

```

1  module IDM(A, WD, clk, WE, out);
2      input [7:0] WD;
3      input [7:0] A;
4      input clk, WE;
5      output [15:0] out;
6      reg [15:0] data[63:0]; // 2^6 memory slots
7
8      initial begin
9          data[0] <= 16'b10_001_01100001010;
10         data[1] <= 16'b10_001_01100010101;
11         data[2] <= 16'b10_001_01100011000;
12         data[3] <= 16'b11_000_01000000000;
13
14
15         data[10] <= 16'b11_000_010_00000001; // LDD R2, #1 ; load immediate numbers to the
registers
16         data[11] <= 16'b11_000_011_00000100; // LDD R3, #4
17         data[12] <= 16'b11_000_100_00000011; // LDD R4, #3
18         data[13] <= 16'b11_000_101_00000011; // LDD R5, #3
19         data[14] <= 16'b11_000_111_00000011; // LDD R7, #3
20         data[15] <= 16'b00_000_010_010_011_00; // ADD R2, R2, R3
21         data[16] <= 16'b00_000_010_010_100_00;
22         data[17] <= 16'b00_000_010_010_101_00;
23         data[18] <= 16'b00_000_010_010_111_00;
24         data[19] <= 16'b10_001_01100000001;
25
26         data[21] <= 16'b11_00001000101010;
27         data[22] <= 16'b00_00101000101000;
28         data[23] <= 16'b10_00101100000010;
29
30         data[24] <= 16'b11_00001000000000;
31         data[25] <= 16'b11_00001100000000;
32         data[26] <= 16'b11_00001000000011;
33         data[27] <= 16'b11_00001100000011;
34         data[28] <= 16'b01_01001001000000;
35         data[29] <= 16'b01_01001001000000;
36         data[30] <= 16'b01_01001001000000;
37         // to be continued
38
39     end
40
41     always @(posedge clk) begin
42         if(WE) data[A[7:0]] <= WD;
43     end
44
45     assign out = data[A[7:0]];
46 endmodule
47

```