

# Digital Simulation Using Verilog in Modelsim

**Experiment 9** 

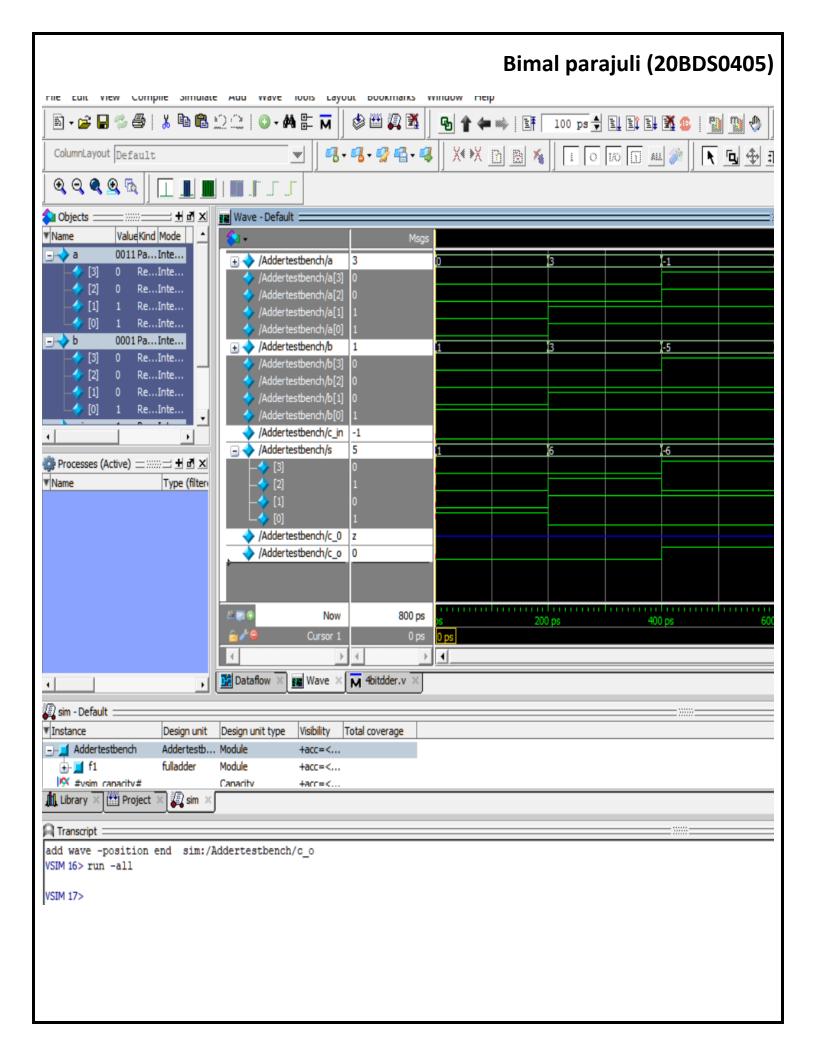
# Verilog Simulation of a basic Inverter

```
C:\altera\13.0sp1\test_verilog_file_inverter.v (/invertr) - Default :
                                                                                                                       ← Now ±
 Ln#
 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
       endmodule
10
11
Dataflow 3
               test_verilog_file_inverter.v × Wave ×
```

# Bimal parajuli (20BDS0405) Instance Design unit De ▼Name Value Kind Mode - invertr ♠ myinput St0 Net In invertr b sim:/invertr/myinput −4 #ASSIGN#6 nyoutp... St1 Net Out Pro 👍 sim:/invertr/myoutput 🙎 #vsim\_capacity# Car Processes (Active) <u>+ # X</u> ▼ Name Type (filtered) 4000 ps Cursor 1 360 ps 1 1 ) Library X Project X A sim X test\_verilog\_file\_inverter.v × Wave × Dataflow Dataflow

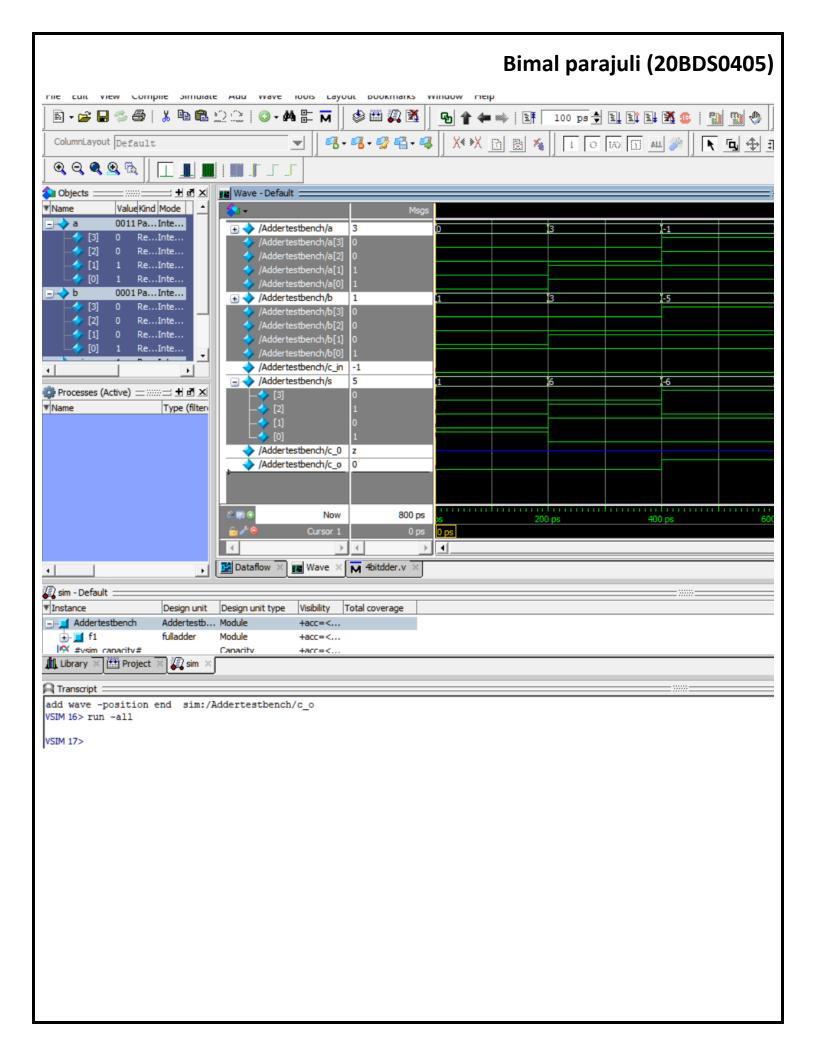
## Verilog Simulation of a half Adder:

```
C:/altera/13.0sp1/half_adder.v (/ha_tb)
File Edit View Tools Bookmarks Window Help
C:/altera/13.0sp1/half_adder.v (/ha_tb) - Default
                                                        🛨 🗫 🛨 🖈 🛖 🛨
 图 • 🚅 🔲 🧇 🐠 | X 🐚 🕮 彑△ | ◎ • 🙌 🏗
                                           🕸 🛗 🌇 🏋
 Ln#
 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
      /////Test bench for half adder Circuit/////
18
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
           a=1'b0; b=1'b1;
33
34
           #100
35
36
           a=1'b1; b=1'b1;
37
38
         end
39
      endmodule
40
```



# Verilog Simulation of a Full Adder:

```
C:/altera/13.0sp1/4bitdder.v (/Addertestbench) - Default
 🛨 🗫 🛊 🔝 🏡 🏦
                                        🕸 🛗 🌠 📆
                                                                      X∢▶X
Ln#
     module fulladder (A, B, Cin, Sum, Cout);
3
 4
       input [3:0] A, B;
5
       input Cin;
 6
       output [3:0] Sum;
8
       output Cout;
9
10
       //Specifying the function of a full adder
       assign {Cout, Sum} = A + B + Cin;
11
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 0;
24
25
       fulladder fl(.A(a),.B(b),.Cin(c in),.Sum(s),.Cout(c o));
26
27
     initial
28
      begin
           a= 4'b0000; b=4'b0001; c_in =1'b0;
29
30
           #200;
31
           a= 4'b0011; b=4'b0011; c_in =1'b0;
32
33
34
35
           a= 4'blll1; b=4'bl011; 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
```



## 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 =
 B • ≥ G ♥ ♦ | X 9 8 9 2 1 0 • M $:
                                 🌢 🍱 🌄 🌋
                                            1911221
                                                                       X X 🗈 🖹 🔏
Ln#
    1
    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);
       assign ul= (e & ~hl & h0);
10
11
       assign u2= (e & hl & ~h0);
       assign u3= (e & hl & h0);
12
13
14
     endmodule
15
      16
17
      18
     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;
          #100:
33
34
          e=1; h0=1; h1=0;
35
          #100:
          e=1; h0=1; h1=1;
37
         end
38
       endmodule
39
```

