

課題8-5(1)

真理値表

x_1	x_2	x_3	z
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	1
1	0	1	1
1	1	0	1
1	1	1	1

プログラム

circuit.v

```
module circuit (  
    input x1, x2, x3,  
    output z  
);  
wire w1;  
and a(w1,x3,x2);  
or(z,x1,w1);  
endmodule
```

main.v

```
`timescale 1ns/1ns  
module circuit_test;  
    reg x1, x2, x3;  
    wire z;  
    circuit f(x1,x2,x3,z);  
    initial begin  
        x1 = 0; x2 = 0; x3 = 0;  
        $dumpfile("main.vcd");  
        $dumpvars(0, circuit_test);  
        $monitor("x1=%b x2=%b x3=%b z=%b", x1, x2, x3, z);  
  
        // Test cases  
        #10;    x1 = 0; x2 = 0; x3 = 0;  
        #10;    x1 = 0; x2 = 0; x3 = 1;  
        #10;    x1 = 0; x2 = 1; x3 = 0;  
        #10;    x1 = 0; x2 = 1; x3 = 1;  
        #10;    x1 = 1; x2 = 0; x3 = 0;
```

```

        #10;      x1 = 1; x2 = 0; x3 = 1;
        #10;      x1 = 1; x2 = 1; x3 = 0;
        #10;      x1 = 1; x2 = 1; x3 = 1;

        $finish;
    end
endmodule

```

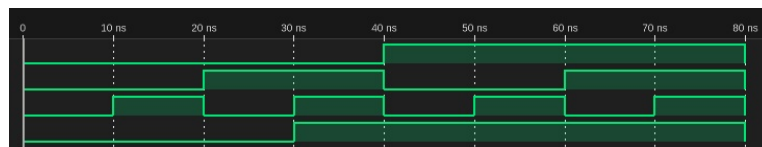
実行結果

```

x1=0 x2=0 x3=0 z=0
x1=0 x2=0 x3=1 z=0
x1=0 x2=1 x3=0 z=0
x1=0 x2=1 x3=1 z=1
x1=1 x2=0 x3=0 z=1
x1=1 x2=0 x3=1 z=1
x1=1 x2=1 x3=0 z=1
x1=1 x2=1 x3=1 z=1

```

波形



シミュレーション波形

課題8-5(2)

真理値表

x_1	x_2	z
0	0	0
0	1	1
1	0	1
1	1	0

プログラム

circuit.v

```
module circuit (  
    input x1, x2,  
    output z  
);  
  
wire w1, w2, w3, w4, w5;  
not not1(w1,x1);  
not not2(w2,x2);  
or or1(w3,w1,w2);  
and and1(w4,x1,w3);  
and and2(w5,x2,w3);  
or or2(z,w4,w5);  
endmodule
```

main.v

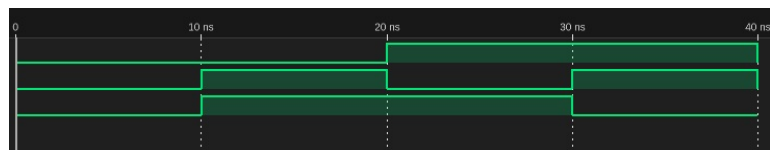
```
`timescale 1ns/1ns  
module circuit_test;  
    reg x1, x2;  
    wire z;  
    circuit f(x1,x2,z);  
    initial begin  
        x1 = 0; x2 = 0;  
        $dumpfile("main.vcd");  
        $dumpvars(0, circuit_test);  
        $monitor("x1=%b x2=%b z=%b", x1, x2, z);  
  
        // Test cases  
        #10;    x1 = 0; x2 = 0;  
        #10;    x1 = 0; x2 = 1;  
        #10;    x1 = 1; x2 = 0;  
        #10;    x1 = 1; x2 = 1;  
    end  
endmodule
```

```
        $finish;  
    end  
endmodule
```

実行結果

```
x1=0 x2=0 z=0  
x1=0 x2=1 z=1  
x1=1 x2=0 z=1  
x1=1 x2=1 z=0
```

波形



シミュレーション波形