Lab Program 6.

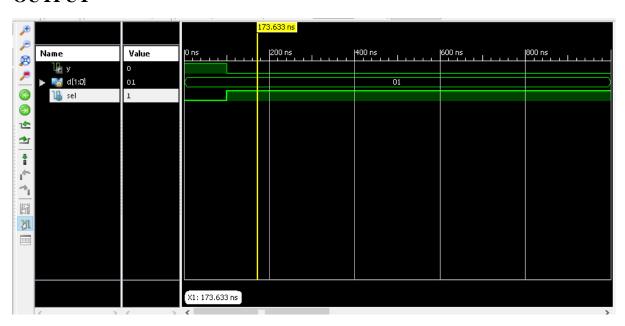
Design Verilog Program for implement different types of multiplexer like 2:1,4:1 and 8:1.

Program for 2: 1 mux

```
module Lab_program_mux_2_1(
  input[1:0] d,
  input sel,
  output reg y
  );
always@(sel,d)
begin
case(sel)
1'b0: y=d[0];
1'b1:y=d[1];
default:y=0;
endcase
end
endmodule
Test benches:
module T_lab_Program_mux2_1;
// Inputs
reg [1:0] d;
reg sel;
// Outputs
wire y;
// Instantiate the Unit Under Test (UUT)
Lab_program_mux_2_1 uut (
```

```
.d(d),
.sel(sel),
.y(y)
);
initial begin
// Initialize Inputs
d = 1'b1;
sel = 1'b0;
// Wait 100 ns for global reset to finish
#100;sel=1'b1;
// Add stimulus here
end
endmodule
```

OUTPUT

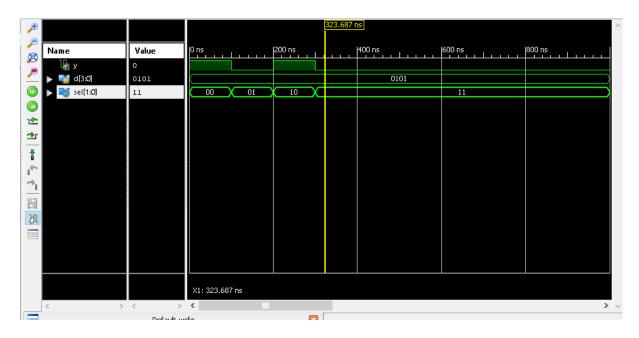


Program for multiplexer 4:1

```
module Lab_mux_4_1(
  input [3:0] d,
  input [1:0] sel,
  output reg y
  );
always@ (sel,d)
begin
case(sel)
2'b00:y=d[0];
2'b01:y=d[1];
2'b10:y=d[2];
2'b11:y=d[3];
default:y=0;
endcase
end
endmodule
Test Benches:
module T_mux_4_1;
// Inputs
reg [3:0] d;
reg [1:0] sel;
// Outputs
```

```
wire y;
// Instantiate the Unit Under Test (UUT)
Lab_mux_4_1 uut (
     .d(d),
     .sel(sel),
     .y(y)
);
initial begin
     // Initialize Inputs
     d = 4'b0101;
     sel = 2'b00;
     // Wait 100 ns for global reset to finish
     #100;sel=2'b01;
     #100;sel=2'b10;
                 #100;sel=2'b11;
                 // Add stimulus here
end
   endmodule
```

Output



Program 8:1 MUX

default: y=0;

```
module Lab_program_mux8_1( input [7:0] d, input [2:0] sel, output reg y); always@(sel,d) begin case(sel) 3'b000 :y=d[0]; 3'b001 :y=d[1]; 3'b010 :y=d[2]; 3'b011 :y=d[3]; 3'b100 :y=d[4]; 3'b101 :y=d[5]; 3'b111 :y=d[6];
```

```
endcase
end
endmodule
Test Benches:
module T_mux_8_1;
// Inputs
reg [7:0] d;
reg [2:0] sel;
// Outputs
wire y;
// Instantiate the Unit Under Test (UUT)
Lab_program_mux2_1 uut (
     .d(d),
     .sel(sel),
     .y(y)
);
initial begin
     // Initialize Inputs
     d = 8'b10110011;
     sel = 3'b000;
```

```
// Wait 100 ns for global reset to finish #100;sel=3'b001; #100;sel=3'b010; #100;sel=3'b100; #100;sel=3'b101; #100;sel=3'b101; #100;sel=3'b111; // Add stimulus here end endmodule
```

OUTPUT

