

1st Programming Assignment, Intro to Verilog, a Hardware Description Language (HDL)

The four diagrams below depicts different logic circuits that can be simulated with Verilog programs on the gate-level.

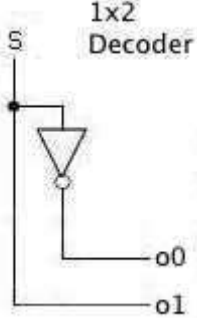
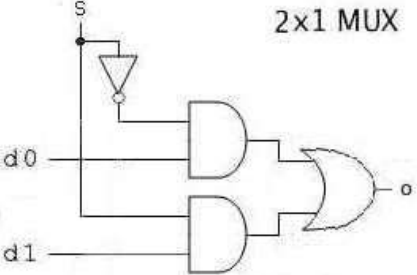
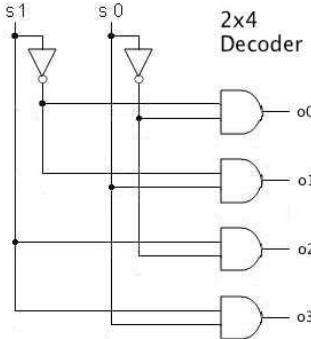
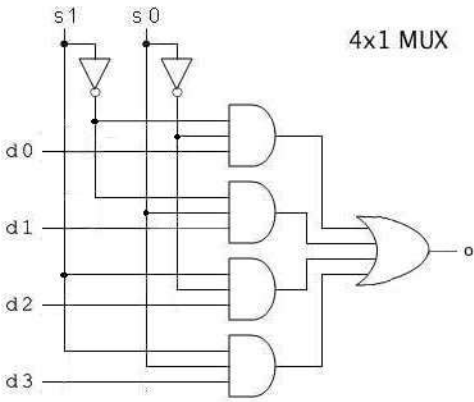
The example programs are for **1x2 decoder** and **2x1 multiplexer**. Program the other two circuits will be for you to work on. Submit your source files: first name them as ***decoder2x4.v*** and ***mux4x1.v*** in your own directory, then submit both program files into the single folder called ***1stPrgAssig*** of the folder of your name (created by the instructor). **Add your full name in the beginning of the program (in a comment section)!**

The runtime of your programs should look like these: [Program Output](#).

Follow the instruction linked below to access the dropbox host and submit your source files in the correct dropbox folder ***1stPrgAssig*** on host Voyager. Do not submit your runtime executable **a.out** or other files such as the program output.

At the start of each program, put your name in the comments.

To connect to the programming host, launch two **PuTTY** (PC) or **terminals** (Mac) so one for editing programs and the other compiling and running. Connect to the host **atoz**, **sp1**, **sp2**, or **sp3** for Verilog use. Via either host **titan.ecs.csus.edu** or **athena.ecs.csus.edu** and change to **atoz**, etc., if you are outside of the ECS net (in some other building or at home).

 <p style="text-align: center;">Program Listing</p>	 <p style="text-align: center;">Program Listing</p>
 <p style="text-align: center;">Program <i>decoder2x4.v</i> and submit it</p>	 <p style="text-align: center;">Program <i>mux4x1.v</i> and submit it</p>

At a Linux shell command prompt, issue shell commands to make subdirectories (subfolders) in order to organize your class work there. Learn to use editor such as **vi**, etc. will enhance your software development skills. Learning materials are linked in the following.

- [Useful Linux and vi Commands](#)