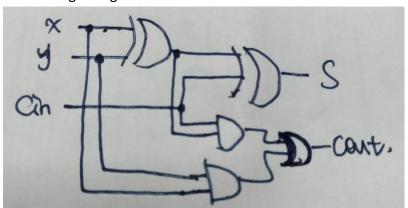
1. Full adder:

Logic equations:

$$s = x \oplus y \oplus cin \cdot cout = x \cdot y + y \cdot cin + x \cdot cin$$

• Related logic diagram:



verification:

```
module fulladder(
input a,
input b,
input cin,
output s,
output cout
);

assign s= a^b^cin;
assign cout = (a&b)|(b&cin)|(cin&a);

endmodule
```

```
module fulladder_t;
    reg a;
    reg b;
    reg cin;
    wire cout;
    wire s;
    fulladder uut(.a(a), .b(b), .cin(cin), .cout(cout), .s(s));
    initial begin
    a=0; b=0; cin=0;
    #100:
    #100 a=0; b=0; cin=1;
    #100 a=0; b=1; cin=0;
    #100 a=0; b=1; cin=1;
    #100 a=1; b=0; cin=0;
    #100 a=1; b=0; cin=1;
    #100 a=1; b=1; cin=0;
    #100 a=1; b=1; cin=1;
    end.
endmodule
```



2. Decimal adder:

```
module adder2(
                                 module adder2_t;
    input [3:0]A,
    input [3:0]B,
                                     reg [3:0]A;
    input cin,
                                     reg [3:0]B;
    output [3:0]S,
                                     reg cin;
                                     wire cout;
    output cout
                                     wire [3:0]S;
    );
                                     adder2 uut(.A(A), .B(B), .cin(cin), .cout(cout), .S(S));
reg [4:0]Z;
                                     initial begin
assign S = Z[3:0];
                                     A[3:0] = 4'b0000; B[3:0] = 4'b0000; cin = 1'b0;
assign cout = Z[4];
                                     #100 A[3:0] = 4'b1001; B[3:0] = 4'b1001; cin = 1'b0;
                                     #100 A[3:0] = 4'b1000; B[3:0] = 4'b0011; cin = 1'b0;
always @(A or B or cin)
                                     #100 A[3:0] = 4'b0100; B[3:0] = 4'b0101; cin = 1'b1;
begin
                                     end
    Z = A + B + cin;
                                 endmodule
    if(Z>9)
    begin
        Z = Z + 6;
                                  測試值:9+9=18
    end.
                                            8+3=11
end
                                            4+5+1(cin) = 10
```

