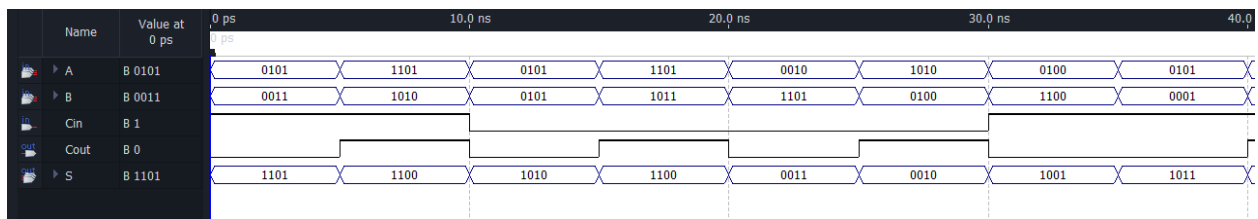


## Mô hình cấu trúc

```
1 module full_adder (input A, B, Cin, output S, Cout);
2   wire w0, w1, w2;
3   xor(w0, A, B);
4   and(w1, A, B);
5   xor(S, w0, Cin);
6   and(w2, w0, Cin);
7   or(Cout, w1, w2);
8 endmodule
```

```
1 module full_adder_4bit_0(A, B, Cin, S, Cout);
2   input [3:0] A, B;
3   input Cin;
4   output [3:0] S;
5   output Cout;
6   wire w0, w1, w2;
7
8   full_adder (A[0], B[0], Cin, S[0], w0);
9   full_adder (A[1], B[1], w0, S[1], w1);
10  full_adder (A[2], B[2], w1, S[2], w2);
11  full_adder (A[3], B[3], w2, S[3], Cout);
12
13 endmodule
```

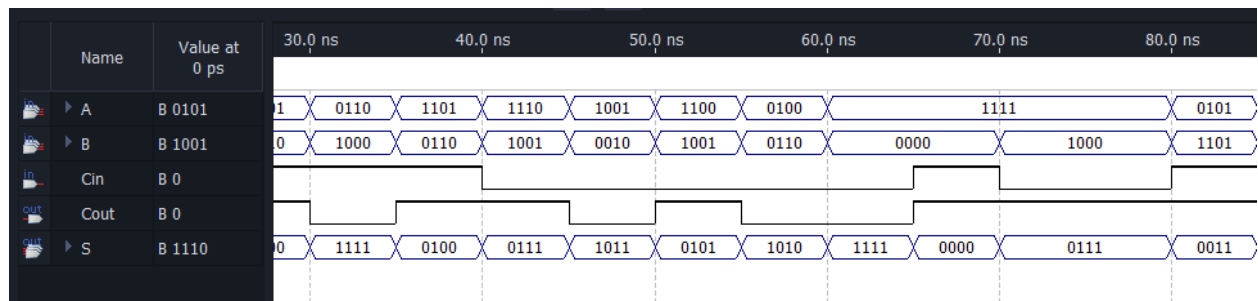


## Mô hình hành vi gắn liền tục

```

1  module full_adder_4bit_1 (A, B, Cin, S, Cout);
2  input [3:0] A, B;
3  input Cin;
4  output [3:0] S;
5  output Cout;
6
7  assign {Cout, S} = A + B + Cin;
8  endmodule

```



Mô hình hành vi gắn quy trình

```

1  module full_adder_4bit_2(A, B, Cin, S, Cout);
2  input [3:0] A, B;
3  input Cin;
4  output reg [3:0] S;
5  output reg Cout;
6
7  always @(*)
8  begin
9      {Cout, S} <= A + B + Cin;
10 end
11 endmodule

```

