電路實驗報告

資工二甲

11127137 黄乙家

11127141 梁凱哲

- \ Verilog Code

FA.v

```
`timescale 1ns/1ns

module FA(a, b, c, cout, sum);

input a, b, c;
output cout, sum;

wire e1, e2, e3;

xor(e1, a, b);
and(e2, a, b);
and(e3, e1, c);
or(cout, e2, e3);
xor(sum, e1, c);
endmodule
```

HA.v

```
`timescale 1ns/1ns

module HA(a, b, sum, cout);

input a, b;
output sum, cout;

xor(sum, a, b);

and(cout, a, b);

endmodule
```

RCA4.v

```
rimescale 1ns/1ns
module RCA4(a, b, cout, s);

input [3:0] a, b;
output [3:0] s;
output cout;

wire [3:0] c;

HA tha0(.a(a[0]), .b(b[0]), .sum(s[0]), .cout(c[0]));
FA tfa1(.a(a[1]), .b(b[1]), .c(c[0]), .sum(s[1]), .cout(c[1]));

FA tfa2(.a(a[2]), .b(b[2]), .c(c[1]), .sum(s[2]), .cout(c[2]));

FA tfa3(.a(a[3]), .b(b[3]), .c(c[2]), .sum(s[3]), .cout(c[3]));

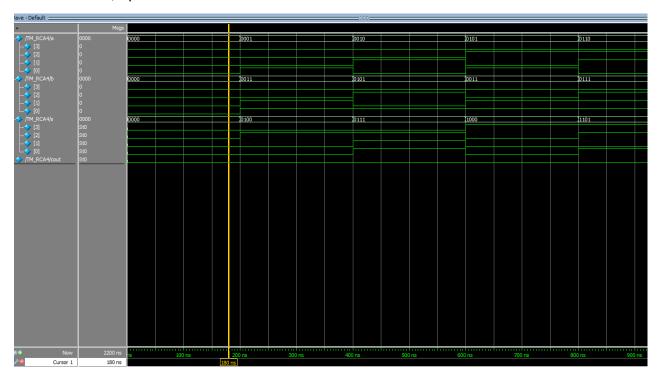
assign cout = c[3];
endmodule
```

$TM_RCA4.v$

```
`timescale 1ns/1ns
module TM_RCA4;
reg [3:0] a, b;
wire [3:0] s;
wire cout;
RCA4 U_RCA (.a(a), .b(b), .s(s), .cout(cout));
initial begin
  a = 4'd0;
  b = 4'd0;
   // #200
   // a = 4'd10; // 1010
   // b = 4'd5; // 0101
  #200
  a = 4'd1; // 0001
   b = 4'd3; // 0011
  #200
  a = 4'd2; // 0010
   b = 4'd5; // 0101
  #200
  a = 4'd5; // 0101
   b = 4'd3; // 0111
   #200
  a = 4'd6; // 0110
   b = 4'd7; // 0111
   #200
```

```
a = 4'd7;
   b = 4'd1;
  #200
  a = 4'd9;
  b = 4'd11;
  #200
  a = 4'd8;
  b = 4'd13;
  #200
  a = 4'd10;
  b = 4'd9;
  #200
  a = 4'd11;
  b = 4'd13;
  #200
  a = 4'd15;
  b = 4'd15;
  #200
  $stop;
end
endmodule
```

二、 結果



根據模擬結果,表格如下:

被力	被加(減)數 A				(減)數	В	末端進位	和			
A_3	A_2	A_1	A_0	B_3	B_2	B_1	B_0	C_4	S_3	S_2	S_1	S_0
0	0	0	1	0	0	1	1	0	0	1	0	0
0	0	1	0	0	1	0	1	0	0	1	1	1
0	1	0	1	0	0	1	1	0	1	0	0	0
0	1	1	0	0	1	1	1	0	1	1	0	1
0	1	1	1	0	0	0	1	0	1	0	0	0
1	0	0	1	1	0	1	1	1	0	1	0	0
1	0	0	0	1	1	0	1	1	0	1	0	1

1	0	1	0	1	0	0	1	1	0	0	1	1
1	0	1	1	1	1	0	1	1	1	0	0	0
1	1	1	1	1	1	1	1	1	1	1	1	0

經數學計算後進行比對,結果正確。

三、 心得

黃乙家:做完這次實驗後我對 Verilog 這個硬體描述語言有了初步的了解,也學會如何使用 ModelSim 模擬四位元加法器。希望之後如果有需要自己開發電路時能夠順利解決問題與需求。

梁凱哲:這個實驗相比上周的二位元加法器複雜了不少,還是被之前寫 C 的思路影響導致修改嘞很多次還是有問題,完成這個實驗後更加了解 modelsim 的寫法,之後的實作會更加順利。