Mô hình cấu trúc

```
module full_adder (input A, B, Cin, output S, Cout);
wire w0, w1, w2;
xor(w0, A, B);
and(w1, A, B);
xor(S, w0, Cin);
and(w2, w0, Cin);
or(Cout, w1, w2);
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);
     full adder (A[2], A[2], w1, S[2], w2);
10
11
     full adder (A[3], A[3], w2, S[3], Cout);
12
13
     endmodule
```

	Name	Value at	0 ps 10.		.0 ns 20.0		ns 30.(0 ns 40.0	
		0 ps	o ps							
		B 0101	0101	1101	0101	1101	0010	1010	0100	0101
	▶ B	B 0011	0011	1010	0101	1011	1101	0100	1100	0001
in_	Cin	B 1								
out	Cout	B 0								
944		B 1101	1101	1100	1010	1100	0011	0010	1001	1011

Mô hình hành vi gán liên tục

```
module full_adder_4bit_1 (A, B, Cin, S, Cout);
input [3:0] A, B;
input Cin;
output [3:0] S;
output Cout;

assign {Cout, S} = A + B + Cin;
endmodule
```

	Name	Value at 0 ps	30.0 ns 40.	0 ns 50.0 ns	60.0 ns	70.0 ns	80.0 ns
*	▶ A	B 0101	1 0110 1101	1110 1001 1100	0100	1111	0101
	▶ B	B 1001	0 1000 0110	1001 0010 1001	0110 0000	1000	1101
in_	Cin	B 0					
out	Cout	B 0					
***	▶ s	B 1110	0 1111 0100	0111 1011 0101	1010 1111	0000 0111	0011

Mô hình hành vi gán quy trình

```
module full adder 4bit 2(A, B, Cin, S, Cout);
 2
     input [3:0] A, B;
 3
     input Cin;
     output reg [3:0] S;
 5
     output reg Cout;
 6
7
     always @(*)
8
        begin
    9
            \{Cout, S\} \ll A + B + Cin;
10
        end
11
     endmodule
```

