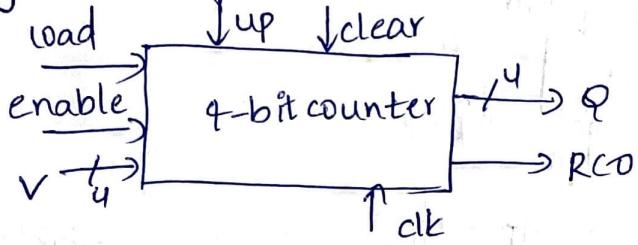


④

a) Design 4-bit counter



so from above

lops are

- ① load
- ② enable
- ③ clk
- ④ up
- ⑤ clear
- ⑥ $[3:0]$ J V
4 bit

lops are

- ① $[3:0]$ Q
- ② RCO

Conditions given \rightarrow for Q

$$\textcircled{1} \quad \text{en} = 0 \quad \text{op} = \text{previous value}$$

$$\textcircled{2} \quad \text{en} = 1 \quad \& \quad \text{ld} = 1$$

$$Q = V$$

$$\textcircled{3} \quad \text{en} = 1 \quad \& \quad \text{ld} = 0$$

$$\text{up} \Rightarrow Q = Q + 1$$

$$\text{down} \Rightarrow Q = Q - 1$$

$$\text{clear} = 0$$

Condition given for RCO

$$\text{enable} = 1, \text{up} = 1, Q = 1111 \rightarrow RCO = 1$$

$$\text{enable} = 1, \text{up} = 0, Q = 0000$$

// declaring module
output output reg [3:0] Q; // as we want to use assign
// counter_4bit (Q, RCO, ld, en, clk, up, clear, v)
// req [3:0] Q; // as we want to use assign
// statement

output reg RCO;

input [3:0] V;

input ld, en, clk, up, clear;

always @ (posedge clk)

begin // as there are multiple statements
if (clear) // as it stated clear=0 this works

begin

Q <= 4'd0;

end

else if (en) // when en = 1

begin

if (ld) //

begin

Q <= V;

// given when en=1;
ld=1 Q=V

end

else

if (up)

Q <= Q + 1

// Given up Q = Q + 1

else

Q <= Q - 1 // given down Q = Q - 1

end

end

end

11 For RCO output

always @ (*)

begin

if (en & up & ($Q == 1111$))

 RCO = 1;

elseif (en & ~up & ($Q == 0000$))

 RCO = 1;

else

 RCO = 0;

end

For test bench to test

Given

- ① count up for 10 clock cycles
- ② holds same for 5 clock cycles
- ③ counts down for 20 clock cycles
- ④ clears counter
- ⑤ loads the value $0x C$ into counter
- ⑥ count up for 11 clock cycles

```
module counter_ubit_tb;  
reg ld,en,clk,up,clear; //declaring as reg b/c it stores values  
reg [3:0] v; //to test
```

```
wire [3:0] Q;  
wire RCO;
```

counter_ubit dd (Q,RCO,ld,en,clk,up,clear,v);

//First we will generate clock

```
clk = 1'b1;
```

forever clk = #50 ns clk; //repeats continuously

```
clear
```

//Initialzing

```
clear = 1;
```

```
en = 0
```

```
ld = 0;
```

```
up = 1;
```

```
v = 4'd0;
```

— //Given count up for 10 clock cycles

#10 clear = 0 //After 10ns clear = 0

//In order to count up en = 1, ld = 0

```
#5 en = 1;
```

#5 ld = 0; //we can use for loop

//For 10 clock cycles

```
for (int i=0; i<10; i++)
```

```
#5;
```

|| hold same for 5 clock cycles
|| Already en=1 if ld=1 then ilp is same as o/p.
#5 ld=1;
for (int i=0; i<5; i++)
#5;

|| count down test 20 clockcycles
|| Already en=1 if ld=0 and ~~updown~~^{up}=0 then it
can be performed
#5 ld=0;
up ~~down~~=0;
for (int i=0; i<20; i++)
#5;

|| clears counter
#5 clear=0;
#5 clear=1;

|| loads value 0xc into counter
#5 v=4'hC; || given ip as 0r c
#5 ld=1;

|| count up for 11 clock cycles
|| if en=1 ld=0 up=1 then countup as given
up=1;
#5 ld=0;
for (int i=0; i<11; i++)
#5;

\$finish
endmodule