

3x8 Decoder:

Source code:-

```
1  module dc_3x8(  
2  input [2:0] i,  
3  output [7:0] y  
4  );  
5  
6  assign y[0] = ~i[0] & ~i[1] & ~i[2];  
7  assign y[1] = i[0] & ~i[1] & ~i[2];  
8  assign y[2] = ~i[0] & i[1] & ~i[2];  
9  assign y[3] = i[0] & i[1] & ~i[2];  
10 assign y[4] = ~i[0] & ~i[1] & i[2];  
11 assign y[5] = i[0] & ~i[1] & i[2];  
12 assign y[6] = ~i[0] & i[1] & i[2];  
13 assign y[7] = i[0] & i[1] & i[2];  
14 |  
15 endmodule
```

Testbench:-

```

1 `timescale 1ns/1ps
2 `include "dc_3x8.v"
3
4 module tb_dc3x8;
5
6 reg [2:0] i;
7 wire [7:0] y;
8
9 dc_3x8 DUT(
10 .i(i),
11 .y(y)
12 );
13
14 initial begin
15     $dumpfile("dc3x8.vcd");
16     $dumpvars(0,tb_dc3x8);
17 end
18
19 initial begin
20     $monitor("Time=%g i=%b | y=%b",$time,i,y);|
21     i=3'b000; #10;
22     i=3'b001; #10;
23     i=3'b010; #10;
24     i=3'b011; #10;
25     i=3'b100; #10;
26     i=3'b101; #10;
27     i=3'b110; #10;
28     i=3'b111; #10;
29     $finish;
30 end
31 endmodule

```

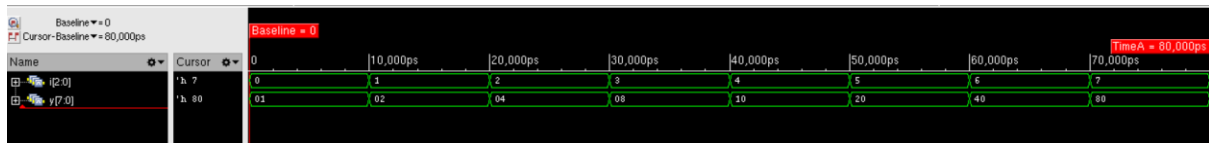
Output:-

```

Time=0 i=000 | y=00000001
Time=10 i=001 | y=00000010
Time=20 i=010 | y=00000100
Time=30 i=011 | y=00001000
Time=40 i=100 | y=00010000
Time=50 i=101 | y=00100000
Time=60 i=110 | y=01000000
Time=70 i=111 | y=10000000
Simulation complete via $finish(1) at time 80 NS + 0
./tb_dc3x8.sv:29      $finish;

```

Waveform:



Schematic:-

