

Example1: Write a Verilog description for a 2 to 4 decoder with one high enable as described in section 4.5.3. Use (a) behavioral modeling (b) dataflow modeling .

Solution

(a) Using behavioral modeling:

Note that { } is concatenate operator in Verilog.

```
module decoder(Y3, Y2, Y1, Y0, A, B, en);
    //Define inputs and outputs
    input A, B;
    input en;
    reg Y3, Y2, Y1, Y0;
    output Y3, Y2, Y1, Y0;

    always @(A or B or en)
    begin
        //Use behavioral method for decoder
        if (en == 1)
        begin
            case ({A,B})
                2'b00: {Y3,Y2,Y1,Y0} = 4'b0001;
                2'b01: {Y3,Y2,Y1,Y0} = 4'b0010;
                2'b10: {Y3,Y2,Y1,Y0} = 4'b0100;
                2'b11: {Y3,Y2,Y1,Y0} = 4'b1000;
                default: {Y3,Y2,Y1,Y0} = 4'bxxxx;
            endcase
        end
        if (en == 0)
            {Y3,Y2,Y1,Y0} = 4'b0000;
        end
    end
endmodule
```

(b) Using dataflow modeling:

```
module decoder(E, X, Y, Z0, Z1, Z2, Z3);
    output Z0, Z1, Z2, Z3;
    input E, X, Y;
    assign Z0 = E & ~X & ~Y;
    assign Z1 = E & ~X & Y;
    assign Z2 = E & X & ~Y;
    assign Z3 = E & X & Y;
endmodule
```

Example2: Write a Verilog description for a 4-bit ripple-carry adder using (a) structural modeling and (b) behavioral modeling.

(a) Using structural modeling:

```
module half-adder (s, c, x, y);
    output s, c;
    input x, y;
    xor (s, x, y);
    and (c, x, y);
endmodule

module full-adder (sum, cout, x, y, z);
    output sum, cout;
    input x, y, z;
    wire s1, c1, c2;
    half-adder B1(s1, c1, x, y);
    half-adder B2 (sum, c2, s1, z);
    or (cout, c1, c2);
endmodule
```

```

module fulladd4(sum, c-out, a, b, c-in);
    output [3:0] sum;
    input [3:0] a, b;
    input c-in;
    output c-out;
    //Internal nets
    wire c1, c2, c3;

    //Instantiate four 1-bit full adders.
    full-adder fa0(sum[0], c1, a[0], b[0], c-in);
    full-adder fa1 (sum[1], c2, a[1], b[1], c1);
    full-adder fa2(sum[2], c3, a[2], b[2], c2);
    full-adder fa3 (sum[3], c4, a[3], b[3], c3);
endmodule

```

(b) Using behavioral modeling:

```

module adder4 (cout, s, a, b, cin);
    output cout;
    output[3:0] s;
    input [3:0] a, b;
    input cin;
    always @ (a or b or cin)
    begin
        {cout, s }=atbtcin;
    end
endmodule

```