

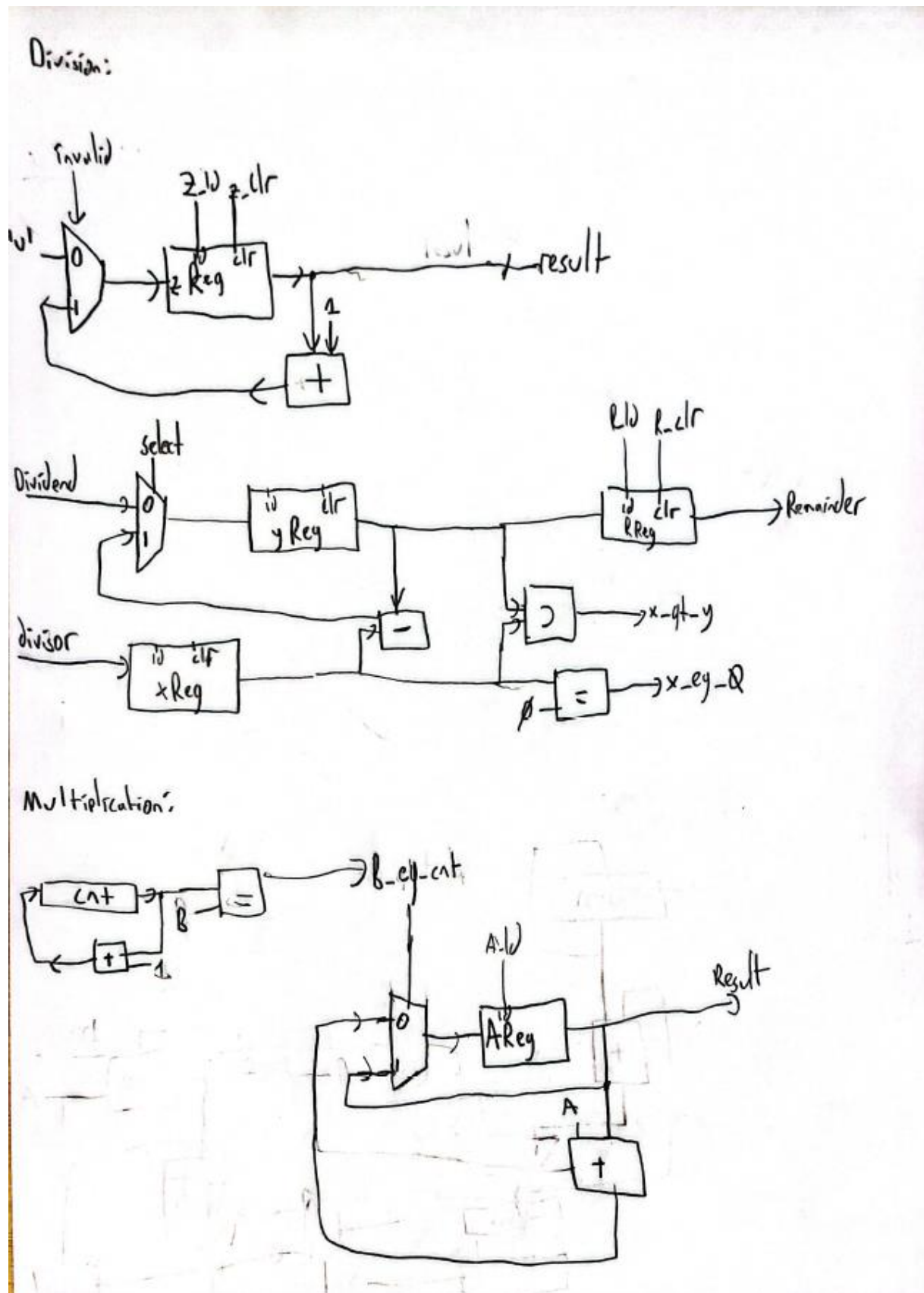
CS-223  
Digital Design  
Section: 3  
PROJECT REPORT  
Programmable Processor

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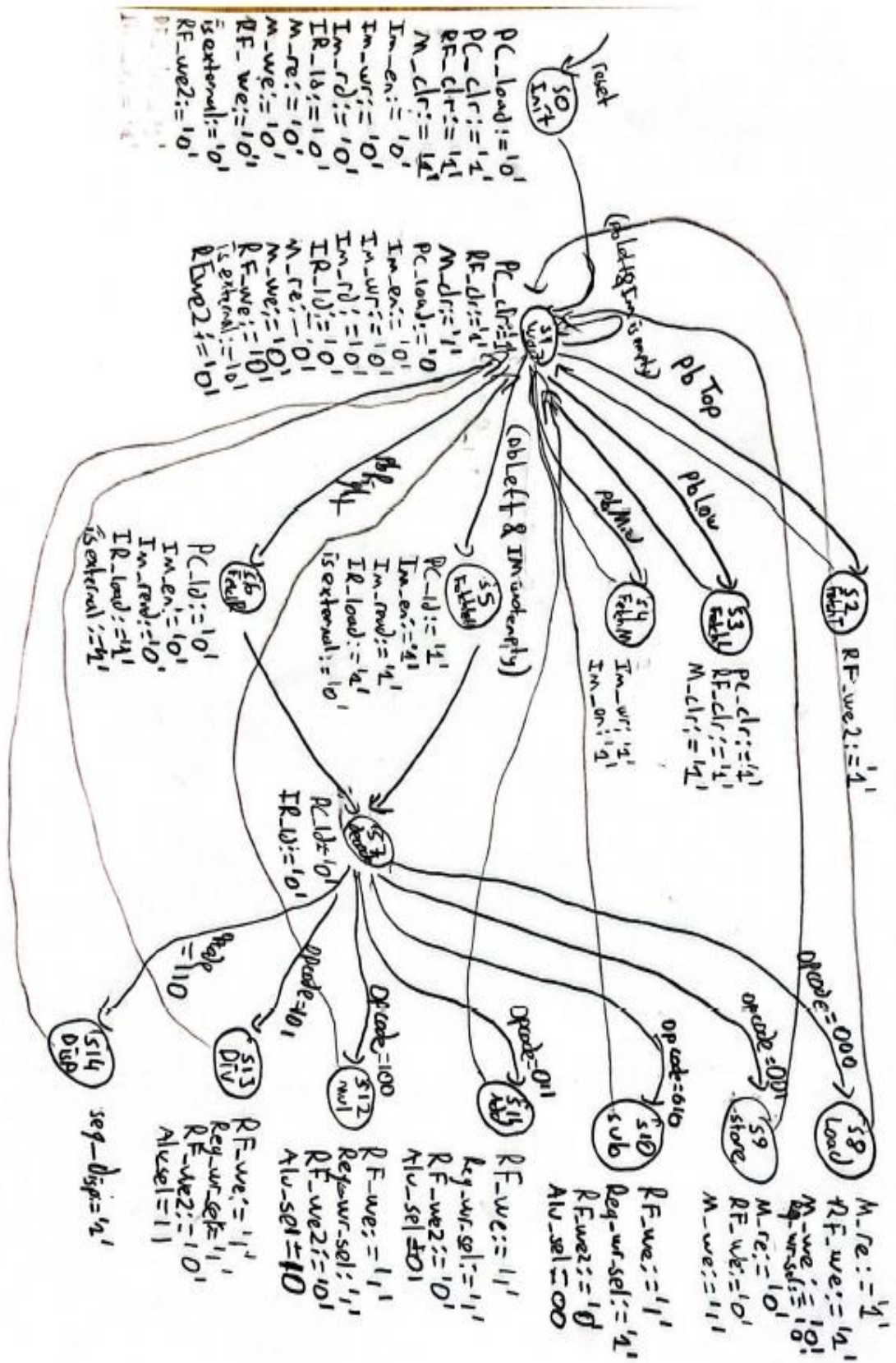
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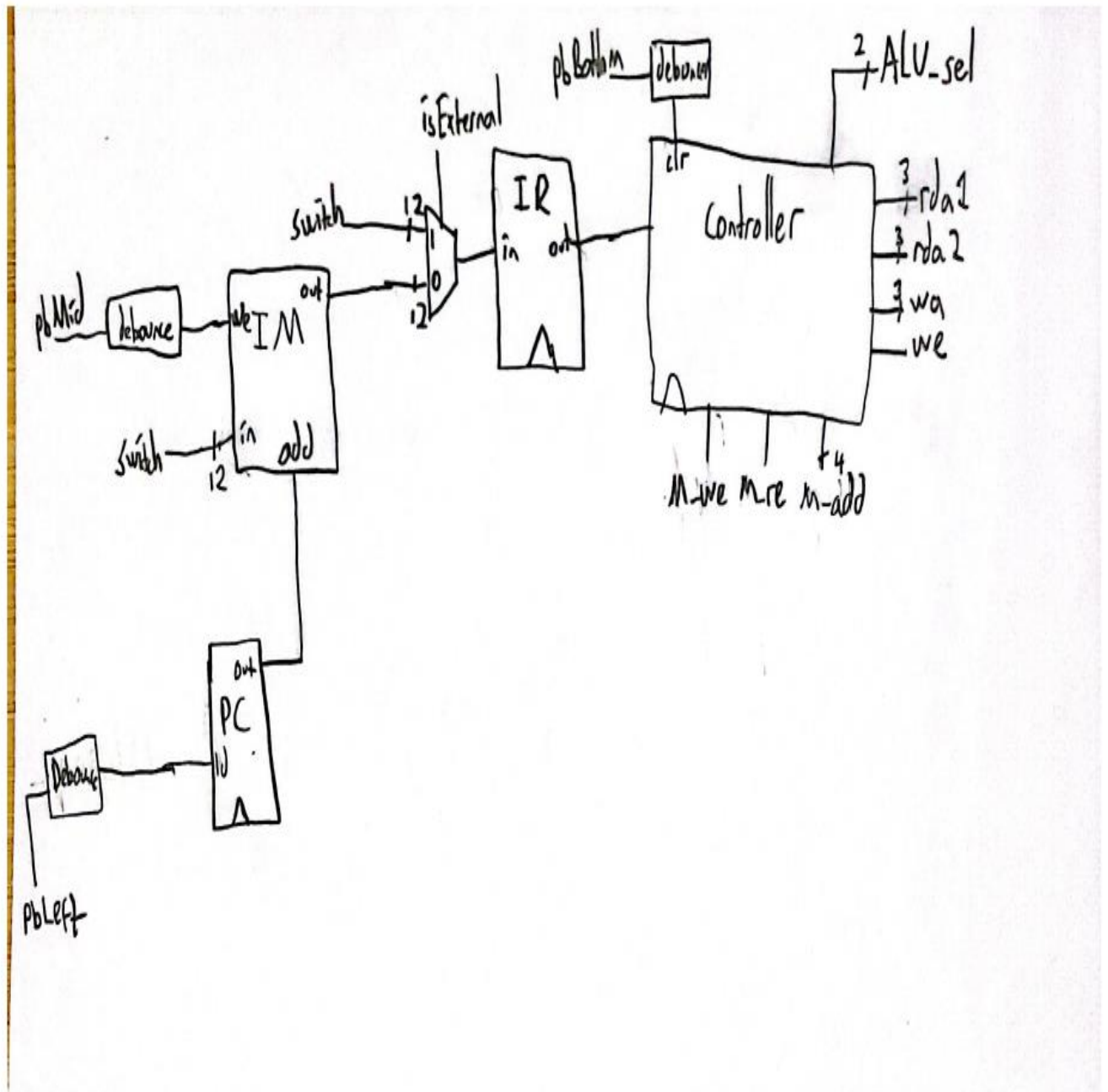
## B) RTL schematics for Multiplication and Division operations



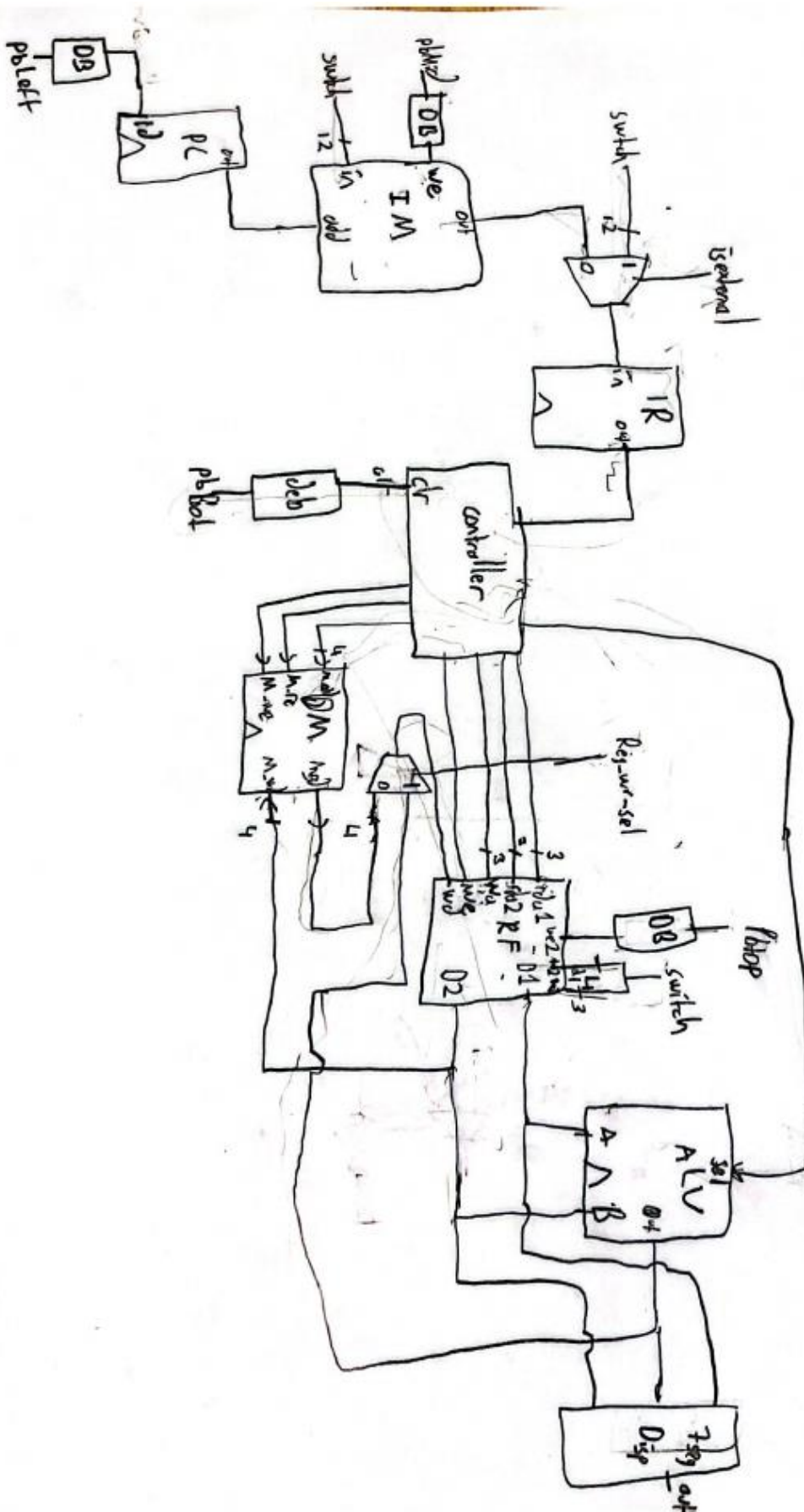
# C) Controller High-Level State Machine Diagram



D) Controller Block Diagram



### E) Controller/Datapath Top Module Block Diagram



## F) Testbenches

```
`timescale 1ns / 1ps
module testbench2();
logic clk, load;
logic [11:0] in, out;

instructionRegister dut(clk, load, in, out);

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

initial begin

    load = 0;
    in = 12'b101010000001; # 10;
    in = 12'b110010000001; # 10;

    load = 1;
    in = 12'b100100100000; # 10;
    in = 12'b010010101001; # 10;
    in = 12'b000000010010; # 10;
    in = 12'b000110010010; # 10;
    in = 12'b001000010100; # 10;
    in = 12'b101010000001; # 10;
    in = 12'b110010000001; # 10;
    in = 12'b010000000000; # 10;
    in = 12'b011000000000; # 10;
    in = 12'b100000000000; # 10;
    in = 12'b100000000011; # 10;
    in = 12'b010010101000; # 10;
    in = 12'b010110100000; # 10;
    in = 12'b000000011000; # 10;
end
endmodule
```

```

1  `timescale 1ns / 1ps
2  module testbench1();
3  logic clk, write, read, clr;
4  logic [3:0] address;
5  logic [3:0] data;
6  logic [3:0] out;
7  dataMemory dut (clk, clr, read, write, address, data, out );
8  always
9  begin
10     clk <= 1; # 5; clk <= 0; # 5;
11 end
12
13 initial begin
14     write = 1; read = 0; clr = 1;
15     data = 4'b0000; address = 4'b0000;
16     #10;
17     clr = 0;
18     data = 4'b0010; address = 4'b0001;
19     #10;
20     data = 4'b0100; address = 4'b0010;
21     #10;
22     data = 4'b0110; address = 4'b0011;
23     #10;
24     data = 4'b1000; address = 4'b0100;
25     #10;
26     data = 4'b1010; address = 4'b0101;
27     #10;
28     data = 4'b1100; address = 4'b0110;
29     #10;
30     data = 4'b1110; address = 4'b0111;
31     #10;
32     data = 0; read = 1; write = 0;
33     data = 4'b0000; address = 4'b0000;
34     #10;
35     data = 4'b0010; address = 4'b0001;
36
37     data = 4'b0010; address = 4'b0001;
38     #10;
39     data = 4'b0100; address = 4'b0010;
40     #10;
41     data = 4'b0110; address = 4'b0011;
42     #10;
43     data = 4'b1000; address = 4'b0100;
44     #10;
45     data = 4'b1010; address = 4'b0101;
46     #10;
47     data = 4'b1100; address = 4'b0110;
48     #10;
49     data = 4'b1110; address = 4'b0111;
50     #10;
51 end
endmodule

```