

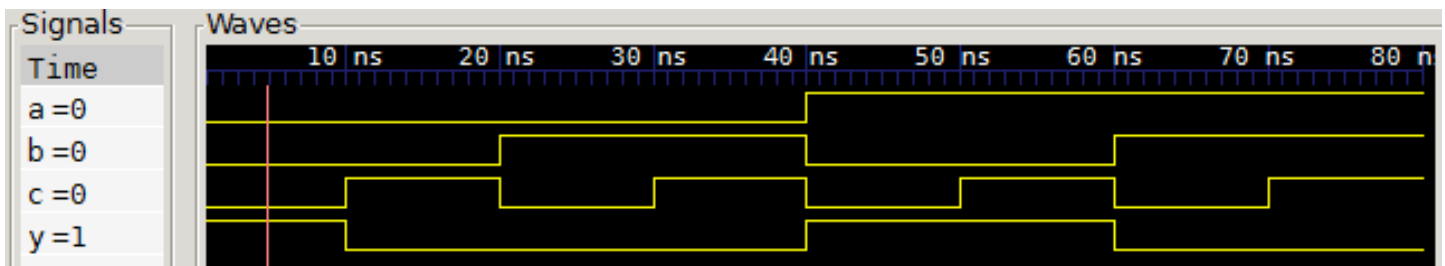
Task 1

Write a Verilog code that computes a Boolean function $y = \bar{a}\bar{b}\bar{c} + a\bar{b}\bar{c} + a\bar{b}c$ with delays. See the lecture 4 (Timing) for details. Save your code into a file with the name sillydelay.v in the folder iverilog\samples

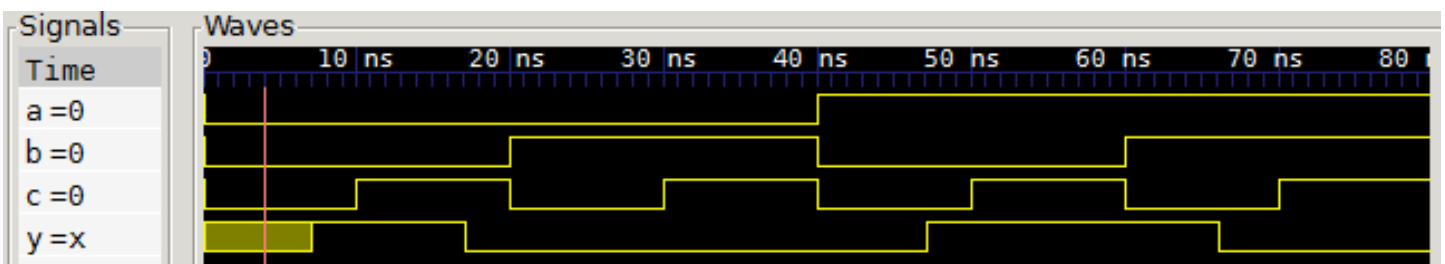
Add a testbench to the same file. The testbench should be almost the same as for the file silly.v but it should store your simulation in the file sillydelay.vcd **Your code should not overwrite the file silly.vcd that you had created in the Lab 1.**

Open both waveforms silly.vcd and sillydelay.vcd in GTKwave. They should look like this:

silly.vcd:



sillydelay.vcd:



Task 2

Perform a gate-level modelling of a 3-input XOR gate. See the lecture 4 (Timing) for details. Save your code into a file with the name xor3.v in the folder iverilog\samples

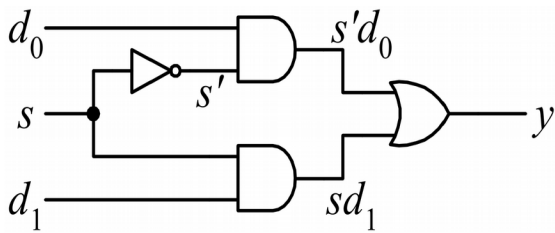
Supply all kinds of input to your gate so that it produces the following output:

```
C:\iverilog\samples>vvp xor3
a=0 b=0 c=0 y=0
a=0 b=0 c=1 y=1
a=0 b=1 c=0 y=1
a=0 b=1 c=1 y=0
a=1 b=0 c=0 y=1
a=1 b=0 c=1 y=0
a=1 b=1 c=0 y=0
a=1 b=1 c=1 y=1
```

Task 3

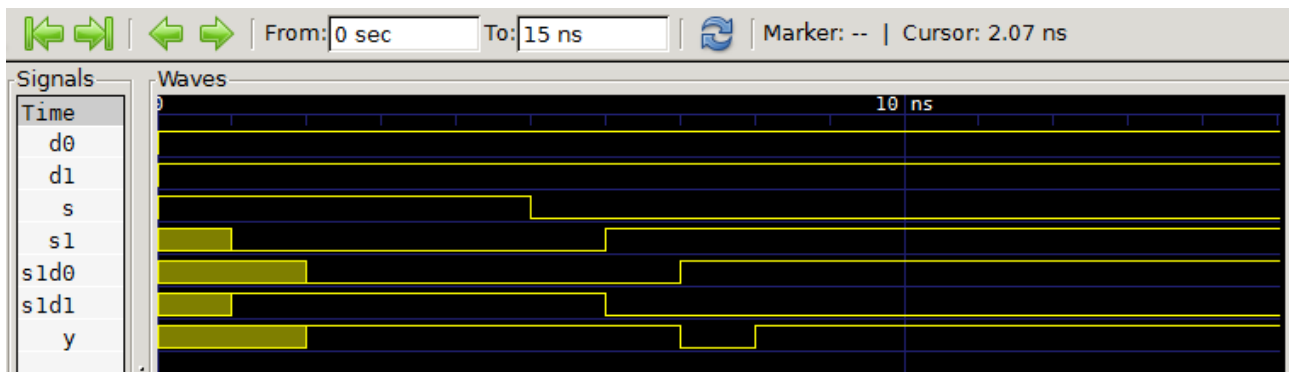
Write a **structural gate-level model** of the 2-1 multiplexer discussed in the beginning of the lecture 4 (Timing). **If you write a behavioral model, it will not be accepted.** Save your code into a file with

the name mux2.v in the folder iverilog\samples
The code should describe the following circuit:



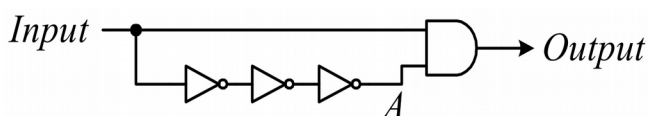
Add a testbench to the same file. The testbench should save the waveform into the file mux2.vcd
Your task is to reproduce the glitch that was discussed in the lecture 5 (Timing).

This is the waveform that you should get:



Task 4

Write a **structural gate-level model** of the one-shot circuit discussed in the lecture 4 (Timing). **If you write a behavioral model, it will not be accepted.** Save your code into a file with the name oneshot.v in the folder iverilog\samples
The code should describe the following circuit:



Add a testbench to the same file. The testbench should save the waveform into the file oneshot.vcd
Your task is to reproduce the glitch that was discussed in the lecture 4 (Timing).

This is the waveform that you should get:

