CS223 – Digital Design Ahmet Faruk Ulutaş 21803717 Section 1

Lab 5 Preliminary Work

```
module RegisterFile(
  input clk,
  input logic writeEnable,
  input logic [2:0] writeAddress,
  input logic [2:0] readAddress1,
  input logic [2:0] readAddress2,
  input logic [3:0] writeData,
  output logic [3:0] readData1,
  output logic [3:0] readData2);
  logic [3:0] rf[7:0];
  always_ff @ (posedge clk)
    if (writeEnable)
       rf[writeAddress] <= writeData;</pre>
  assign readData1 = rf[readAddress1];
  assign readData2 = rf[readAddress2];
Endmodule
```

```
module ALU(
  input logic [1:0] Sel,
  input logic [3:0] a,
  input logic [3:0] b,
  output logic [3:0] Res);
  always_comb begin
    case (Sel)
       2'b00: Res = a + 1;
       2'b01: Res = a + b;
      2'b10: Res = a - b;
       2'b11: Res = a | b;
    endcase
  end
endmodule
module mux2to1_( input logic [3:0] d0, [3:0] d1, s, output logic [3:0]
y);
  assign y = s ? d1 : d0;
Endmodule
B)
module testbench();
```

```
logic clk;
  logic writeEnable;
  logic [2:0] writeAddress;
  logic [2:0] readAddress1;
  logic [2:0] readAddress2;
  logic [3:0] writeData;
  logic [3:0] readData1;
  logic [3:0] readData2;
  RegisterFile
dut(clk,writeEnable,writeAddress,readAddress1,readAddress2,write
Data,readData1,readData2);
  always
  begin
    clk = 1; #5; clk = 0; #5;
  end
initial begin
  writeEnable = 1;
  writeAddress = 3'b000; writeData = 4'b0000;
  readAddress1 = 3'b000; readAddress2 = 3'b000;
  #10;
  writeAddress = 3'b001; writeData = 4'b0001;
  readAddress1 = 3'b000; readAddress2 = 3'b001;
```

```
#10;
  writeAddress = 3'b010; writeData = 4'b0010;
  readAddress1 = 3'b001; readAddress2 = 3'b010;
  #10;
  writeAddress = 3'b011; writeData = 4'b0011;
  readAddress1 = 3'b010; readAddress2 = 3'b011;
  #10;
  writeAddress = 3'b100; writeData = 4'b0100;
  readAddress1 = 3'b011; readAddress2 = 3'b100;
  #10;
  writeAddress = 3'b101; writeData = 4'b0101;
  readAddress1 = 3'b100; readAddress2 = 3'b101;
  #10;
  writeAddress = 3'b110; writeData = 4'b0110;
  readAddress1 = 3'b101; readAddress2 = 3'b110;
  #10;
  writeAddress = 3'b111; writeData = 4'b0111;
  readAddress1 = 3'b110; readAddress2 = 3'b111;
  #10;
  end
Endmodule
module alu testbench();
  logic clk;
```

```
logic [1:0] Sel;
logic [3:0] a;
logic [3:0] b;
logic [3:0] Res;
ALU dut( Sel, a, b, Res);
always
begin
  clk = 1; #5; clk = 0; #5;
end
initial begin
  a = 3'b000; b = 3'b000;
  Sel = 2'b00;
  #10;
  a = 3'b000; b = 3'b001;
  Sel = 2'b00;
  #10;
  a = 3'b001; b = 3'b000;
  Sel = 2'b00;
  #10;
  a = 3'b001; b = 3'b001;
  Sel = 2'b00;
```

```
#10;
a = 3'b000; b = 3'b000;
Sel = 2'b01;
#10;
a = 3'b000; b = 3'b001;
Sel = 2'b01;
#10;
a = 3'b001; b = 3'b000;
Sel = 2'b01;
#10;
a = 3'b001; b = 3'b001;
Sel = 2'b01;
#10;
a = 3'b000; b = 3'b000;
Sel = 2'b10;
#10;
a = 3'b000; b = 3'b001;
Sel = 2'b10;
#10;
a = 3'b001; b = 3'b000;
Sel = 2'b10;
#10;
a = 3'b001; b = 3'b001;
Sel = 2'b10;
```

```
#10;
    a = 3'b000; b = 3'b000;
    Sel = 2'b11;
    #10;
    a = 3'b000; b = 3'b001;
    Sel = 2'b11;
    #10;
    a = 3'b001; b = 3'b000;
    Sel = 2'b11;
    #10;
    a = 3'b001; b = 3'b001;
    Sel = 2'b11;
    #10;
  end
Endmodule
C)
module toppDesign(input logic [3:0] EXTDATA, input logic isExternal,
input logic [2:0] AddrSrc1, input logic [2:0] AddrSrc2, input logic [2:0]
AddrDest, input logic writeEnable, input logic clk, input logic [1:0]
ALUSel, output logic [3:0] Rel);
 // logic writeEnable;
  logic [3:0] muxOut;
```

logic [3:0] readData1;

```
logic [3:0] readData2;
  mux2to1 dut3( Rel, EXTDATA, isExternal, muxOut);
  //debouncer dut4( clk, pushButn, writeEnable);
  RegisterFile
dut(clk,writeEnable,AddrDest,AddrSrc1,AddrSrc2,muxOut,readData1
,readData2);
  ALU dut2( ALUSel, readData1, readData2, Rel);
  //SevenSegmentDisplay sevseg(clk, Rel, seg, dp, an);
Endmodule
module topDesignTestBench();
logic [3:0]EXTDATA;
logic isExternal;
logic [2:0]AddrSrc1;
logic [2:0]AddrSrc2;
logic [2:0]AddrDest;
logic pushButn;
logic clk;
logic [1:0]ALUSel;
logic [3:0] result;
toppDesign tD2 (EXTDATA, isExternal, AddrSrc1, AddrSrc2, AddrDest,
pushButn, clk, ALUSel, result);
```

```
always
begin
clk = 1; #5; clk = 0; #5;
end

initial begin
    pushButn = 1; isExternal = 1; EXTDATA = 4'b0011; AddrSrc1 =
3'b000; AddrSrc2 = 3'b000; AddrDest = 3'b000; ALUSel = 2'b01; #20;
    pushButn = 1; isExternal = 1; EXTDATA = 4'b0011; AddrSrc1 =
3'b001; AddrSrc2 = 3'b001; AddrDest = 3'b001; ALUSel = 2'b10; #20;
end
```

endmodule