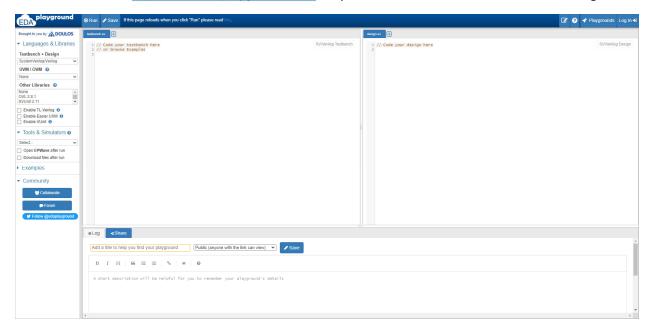
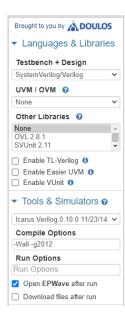
1. Access the URL <a href="https://www.edaplayground.com/">https://www.edaplayground.com/</a> via your browser. You should see the following:



- 2. Register for an account if you have not done so by clicking 'Log in' at the upper right corner. Otherwise, login using your registered account.
- 3. In the left panel:
  - Select "System Verilog/Verilog" under **Testbench + Design**.
  - Select "None" under UVM / OVM.
  - Select "None" under **Other Libraries** and leave the subsequent options unchecked.
  - Select "Icarus Verilog 0.10.0" under **Tools & Simulators**. You can also explore the other free simulators available.
  - Tick the box "Open EPWave after run".



4. Type in your Verilog design in the **SV/Verilog Design** panel (right panel). I have used the example of a half adder.

```
design.sv
         (#)
                                                                                          SV/Verilog Design
    module half_adder (
        input wire a, b,
  2
        output wire sum, carry
 3
 4);
  5
        assign sum = a \wedge b;
 6
        assign carry = a & b;
 8
 9 endmodule
 10
```

5. Type in your Verilog tesbench in the **SV/Verilog Testbench** panel (left panel).

Add a second initial block to your testbench file with the following system calls:

```
initial begin
    $dumpfile("dump.vcd");
    $dumpvars(1);
end
```

This will allow you to generate the waveform files in EPWave.

```
testbench.sv
                                                                              SV/Verilog Testbench
  1 // half_adder_tb.v
  3 `timescale 1 ns/10 ps // time-unit = 1 ns, precision = 10 ps
  5 module half_adder_tb;
         reg a, b;
         wire sum, carry;
         // duration for each bit = 20 * timescale = 20 * 1 ns = 20ns localparam period = 20;
 half\_adder \; \verb"UUT" \; (.a(a), \; .b(b), \; .sum(sum), \; .carry(carry)); \\
         initial // initial block executes only once
             begin
                  // values for a and b
                  a = 0;
b = 0:
                  #period; // wait for period
                  a = 0;
                  #period;
                  a = 1;
b = 0;
                  #period;
                  a = 1;
b = 1:
                  #period;
              end
       initial
                 $dumpfile("dump.vcd");
                 $dumpvars(1);
             end
 41 endmodule
 42
```

6. Click the **Run** button at the top of the window. You should see the following waveform.

