

```
timescale 1ns / 1ps
     module dmem_testbench();
     logic [5:0] a;
                         // 6 bit input
     logic [31:0] rd;
                         // 32 bit output
                         // clock
     logic clk;
     imem instantiated_imem(a, rd);
         // setup initial values
11
       initial begin
12
         clk = 0;
                     // set clock to 0
13
         // since we are only going to implement a lookup table the
         // output are hardcoded in the memfile. The 32 bit output are
         // written in hex values.
17
         // In order to output properly in vivado, I used a for loop to avoid
         // repeteated lines of code. This for loop would iterate through all
         // possible 6 bit combinations or 0 - 63 in decimal
         for(a = 0; a < 63; a = a + 1)begin
21
             #2;
                     // wait for 1 clock cycle before checking next value
         end
       end
         // clock simulator
         // Simulate clock, 2ticks for clock cycle
         // hence 2ns each clock cycle
         always begin
             #1 clk = ~clk;
         end
     endmodule
```

1c.

Name	1	/alue	0.000 ns	1.000 ns	2.000 ns	3.000 ns 4	.000 ns	5.000 ns	6.000	ns 7.0	00 ns	8.000 ns	9.000 ns	10.000 ns	11.000 ns	
> W a[5:0]	00)	00		01		02		X	03		04		05		
> W rd[31:0]	00	000000	0000	0000	00000002		00000004			00000006		00000008		0000000a		
¹ ⊌ clk	0															
Name	Value	106.000	0 ns 107.000 n	s 108.000 ns 1	09.000 ns 110	.000 ns 111.000 ns	112.000 ns	113.000 ns	14.000 ns	115.000 ns	116.000 ns	117.000 ns	118.000 ns 119.00	0 ns 120.000	ns 121.000 ns 1	
> ¥ a[5:0]	00	.	35	36		37	38		3	39		3a	3Ъ	····	3c	
> W rd[31:0]	00000000	:X	0000006a	000000	6c	0000006e	00001	00000070		00000072		00074	00000076	X	00000078	

```
`timescale 1ns / 1ps
module aludec_testbench();
logic [5:0] funct;
                        // 6 bit funct code
logic [1:0] aluop; // 1 bit aluop code logic [2:0] alucontrol; // 3 bit output of alu
logic clk;
                    // clock
aludec instantiated_aludec(funct, aluop, alucontrol);
   // setup initial values
  initial begin
                // set clock to 0
   clk = 0;
    // The aludec module will always read both values of funct and aluop
    // However, it will always check first the value of aluop.
    // If unsatisfied from the conditionals it would check the funct code.
    // Specific outputs for the alucontrol are given for every condition
    // Case 1: aluop: 00 -> valid output immediately to alucontrol 010
    funct = 'b100000; aluop = 'b00; #2;
    // wait for 1 clock cycle
    // Case 2: aluop: 00 \rightarrow valid output immediately to alucontrol 010
    funct = 'b100010; aluop = 'b00; #2;
    // wait for 1 clock cycle
    // Case 3: aluop: 11 -> invalid aluop check funct code: 100010 -> valid, output immediately alucontrol 110
    funct = 'b100010; aluop = 'b11; #2;
    // wait for 1 clock cycle
    // Case 4: aluop: 10 -> invalid aluop check funct code: 100000 -> valid, output immediately alucontrol 010
    funct = 'b100000; aluop = 'b10; #2;
    // wait for 1 clock cycle
    // Case 5: aluop: 10 -> invalid aluop check funct code: 100100 -> valid, output immediately alucontrol 000
    funct = 'b100100; aluop = 'b10; #2;
  end
    // clock simulator
    // Simulate clock, 2ticks for clock cycle
    // hence 2ns each clock cycle
    always begin
        #1 clk = ~clk;
    end
endmodule
```

2b.



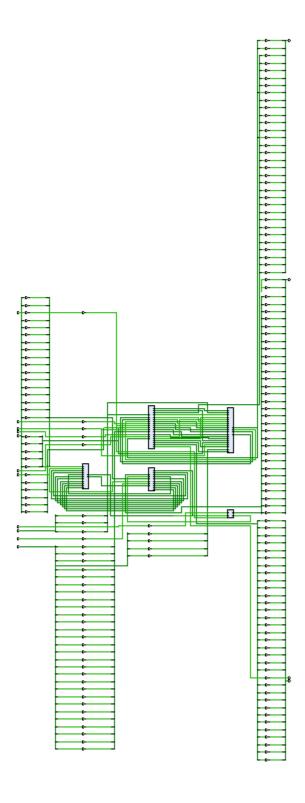


Figure 1. Wide Shot of the schematic generated by Vivado

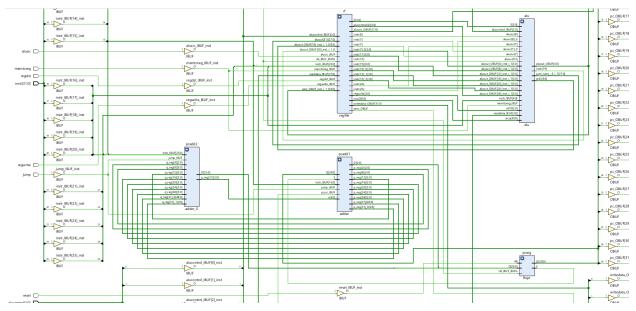


Figure 2. Close up shot on the modules used. Schematic generated using Vivado

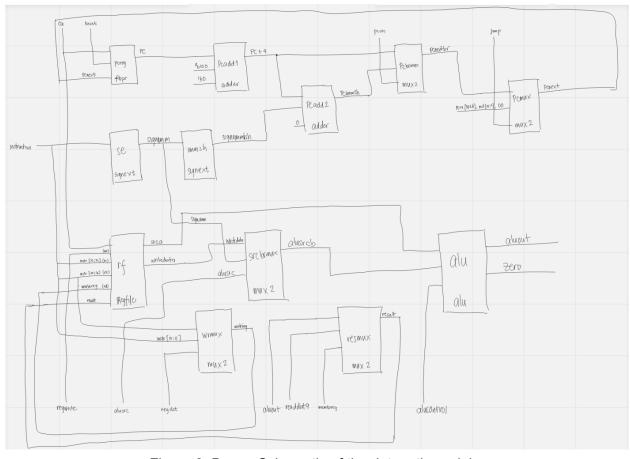


Figure 3. Drawn Schematic of the datapath module