

## **2021–2022 FALL SEMESTER**

CS223 - LAB 04

# **Multifunction Register**

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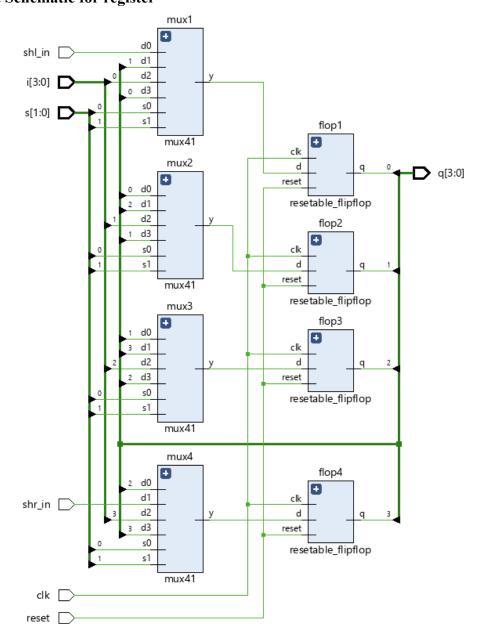
COURSE: CS223 - DIGTAL DESGIN

SECTION: 01

**D**ATE: 21/11/2021

### b) SystemVerilog module for synchronously resettable D flip-flop

# c) Circuit Schematic for register



#### d) Structural SystemVerilog module for the multifunction register

```
module multifunc register(
     input logic clk,
     input logic reset,
     input logic [3:0] i,
     input logic [1:0] s,
     input logic shl in,
     input logic shr in,
     output logic [3:0] q
);
     logic [3:0] temp;
mux41 mux1 (s[1],s[0],shl_in,q[1],i[0],q[0],temp[0]);
mux41 mux2 (s[1],s[0],q[0],q[2],i[1],q[1],temp[1]);
mux41 mux3 (s[1],s[0],q[1],q[3],i[2],q[2],temp[2]);
mux41 mux4 (s[1],s[0],q[2],shr_in,i[3],q[3],temp[3]);
resetable flipflop flop1 (clk,reset,temp[0],q[0]);
resetable_flipflop flop2 (clk,reset,temp[1],q[1]);
resetable flipflop flop3 (clk,reset,temp[2],q[2]);
resetable flipflop flop4 (clk,reset,temp[3],q[3]);
```

endmodule

#### //testbench

```
module multi_func_tb();
       logic clk,reset;
       logic [3:0] i;
       logic [1:0] s;
       logic shl_in;
       logic shr_in;
       logic [3:0] q;
       multifunc\_register\ dut(clk,\ reset,\ i[3:0],\ s[1:0],\ shl\_in,\ shr\_in,\ q[3:0]);
       //generate clock
       always #5 clk = ~clk;
       initial
       begin
               clk = 0;
               reset = 1;
               shl_in = 0;
               shr_in = 0;
               #10;
               reset = 0;
               s=2'b00;
               i= 4'b0000; #10;
               i= 4'b0001; #10;
               i= 4'b0010; #10;
               i= 4'b0011; #10;
               i= 4'b0100; #10;
               s=2'b01;
               i= 4'b0000; #10;
               i= 4'b0001; #10;
               i= 4'b0010; #10;
               i= 4'b0100; #10;
               i= 4'b1111; #10;
               s=2'b10;
                            #<mark>20</mark>;
               shr_in = 1 #40;
               s=2'b11;
                            #20;
               reset=1;
               shl_in = 1;
               reset = 0; #20;
               shl_in = 0; #40;
```