

第七次實驗報告

題目:7-1~7-6

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一、7-1

(1)實驗程式碼:

```
module labseven1(KEY,SW,LEDR,HEX5,HEX4,HEX3,HEX2,HEX1,HEX0);
    input [1:0]KEY;
    input [8:0]SW;
    output [8:0]LEDR;
    output [6:0]HEX0;
    output [6:0]HEX1;
    output [6:0]HEX2;
    output [6:0]HEX3;
    output [6:0]HEX4;
    output [6:0]HEX5;
    reg [7:0] a;
    reg [7:0] b;
    wire [7:0]c;
    wire [7:0]s;

    always @(negedge KEY[1],negedge KEY[0]) begin
        if (KEY[0]==0) begin
            a<=0;
            b<=0;
        end

        else begin
            if(SW[8]==1) begin
                b<=SW[7:0];
            end
            else begin
                a<=SW[7:0];
            end
        end
    end

    hexto7segment s1(a[7:4],HEX5);
    hexto7segment s2(a[3:0],HEX4);
    hexto7segment s3(b[7:4],HEX3);
    hexto7segment s4(b[3:0],HEX2);
end
```

```

    full_adder f1(a[0], b[0], 0, c[0], s[0]);
    full_adder f2(a[1], b[1], c[0], c[1], s[1]);
    full_adder f3(a[2], b[2], c[1], c[2], s[2]);
    full_adder f4(a[3], b[3], c[2], c[3], s[3]);
    full_adder f5(a[4], b[4], c[3], c[4], s[4]);
    full_adder f6(a[5], b[5], c[4], c[5], s[5]);
    full_adder f7(a[6], b[6], c[5], c[6], s[6]);
    full_adder f8(a[7], b[7], c[6], c[7], s[7]);

    assign LEDR[7:0]=s[7:0];
    assign LEDR[8]=c[7]^c[6];
    hexto7segment s5(s[7:4],HEX1);
    hexto7segment s6(s[3:0],HEX0);

endmodule

module full_adder(a,b,cin,cout,sout);
input a;
input b;
input cin;
output cout;
output sout;
wire C1, C2, S1;

process(a,b,C1,S1);
process(S1,cin,C2,sout);
assign cout=C1 | C2;

endmodule

module process(x,y,C,S);
input x,y;
output C, S;

assign C=(x&y);
assign S=(~x&y) | (x&~y);

endmodule

```

```

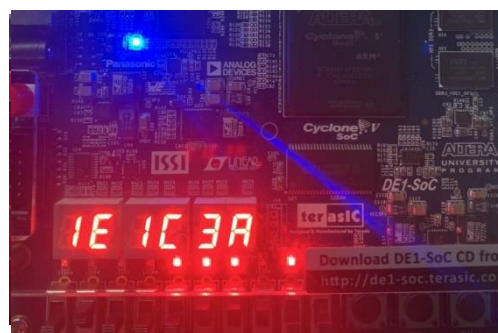
module hexto7segment (
    input [3:0] iDIG,
    output reg [6:0] oSEG
);

always@(iDIG) begin
    case(iDIG)
        4'h1: oSEG = 7'b1111001;
        4'h2: oSEG = 7'b0100100; // ---t---
        4'h3: oSEG = 7'b0110000; // lt      rt
        4'h4: oSEG = 7'b0011001; // |      |
        4'h5: oSEG = 7'b0010010; // ---m---
        4'h6: oSEG = 7'b0000010; // |      |
        4'h7: oSEG = 7'b1111000; // lb      rb
        4'h8: oSEG = 7'b0000000; // |      |
        4'h9: oSEG = 7'b0011000; // ---b---
        4'ha: oSEG = 7'b0001000;
        4'hb: oSEG = 7'b0000011;
        4'hc: oSEG = 7'b1000110;
        4'hd: oSEG = 7'b0100001;
        4'he: oSEG = 7'b0000110;
        4'hf: oSEG = 7'b0001110;
        4'h0: oSEG = 7'b1000000;
    endcase
end

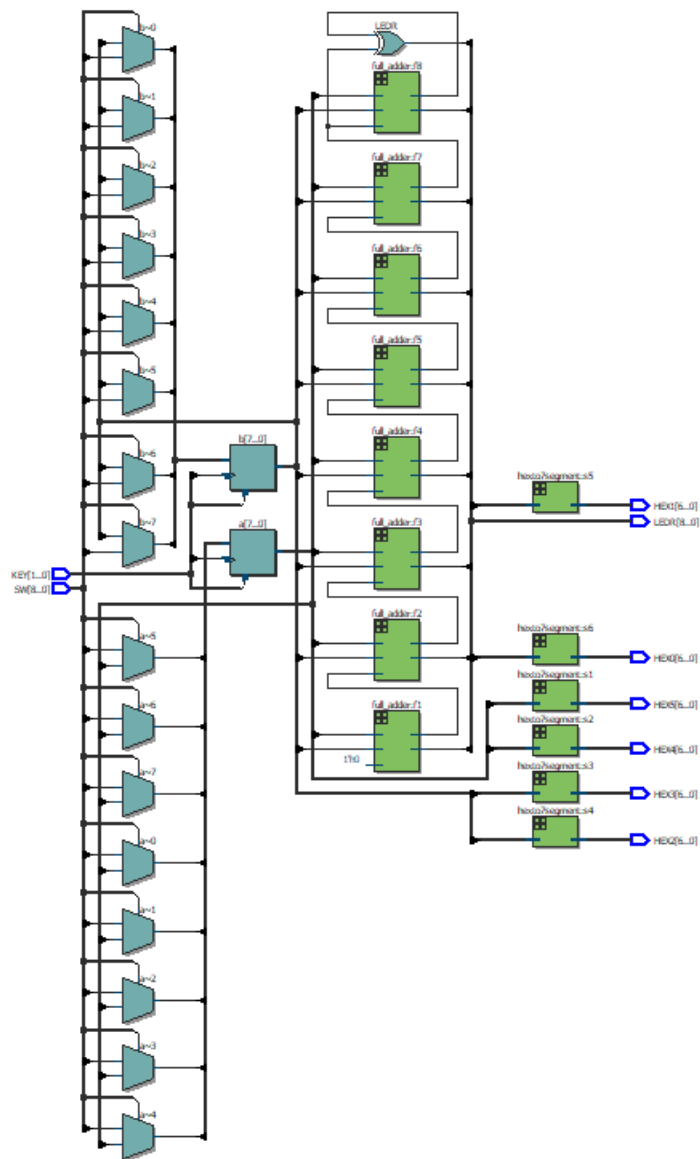
endmodule

```

(2)實驗結果:



(3)RTL 布局:



(4)問題與討論:

這個 part 算是這次 lab 最不複雜的部份，主要是沿用上次的加法器並加長到 8 bit 長度，然後搭配 KEY 呈現 reset 跟設定 A、B 值的功能。

二、7-2

(1)實驗程式碼:

```
module labseven2(KEY,SW,LEDR,HEX5,HEX4,HEX3,HEX2,HEX1,HEX0);
    input [1:0]KEY;
    input [9:0]SW;
    output [8:0]LEDR;
    output [6:0]HEX0;
    output [6:0]HEX1;
    output [6:0]HEX2;
    output [6:0]HEX3;
    output [6:0]HEX4;
    output [6:0]HEX5;
    reg [7:0] a;
    reg [7:0] b;
    wire [7:0]c;
    wire [7:0]s;

    always @(negedge KEY[1],negedge KEY[0]) begin
        if (KEY[0]==0) begin
            a<=0;
            b<=0;
        end

        else begin
            if(SW[9]==0) begin
                if(SW[8]==1) begin
                    b<=SW[7:0];
                end
                else begin
                    a<=SW[7:0];
                end
            end
            else begin
                if(SW[8]==0)begin
                    a<=SW[7:0];
                end
                else begin
```

```

        b[7]=~SW[7];
        b[6]=~SW[6];
        b[5]=~SW[5];
        b[4]=~SW[4];
        b[3]=~SW[3];
        b[2]=~SW[2];
        b[1]=~SW[1];
        b[0]=~SW[0];
        b<=b+1;
    end
end
end
end

```

```

hexto7segment s1(a[7:4],HEX5);
hexto7segment s2(a[3:0],HEX4);
hexto7segment s3(b[7:4],HEX3);
hexto7segment s4(b[3:0],HEX2);
full_adder f1(a[0], b[0], 0, c[0], s[0]);
full_adder f2(a[1], b[1], c[0], c[1], s[1]);
full_adder f3(a[2], b[2], c[1], c[2], s[2]);
full_adder f4(a[3], b[3], c[2], c[3], s[3]);
full_adder f5(a[4], b[4], c[3], c[4], s[4]);
full_adder f6(a[5], b[5], c[4], c[5], s[5]);
full_adder f7(a[6], b[6], c[5], c[6], s[6]);
full_adder f8(a[7], b[7], c[6], c[7], s[7]);

```

```

assign LEDR[7:0]=s[7:0];
assign LEDR[8]=c[7];
hexto7segment s5(s[7:4],HEX1);
hexto7segment s6(s[3:0],HEX0);

```

```
endmodule
```

```

module full_adder(a,b,cin,cout,sout);
input a;
input b;
input cin;

```

```

output cout;
output sout;
wire C1, C2, S1;

```

```

process(a,b,C1,S1);
process(S1,cin,C2,sout);
assign cout=C1|C2;

```

```

endmodule

```

```

module process(x,y,C,S);
input x,y;
output C, S;

```

```

assign C=(x&y);
assign S=(~x&y)|(x&~y);

```

```

endmodule

```

```

module hexto7segment (
    input [3:0] iDIG,
    output reg [6:0] oSEG
);

```

```

always@(iDIG) begin

```

```

    case(iDIG)

```

```

        4'h1: oSEG = 7'b1111001;

```

```

        4'h2: oSEG = 7'b0100100; // ---t----      4'h2: oSEG = 7'b0100100; // |

```

```

|

```

```

        4'h3: oSEG = 7'b0110000; // lt      rt

```

```

        4'h4: oSEG = 7'b0011001; // |      |

```

```

        4'h5: oSEG = 7'b0010010; // ---m----

```

```

        4'h6: oSEG = 7'b0000010; // |      |

```

```

        4'h7: oSEG = 7'b1111000; // lb      rb

```

```

        4'h8: oSEG = 7'b0000000; // |      |

```

```

        4'h9: oSEG = 7'b0011000; // ---b----

```

```

        4'ha: oSEG = 7'b0001000;

```



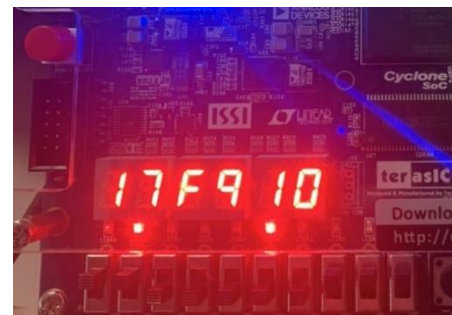
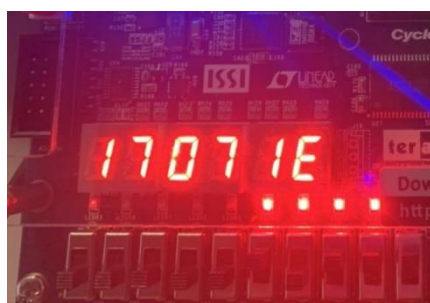
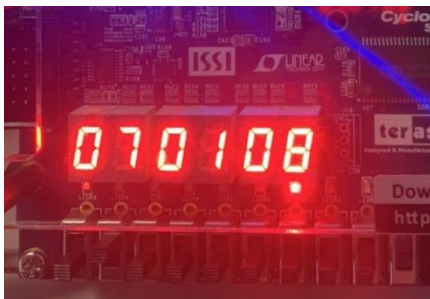
```

4'hb: oSEG = 7'b0000011;
4'hc: oSEG = 7'b1000110;
4'hd: oSEG = 7'b0100001;
4'he: oSEG = 7'b0000110;
4'hf: oSEG = 7'b0001110;
4'h0: oSEG = 7'b1000000;
endcase
end

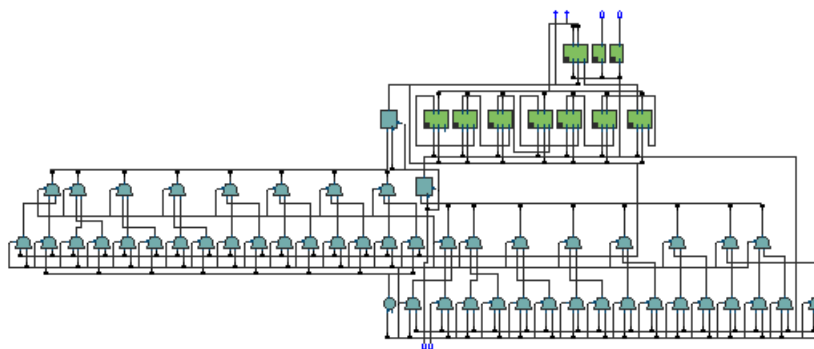
endmodule

```

(2)實驗結果:



(3) RTL 布局



(4) 問題與討論

整體跟第一 **part** 一樣，但當 $SW[9]=1$ 時，將 **B** 的值設定成其補數加上 1，最後再與 **A** 相加，完成減法的操作。

三、7-3

(1) 實驗程式碼:

主程式:

```
module labseven3(KEY,SW,LEDR,HEX5,HEX4,HEX3,HEX2,HEX1,HEX0);
    input [1:0]KEY;
    input [8:0]SW;
    output [8:0]LEDR;
    output [6:0]HEX0;
    output [6:0]HEX1;
    output [6:0]HEX2;
    output [6:0]HEX3;
    output [6:0]HEX4;
    output [6:0]HEX5;
    reg [7:0] a;
    reg [7:0] b;
    wire [0:0]c;
    wire [7:0]s;

    always @(negedge KEY[1],negedge KEY[0]) begin
        if (KEY[0]==0) begin
            a<=0;
            b<=0;
        end

        else begin
            if(SW[8]==1) begin
                b<=SW[7:0];
            end
            else begin
                a<=SW[7:0];
            end
        end
    end

    hexto7segment s1(a[7:4],HEX5);
    hexto7segment s2(a[3:0],HEX4);
    hexto7segment s3(b[7:4],HEX3);
```

```

hexto7segment s4(b[3:0],HEX2);
test(a[7:0],b[7:0],c,s[7:0]);

```

```

assign LEDR[7:0]=s[7:0];
assign LEDR[8]=c;
hexto7segment s5(s[7:4],HEX1);
hexto7segment s6(s[3:0],HEX0);

```

```

endmodule

```

```

module hexto7segment (
    input [3:0] iDIG,
    output reg [6:0] oSEG
);

```

```

always@(iDIG) begin

```

```

    case(iDIG)

```

```

        4'h1: oSEG = 7'b1111001;

```

```

        4'h2: oSEG = 7'b0100100; // ---t----      4'h2: oSEG = 7'b0100100; // |

```

```

|

```

```

        4'h3: oSEG = 7'b0110000; // lt      rt

```

```

        4'h4: oSEG = 7'b0011001; // |      |

```

```

        4'h5: oSEG = 7'b0010010; // ---m----

```

```

        4'h6: oSEG = 7'b0000010; // |      |

```

```

        4'h7: oSEG = 7'b1111000; // lb      rb

```

```

        4'h8: oSEG = 7'b0000000; // |      |

```

```

        4'h9: oSEG = 7'b0011000; // ---b----

```

```

        4'ha: oSEG = 7'b0001000;

```

```

        4'hb: oSEG = 7'b0000011;

```

```

        4'hc: oSEG = 7'b1000110;

```

```

        4'hdc: oSEG = 7'b0100001;

```

```

        4'he: oSEG = 7'b0000110;

```

```

        4'hf: oSEG = 7'b0001110;

```

```

        4'h0: oSEG = 7'b1000000;

```

```

    endcase

```

```

end

```

```
endmodule
```

MegaWizard:

```
module test (  
    dataa,  
    datab,  
    overflow,  
    result);  
  
    input    [7:0]  dataa;  
    input    [7:0]  datab;  
    output    overflow;  
    output    [7:0]  result;  
  
    wire  sub_wire0;  
    wire [7:0] sub_wire1;  
    wire  overflow = sub_wire0;  
    wire [7:0] result = sub_wire1[7:0];  
  
    lpm_add_sub LPM_ADD_SUB_component (  
        .dataa (dataa),  
        .datab (datab),  
        .overflow (sub_wire0),  
        .result (sub_wire1)  
        // synopsys translate_off  
        ,  
        .aclr (),  
        .add_sub (),  
        .cin (),  
        .clken (),  
        .clock (),  
        .cout ()  
        // synopsys translate_on  
    );  
  
    defparam  
        LPM_ADD_SUB_component.lpm_direction = "ADD",
```

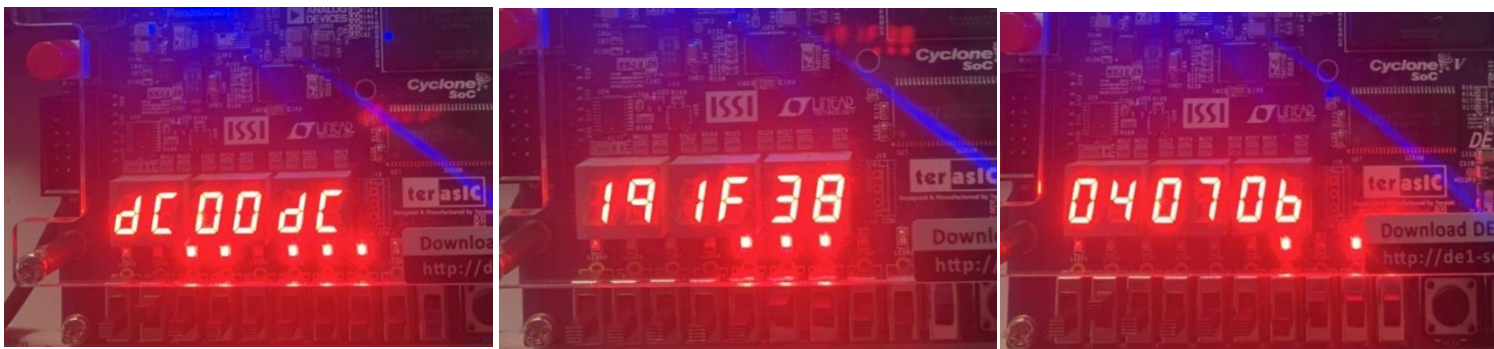
```

LPM_ADD_SUB_component.lpm_hint =
"ONE_INPUT_IS_CONSTANT=NO,CIN_USED=NO",
LPM_ADD_SUB_component.lpm_representation = "SIGNED",
LPM_ADD_SUB_component.lpm_type = "LPM_ADD_SUB",
LPM_ADD_SUB_component.lpm_width = 8;

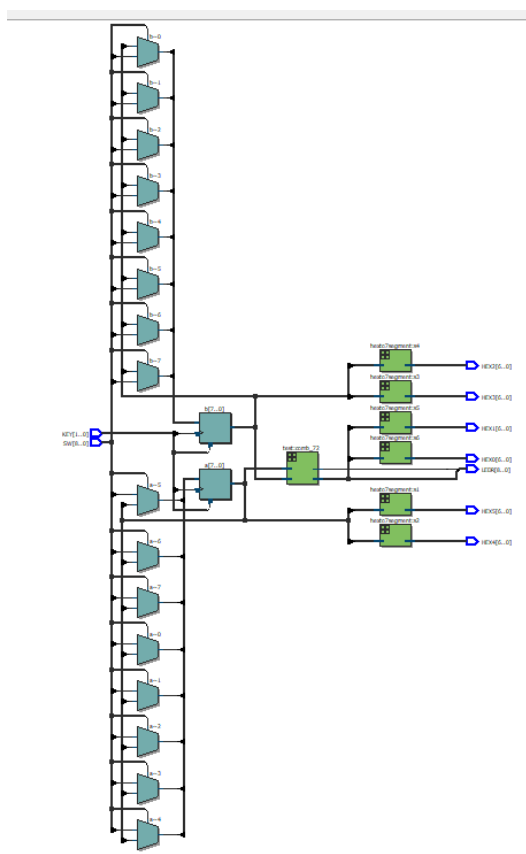
endmodule

```

(2)實驗結果:



(3)RTL 布局:



(4)問題與討論:

利用 MegaWizard 的 LPM adder 直接替代第一 part 的功能，完成兩個 8bit 的加法，另外，照講義上的做法也學會如何利用 chip planner 觀察其邏輯閘皆法。



四、7-4

(1)實驗程式碼:

```
module labseven4(SW,HEX5,HEX4,HEX1,HEX0);
    input [8:0]SW;
    output [6:0]HEX0;
    output [6:0]HEX1;

    output [6:0]HEX4;
    output [6:0]HEX5;

    wire [10:0]c;
    wire [7:0]s;
    wire [23:0]w;

    hexto7segment s1(SW[7:4],HEX5);
    hexto7segment s2(SW[3:0],HEX4);

    and(w[0],SW[0],SW[4]);
    and(w[1],SW[0],SW[5]);
    and(w[2],SW[1],SW[4]);
    and(w[3],SW[0],SW[6]);
    and(w[4],SW[1],SW[5]);
    and(w[5],SW[2],SW[4]);
    and(w[6],SW[0],SW[7]);
    and(w[7],SW[1],SW[6]);
    and(w[8],SW[2],SW[5]);
    and(w[9],SW[3],SW[4]);
    and(w[10],SW[1],SW[7]);
    and(w[11],SW[2],SW[6]);
    and(w[12],SW[3],SW[5]);
    and(w[13],SW[2],SW[7]);
    and(w[14],SW[3],SW[6]);
    and(w[15],SW[3],SW[7]);

    assign s[0]=w[0];
```



```

full_adder f2(w[1], w[2], 0, c[1], s[1]);

full_adder f3(w[3], w[4], c[1], c[2], w[16]);
full_adder f4(w[6], w[7], c[2], c[3], w[17]);
full_adder f5(0, w[10], c[3], w[18], w[19]);
full_adder f6(w[16], w[5], 0, c[4], s[2]);

full_adder f7(w[17], w[8], c[4], c[5], w[20]);
full_adder f8(w[19], w[11], c[5], c[6], w[21]);
full_adder f9(w[18], w[13], c[6], w[22], w[23]);
full_adder f10(w[20], w[9], 0, c[7], s[3]);

full_adder f11(w[21], w[12], c[7], c[8], s[4]);
full_adder f12(w[23], w[14], c[8], c[9], s[5]);
full_adder f13(w[22], w[15], c[9], s[7], s[6]);

hexto7segment s5(s[7:4],HEX1);
hexto7segment s6(s[3:0],HEX0);

endmodule

module full_adder(a,b,cin,cout,sout);
input a;
input b;
input cin;
output cout;
output sout;
wire C1, C2, S1;

process(a,b,C1,S1);
process(S1,cin,C2,sout);
assign cout=C1 | C2;

endmodule

module process(x,y,C,S);
input x,y;
output C, S;

```

```

assign C=(x&y);
assign S=(~x&y)|(x&~y);

```

```

endmodule

```

```

module hexto7segment (
    input [3:0] iDIG,
    output reg [6:0] oSEG
);

```

```

always@(iDIG) begin

```

```

    case(iDIG)

```

```

        4'h1: oSEG = 7'b1111001;

```

```

        4'h2: oSEG = 7'b0100100; // ---t----      4'h2: oSEG = 7'b0100100; // |

```

```

|

```

```

        4'h3: oSEG = 7'b0110000; // lt      rt

```

```

        4'h4: oSEG = 7'b0011001; // |      |

```

```

        4'h5: oSEG = 7'b0010010; // ---m----

```

```

        4'h6: oSEG = 7'b0000010; // |      |

```

```

        4'h7: oSEG = 7'b1111000; // lb      rb

```

```

        4'h8: oSEG = 7'b0000000; // |      |

```

```

        4'h9: oSEG = 7'b0011000; // ---b----

```

```

        4'ha: oSEG = 7'b0001000;

```

```

        4'hb: oSEG = 7'b0000011;

```

```

        4'hc: oSEG = 7'b1000110;

```

```

        4'hd: oSEG = 7'b0100001;

```

```

        4'he: oSEG = 7'b0000110;

```

```

        4'hf: oSEG = 7'b0001110;

```

```

        4'h0: oSEG = 7'b1000000;

```

```

    endcase

```

```

end

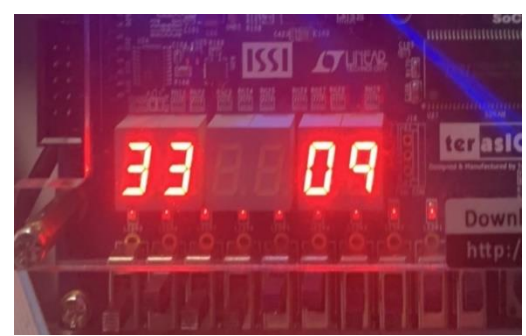
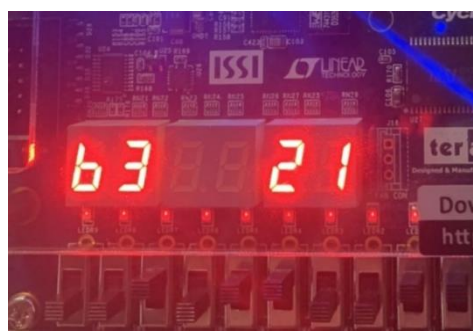
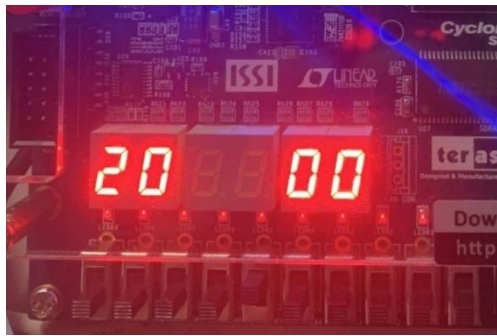
```

```

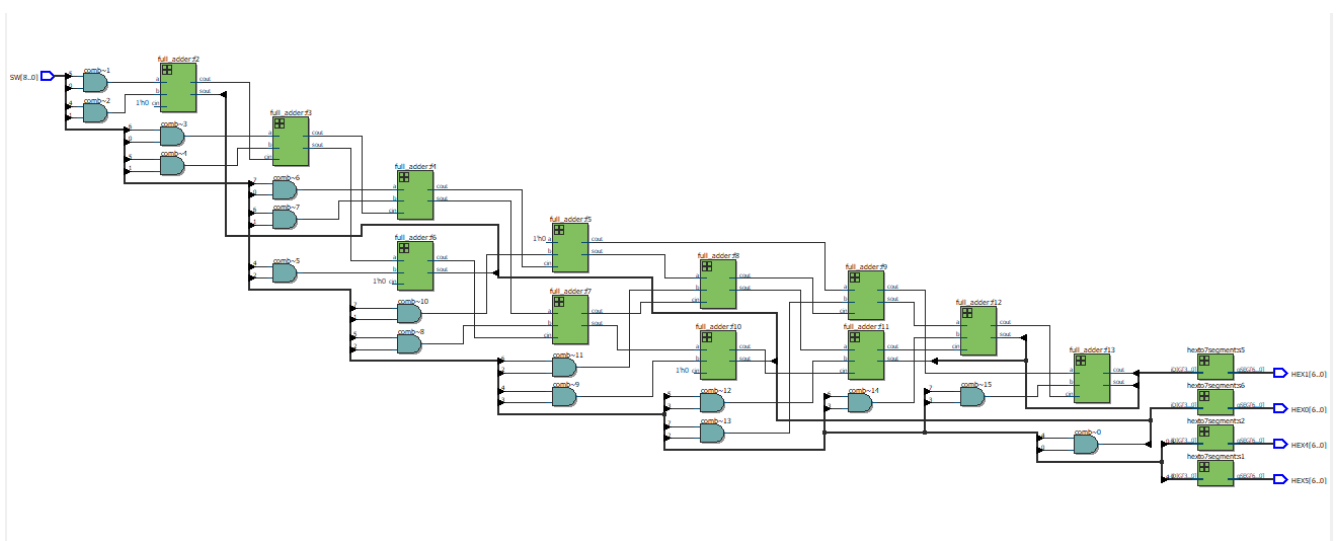
endmodule

```

(2)實驗結果:



(3)RTL 布局



(4)問題與討論:

本次 lab 最需要思考的部分，同時還要考慮到進位、overflow 等問題，原本是直接將各個 output 單獨處理，結果產生了許 bug，最後使用 and 先將各組和運算出，再由小至大循序處理各個 output 值。

五、7-5

(1)實驗程式碼:

```
module labseven5(SW,HEX5,HEX4,HEX3,HEX2,HEX1,HEX0);
    input [8:0]SW;
    output [6:0]HEX0;
    output [6:0]HEX1;
    output [6:0]HEX2;
    output [6:0]HEX3;
    output [6:0]HEX4;
    output [6:0]HEX5;
    reg [7:0]A,B,C;
    wire [15:0]ans;
    wire [7:0] w1,w2,w3,w4,w5,w6,w7,w8,w9;
    wire c1,c2,c3;
    always@ (SW[8]) begin
        if(SW[8]==1) begin
            A<=SW[7:0];
            C<=SW[7:0];
        end
        else begin
            B<=SW[7:0];
            C<=SW[7:0];
        end
    end
end

m4 mm1(A[3:0],B[3:0],w1[7:0]);
m4 mm2(A[3:0],B[7:4],w2[7:0]);
m4 mm3(A[7:4],B[3:0],w3[7:0]);
m4 mm4(A[7:4],B[7:4],w4[7:0]);

assign ans[3:0]=w1[3:0];

full_8 fff1(w2[7:0],w3[7:0],0,c1,w5[7:0]);
assign w6[3:0]=w1[7:4];
assign w6[7:4]={4'b0000};
full_8 fff2(w6[7:0],w5[7:0],0,c2,w7[7:0]);
assign ans[7:4]=w7[3:0];
```

```

assign w8[3:0]=w7[7:4];
assign w8[7:5]={3'b0000};
assign w8[4]=c1;
full_8 fff3(w8[7:0],w4[7:0],0,c3,w9[7:0]);
assign ans[15:8]=w9[7:0];

hexto7segment s1(C[7:4],HEX5);
hexto7segment s2(C[3:0],HEX4);
hexto7segment s3(ans[15:12],HEX3);
hexto7segment s4(ans[11:8],HEX2);
hexto7segment s5(ans[7:4],HEX1);
hexto7segment s6(ans[3:0],HEX0);

endmodule

module m4(a,b,s);
  input [3:0]a;
  input [3:0]b;
  output [7:0]s;
  wire [10:0] c;
  wire [23:0]w;
  and(w[0],a[0],b[0]);
  and(w[1],a[0],b[1]);
  and(w[2],a[1],b[0]);
  and(w[3],a[0],b[2]);
  and(w[4],a[1],b[1]);
  and(w[5],a[2],b[0]);
  and(w[6],a[0],b[3]);
  and(w[7],a[1],b[2]);
  and(w[8],a[2],b[1]);
  and(w[9],a[3],b[0]);
  and(w[10],a[1],b[3]);
  and(w[11],a[2],b[2]);
  and(w[12],a[3],b[1]);
  and(w[13],a[2],b[3]);
  and(w[14],a[3],b[2]);
  and(w[15],a[3],b[3]);

```

```

assign s[0]=w[0];

full_adder f2(w[1], w[2], 0, c[1], s[1]);

full_adder f3(w[3], w[4], c[1], c[2], w[16]);
full_adder f4(w[6], w[7], c[2], c[3], w[17]);
full_adder f5(0, w[10], c[3], w[18], w[19]);
full_adder f6(w[16], w[5], 0, c[4], s[2]);

full_adder f7(w[17], w[8], c[4], c[5], w[20]);
full_adder f8(w[19], w[11], c[5], c[6], w[21]);
full_adder f9(w[18], w[13], c[6], w[22], w[23]);
full_adder f10(w[20], w[9], 0, c[7], s[3]);

full_adder f11(w[21], w[12], c[7], c[8], s[4]);
full_adder f12(w[23], w[14], c[8], c[9], s[5]);
full_adder f13(w[22], w[15], c[9], s[7], s[6]);
endmodule

```

```

module full_adder(a,b,cin,cout,sout);
input a;
input b;
input cin;
output cout;
output sout;
wire C1, C2, S1;

```

```

process(a,b,C1,S1);
process(S1,cin,C2,sout);
assign cout=C1 | C2;

```

```

endmodule

```

```

module process(x,y,C,S);
input x,y;
output C, S;

```

```

assign C=(x&y);
assign S=(~x&y)|(x&~y);

```

```

endmodule

```

```

module full_8(a,b,cin,cout,sout);
    input [7:0]a,b;
    input cin;
    output cout;
    output [7:0]sout;

    wire[7:0]c;
    full_adder ff1(a[0],b[0],cin,c[0],sout[0]);
    full_adder ff2(a[1],b[1],c[0],c[1],sout[1]);
    full_adder ff3(a[2],b[2],c[1],c[2],sout[2]);
    full_adder ff4(a[3],b[3],c[2],c[3],sout[3]);
    full_adder ff5(a[4],b[4],c[3],c[4],sout[4]);
    full_adder ff6(a[5],b[5],c[4],c[5],sout[5]);
    full_adder ff7(a[6],b[6],c[5],c[6],sout[6]);
    full_adder ff8(a[7],b[7],c[6],c[7],sout[7]);
    assign cout=c[7];
endmodule

```

```

module hexto7segment (
    input [3:0] iDIG,
    output reg [6:0] oSEG
);

```

```

always@(iDIG) begin
    case(iDIG)

```

```

        4'h1: oSEG = 7'b1111001;

```

```

        4'h2: oSEG = 7'b0100100; // ---t----      4'h2: oSEG = 7'b0100100; // |

```

```

|

```

```

        4'h3: oSEG = 7'b0110000; // lt      rt

```

```

        4'h4: oSEG = 7'b0011001; // |      |

```

```

        4'h5: oSEG = 7'b0010010; // ---m----

```

```

        4'h6: oSEG = 7'b0000010; // |      |

```

```

4'h7: oSEG = 7'b1111000; // lb    rb
4'h8: oSEG = 7'b0000000; // |      |
4'h9: oSEG = 7'b0011000; // ---b----
4'ha: oSEG = 7'b0001000;
4'hb: oSEG = 7'b0000011;
4'hc: oSEG = 7'b1000110;
4'hdc: oSEG = 7'b0100001;
4'he: oSEG = 7'b0000110;
4'hf: oSEG = 7'b0001110;
4'h0: oSEG = 7'b1000000;

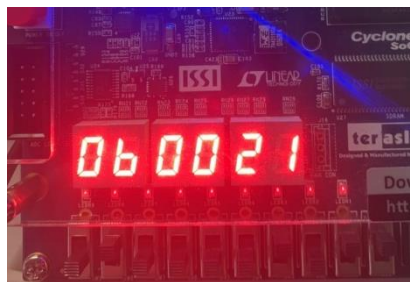
endcase

end

endmodule

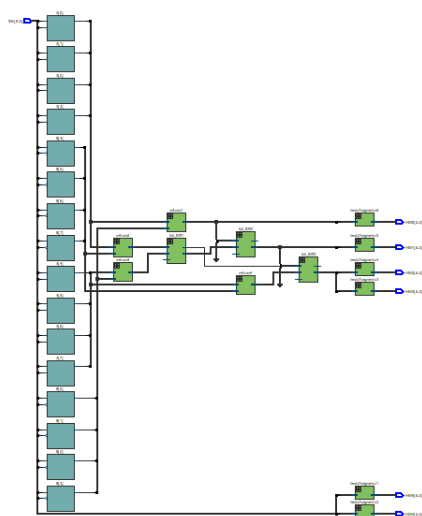
```

(2)實驗結果:



//A=3, B=3 or 11 or 27

(3)RTL 布局:



(4)問題與討論:

非常複雜且困難且難以理解，整體上延續上部分乘法器，但變成 8 bit，因此要由 4 個 4 bit input 彼此相乘並考慮 overflow，非常複雜不過學到更多如何將大問題拆成小問題的技巧。

六、7-6

(1)實驗程式碼:

主程式碼:

```
module labseven6(SW,KEY,HEX3,HEX2,HEX1,HEX0,LEDR);
    input [9:0] SW;
    input [3:0] KEY;
    output [6:0] HEX3, HEX2, HEX1, HEX0;
    output [9:9] LEDR;

    wire cout;
    reg [7:0] a,b,c,d;
    wire [15:0] ab,cd,out;

    reg [15:0] ans;

    always@(posedge KEY[1], negedge KEY[0]) begin
        if(KEY[0]==0) begin
            a<=0;
            b<=0;
            c<=0;
            d<=0;
        end
        else begin
            if(SW[9] == 1) begin
                if(SW[8] == 0) begin
                    if( KEY[2] == 0)
                        a[7:0] <= SW[7:0];
                    else
                        b[7:0] <= SW[7:0];
                end
            end
            else begin
                if(KEY[2] == 1)
                    c[7:0] <= SW[7:0];
                else
                    d[7:0] <= SW[7:0];
            end
        end
    end
end
```

```

end
end

always@(KEY[3]) begin
if(SW[8]==0 && KEY[3]==1) begin
    ans[15:8]=a[7:0];
    ans[7:0]=b[7:0];
end
else if(SW[8]==1 && KEY[3]==1) begin
    ans[15:8]=c[7:0];
    ans[7:0]=d[7:0];
end
else if(KEY[3] == 0) begin
    ans[15:0] = out;
end
end
mul(a,b,ab);
mul(c,d,cd);
add (ab,cd,cout,out);

hexto7segment h1(ans[15:12],HEX3);
hexto7segment h2(ans[11:8],HEX2);
hexto7segment h3(ans[7:4],HEX1);
hexto7segment h4(ans[3:0],HEX0);
assign LEDR[9] = cout;
endmodule

module hexto7segment (
    input [3:0] iDIG,
    output reg [6:0] oSEG
);

always@(iDIG) begin
    case(iDIG)
        4'h1: oSEG = 7'b1111001;
        4'h2: oSEG = 7'b0100100; // ---t----      4'h2: oSEG = 7'b0100100; // |
    endcase
end

```

```

|
    4'h3: oSEG = 7'b0110000; // lt    rt
    4'h4: oSEG = 7'b0011001; // |      |
    4'h5: oSEG = 7'b0010010; // ---m----
    4'h6: oSEG = 7'b0000010; // |      |
    4'h7: oSEG = 7'b1111000; // lb    rb
    4'h8: oSEG = 7'b0000000; // |      |
    4'h9: oSEG = 7'b0011000; // ---b----
    4'ha: oSEG = 7'b0001000;
    4'hb: oSEG = 7'b0000011;
    4'hc: oSEG = 7'b1000110;
    4'hd: oSEG = 7'b0100001;
    4'he: oSEG = 7'b0000110;
    4'hf: oSEG = 7'b0001110;
    4'h0: oSEG = 7'b1000000;
endcase
end

endmodule

```

MegaWizard:

```

module mul (
    dataa,
    datab,
    result);

    input  [7:0]  dataa;
    input  [7:0]  datab;
    output [15:0] result;

    wire [15:0] sub_wire0;
    wire [15:0] result = sub_wire0[15:0];

    lpm_multlpm_mult_component (
        .dataa (dataa),
        .datab (datab),

```

```

        .result (sub_wire0),
        .aclr (1'b0),
        .clken (1'b1),
        .clock (1'b0),
        .sum (1'b0));
defparam
    lpm_mult_component.lpm_hint = "MAXIMIZE_SPEED=5",
    lpm_mult_component.lpm_representation = "UNSIGNED",
    lpm_mult_component.lpm_type = "LPM_MULT",
    lpm_mult_component.lpm_widtha = 8,
    lpm_mult_component.lpm_widthb = 8,
    lpm_mult_component.lpm_widthp = 16;

endmodule

module add (
    dataa,
    datab,
    overflow,
    result);

    input    [15:0]  dataa;
    input    [15:0]  datab;
    output    overflow;
    output    [15:0]  result;

    wire  sub_wire0;
    wire [15:0] sub_wire1;
    wire  overflow = sub_wire0;
    wire [15:0] result = sub_wire1[15:0];

    lpm_add_sub LPM_ADD_SUB_component (
        .dataa (dataa),
        .datab (datab),
        .overflow (sub_wire0),
        .result (sub_wire1)
        // synopsys translate_off

```

```

        ,
        .aclr (),
        .add_sub (),
        .cin (),
        .clken (),
        .clock (),
        .cout ()
        // synopsys translate_on
    );

    defparam
        LPM_ADD_SUB_component.lpm_direction = "ADD",
        LPM_ADD_SUB_component.lpm_hint =
"ONE_INPUT_IS_CONSTANT=NO,CIN_USED=NO",
        LPM_ADD_SUB_component.lpm_representation = "UNSIGNED",
        LPM_ADD_SUB_component.lpm_type = "LPM_ADD_SUB",
        LPM_ADD_SUB_component.lpm_width = 16;

endmodule

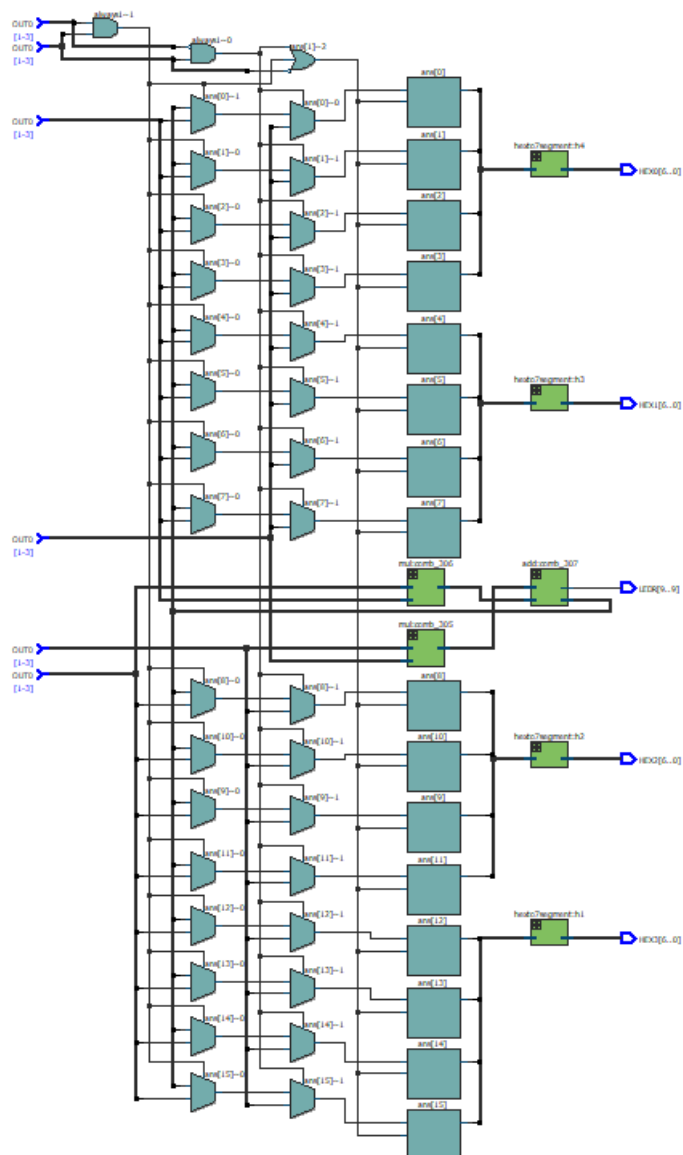
```

(2)實驗結果:



//A=3, B=3, C=5, D=4, S=29

(3)RTL 布局



(4)問題與討論:

作法上就是把 A、B 和 C、D 利用乘法器運算後相加，但因為設定 4 個參數時搭配 KEY 有點複雜，所以耗時許久，但整體上算簡單易懂。