

### Basic logic gates code:

```
module allgates(A, B, not1, or2, and3, nor4, nand5, xor6, xnor7);
    input A;
    input B;
    output not1;
    output or2;
    output and3;
    output nor4;
    output nand5;
    output xor6;
    output xnor7;

    reg not1;
    reg or2;
    reg and3;
    reg nor4;
    reg nand5;
    reg xor6;
    reg xnor7;

    always@(A or B)
    begin
        not1 = ~ A;
        or2 = A | B;
        and3 = A & B;
        nor4 = ~ (A | B);
        nand5 = ~ (A & B);
        xor6 = (A ^ B);
        xnor7 = ~ (A ^ B);
    end

endmodule
```

#### 8\*1 mux code:

```
module mux(d, sel, z);  
    input [8:0] d;  
    input [2:0] sel;  
    output z;  
  
    reg z ;  
    always @( d or sel)  
    begin  
        case(sel)  
            3'b000 : z=d[0];  
            3'b001 : z=d[1];  
            3'b010 : z=d[2];  
            3'b011 : z=d[3];  
            3'b100 : z=d[4];  
            3'b101 : z=d[5];  
            3'b110 : z=d[6];  
            3'b111 : z=d[7];  
        endcase  
    end  
endmodule
```