule
15
16 //////////////////////////////////////
17 //////////////////////////////////Test bench for 2 to 4 decoder //////////////////////////////////
18
19 module decoder_tb();
20
21     reg e,h0,h1;
22     wire u0,u1,u2,u3;
23
24     decoder d1(u0, u1, u2, u3, e, h0, h1);
25
26     initial
27     begin
28         e=0; h0=1; h1=0;
29         #100;
30         e=1; h0=0; h1=0;
31         #100;
32         e=1; h0=0; h1=1;
33         #100;
34         e=1; h0=1; h1=0;
35         #100;
36         e=1; h0=1; h1=1;
37     end
38 endmodule
39

```

**Bimal parajuli (20BDS0405)**

