33

endmodule

```
/*-----
 1
 2
    Name Lamin Jammeh
     CLass: EE417 Summer 2024
 3
 4
    Lesson 11 HW Question 2
    Group: Ron Kalin/ Lamin Jammeh
     Project Description: This is a RAM module where write takes priority when a read_or_write
 6
    signal is high
7
     ----*/
 8
9
    module RAM #(parameter memory_height = 8,
10
                  parameter data_width = 4)
11
12
                  input
                                                                          //one clock for read
                                                        clock,
     and write
                                                       reset, //crears memor, address, //address line read_or_write, //enables read or write //input data port
13
                 input
                                [memory_height -1:0]
14
                 input
                 input
15
                                [data_width -1:0]
[data_width -1:0]
16
                                                       data_in,
                                                                         //input data port
                 input
17
                 output reg
                                                        data_out
                                                                         //output data port
18
                 );
19
20
     //internal register
             [data_width -1:0] memory [memory_height -1:0];
                                                                         // temp register to
21
     store memory data
22
     integer k;
23
24
     //Transition logic
25
     always @(posedge clock)
26
        if (reset)
           for (k = 0; k < memory\_height; k = k+1)
27
28
              memory[k] <= 4'b0000;
                                                 //all address lines in memory are cleared @
     reset high
29
       else if (read_or_write)
             memory[address] <= data_in; //priority to write if we recieve both read and</pre>
30
    write signal at the same time else if (~read_or_write)
31
32
              data_out <= memory[address]; // when read_or_write is low data_out=requested</pre>
     address line
```