CS 223

Section -6

Lab - 03

Mert Fidan 22101734

29.10.2022

• Behavioral 1-to-2 Decoder Module:

```
22 | module decoderl2(input logic i, en, output logic y0, y1);
24 | assign y0 = i & en;
25 | assign y1 = ~i & en;
26 | endmodule
27
```

• 1-to-2 Decoder Testbench:

```
23  module decoder12_tb();
24  logic in, en, y[1:0];
25  decoder12 decoder(in, en, y[0], y[1]);
26  initial begin
27  in = 0; en = 0; #10;
28  in = 0; en = 1; #10;
29  in = 1; en = 0; #10;
30  in = 1; en = 1; #10;
31  end
32  endmodule
```

• Structural 2-to-4 Decoder Module:

• 2-to-4 Decoder Testbench:

```
module decoder24_tb();
logic in[1:0], out[3:0];
decoder2to4 decoder(in[0], in[1], out[0], out[1], out[2], out[3]);
initial begin
in[0] = 0; in[1] = 0; #10;
in[0] = 0; in[1] = 1; #10;
in[0] = 1; in[1] = 0; #10;
in[0] = 1; in[1] = 1; #10;
decoder2to4 decoder(in[0], in[1], out[0], out[1], out[2], out[3]);
in[0] = 0; in[1] = 0; #10;
decoder2to4 decoder(in[0], in[1], out[0], out[1], out[2], out[3]);
decoder2to4 decoder2to4 decoder(in[0], in[1], out[0], out[3]);
decoder2to4 decoder2to4 decoder(in[0], in[1], out[0], out[3]);
decoder2to4 decoder2to4 decoder(in[0], in[1], out[0], out[3]);
decoder2to4 decoder2to4 decoder3to4 decoder
```

• Behavioral 2-to-1 Multiplexer Module:

```
22 |
23 | module mux21(input logic n1, n2, s, output logic res);
24 | assign res = (~s & n1) + (s & n2);
25 | endmodule
26 |
```

• 2-to-1 Multiplexer Testbench:

```
22
23 module mux21_tb();
       logic nl, n2, s, res;
       mux21 mux(n1, n2, s, res);
       initial begin
            n1 = 0; n2 = 0; s = 0; $10;
27
            n1 = 0; n2 = 0; s = 1; $10;
28
           n1 = 0; n2 = 1; s = 0; $10;
           n1 = 0; n2 = 1; s = 1; #10;
            n1 = 1; n2 = 0; s = 0; $10;
31
32
           n1 = 1; n2 = 0; s = 1; #10;
           n1 = 1; n2 = 1; s = 0; #10;
            n1 = 1; n2 = 1; s = 1; #10;
34
35
        end
36 endmodule
```

• Structural 4-to-1 Multiplexer Module:

```
22 ;
23  module mux41(input logic d1, d2, d3, d4, s1, s2, output logic y);
24  logic out1, out2;
25  mux21 first(d1, d2, s1, out1);
26  mux21 second(d3, d4, s1, out2);
27  mux21 third(out1, out2, s2, y);
28  endmodule
```

• 4-to-1 Multiplexer Testbench:

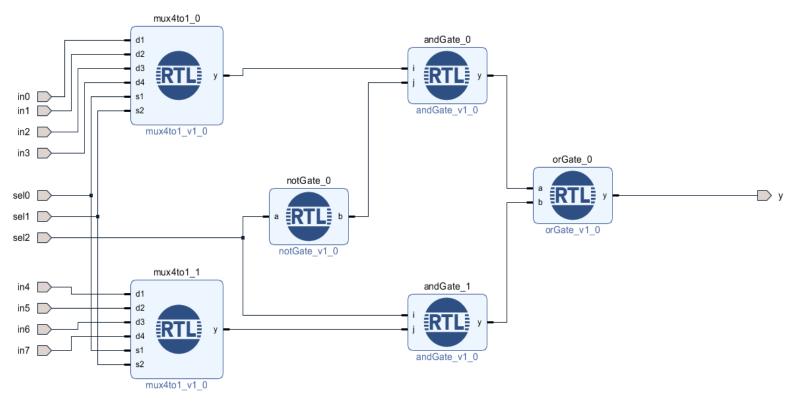
```
23 module mux41_tb();
                                                                                                   d[0] = 1; d[1] = 0; d[2] = 1; d[3] = 1; s[0] = 0; s[1] = 1; $10;
                                                                                       56
                                                                                                   d[0] = 1; d[1] = 1; d[2] = 0; d[3] = 1; s[0] = 0; s[1] = 1; \#10;
          logic d[3:0], s[1:0], v;
                                                                                                   d[0] = 1; d[1] = 1; d[2] = 1; d[3] = 0; s[0] = 0; s[1] = 1; $10;
                                                                                       57
25
          mux41 mux4to1(d[0], d[1], d[2], d[3], s[0], s[1], y);
                                                                                       58
                                                                                                   d[0] = 1; d[1] = 1; d[2] = 1; d[3] = 1; s[0] = 0; s[1] = 1; $10;
26 🗏
          initial begin
                                                                                       59
                                                                                                   d[0] = 0; d[1] = 0; d[2] = 0; d[3] = 0; s[0] = 1; s[1] = 0; $10;
27
              d[0] = 0; d[1] = 0; d[2] = 0; d[3] = 0; s[0] = 0; s[1] = 0; \#10;
                                                                                                   d[0] = 0; d[1] = 0; d[2] = 0; d[3] = 1; s[0] = 1; s[1] = 0; $10;
28
              d[0] = 0; d[1] = 0; d[2] = 0; d[3] = 1; s[0] = 0; s[1] = 0; $10;
                                                                                                   d[0] = 0; d[1] = 0; d[2] = 1; d[3] = 0; s[0] = 1; s[1] = 0; $10;
                                                                                       61
                                                                                                   d[0] = 0; d[1] = 1; d[2] = 0; d[3] = 0; s[0] = 1; s[1] = 0; $10;
              d[0] = 0; d[1] = 0; d[2] = 1; d[3] = 0; s[0] = 0; s[1] = 0; \#10;
                                                                                                   d[0] = 0; d[1] = 0; d[2] = 1; d[3] = 1; s[0] = 1; s[1] = 0; $10;
30
              d[0] = 0; d[1] = 1; d[2] = 0; d[3] = 0; s[0] = 0; s[1] = 0; \#10;
                                                                                                   d[0] = 0; d[1] = 1; d[2] = 0; d[3] = 1; s[0] = 1; s[1] = 0; \#10;
              d[0] = 0; d[1] = 0; d[2] = 1; d[3] = 1; s[0] = 0; s[1] = 0; #10;
                                                                                                   d[0] = 0; d[1] = 1; d[2] = 1; d[3] = 0; s[0] = 1; s[1] = 0; \#10;
                                                                                       65
32
              d[0] = 0; d[1] = 1; d[2] = 0; d[3] = 1; s[0] = 0; s[1] = 0; \#10;
                                                                                                   d[0] = 0; d[1] = 1; d[2] = 1; d[3] = 1; s[0] = 1; s[1] = 0; $10;
              d[0] = 0; d[1] = 1; d[2] = 1; d[3] = 0; s[0] = 0; s[1] = 0; \#10;
                                                                                                   d[0] = 1; d[1] = 0; d[2] = 0; d[3] = 0; s[0] = 1; s[1] = 0; \#10;
                                                                                                   d[0] = 1; d[1] = 0; d[2] = 0; d[3] = 1; s[0] = 1; s[1] = 0; $10;
34
              d[0] = 0; d[1] = 1; d[2] = 1; d[3] = 1; s[0] = 0; s[1] = 0; \#10;
                                                                                       68
                                                                                                   d[0] = 1; d[1] = 0; d[2] = 1; d[3] = 0; s[0] = 1; s[1] = 0; \#10;
              d[0] = 1; d[1] = 0; d[2] = 0; d[3] = 0; s[0] = 0; s[1] = 0; $10;
                                                                                                   d[0] = 1; d[1] = 1; d[2] = 0; d[3] = 0; s[0] = 1; s[1] = 0; $10;
              36
                                                                                       71
                                                                                                   d[0] = 1; d[1] = 0; d[2] = 1; d[3] = 1; s[0] = 1; s[1] = 0; #10;
37
              d[0] = 1; d[1] = 0; d[2] = 1; d[3] = 0; s[0] = 0; s[1] = 0; $10;
                                                                                                   d[0] = 1; d[1] = 1; d[2] = 0; d[3] = 1; s[0] = 1; s[1] = 0; #10;
38
              d[0] = 1; d[1] = 1; d[2] = 0; d[3] = 0; s[0] = 0; s[1] = 0; $10;
                                                                                                   d[0] = 1; d[1] = 1; d[2] = 1; d[3] = 0; s[0] = 1; s[1] = 0; $10;
              d[0] = 1; d[1] = 0; d[2] = 1; d[3] = 1; s[0] = 0; s[1] = 0; $10;
                                                                                                   d[0] = 1; d[1] = 1; d[2] = 1; d[3] = 1; s[0] = 1; s[1] = 0; $10;
                                                                                       75
                                                                                                   d[0] = 0; d[1] = 0; d[2] = 0; d[3] = 0; s[0] = 1; s[1] = 1; $10;
40
              d[0] = 1; d[1] = 1; d[2] = 0; d[3] = 1; s[0] = 0; s[1] = 0; #10;
                                                                                                   d[0] = 0; d[1] = 0; d[2] = 0; d[3] = 1; s[0] = 1; s[1] = 1; \#10;
41
              d[0] = 1; d[1] = 1; d[2] = 1; d[3] = 0; s[0] = 0; s[1] = 0; $10;
                                                                                                   d[0] = 0; d[1] = 0; d[2] = 1; d[3] = 0; s[0] = 1; s[1] = 1; $10;
42
              d[0] = 1; d[1] = 1; d[2] = 1; d[3] = 1; s[0] = 0; s[1] = 0; \#10;
                                                                                                   d[0] = 0; d[1] = 1; d[2] = 0; d[3] = 0; s[0] = 1; s[1] = 1; \#10;
43
              d[0] = 0; d[1] = 0; d[2] = 0; d[3] = 0; s[0] = 0; s[1] = 1; $10;
                                                                                                   d[0] = 0; d[1] = 0; d[2] = 1; d[3] = 1; s[0] = 1; s[1] = 1; $10;
              d[0] = 0; d[1] = 0; d[2] = 0; d[3] = 1; s[0] = 0; s[1] = 1; $10;
44
                                                                                                   d[0] = 0; d[1] = 1; d[2] = 0; d[3] = 1; s[0] = 1; s[1] = 1; $10;
              d[0] = 0; d[1] = 0; d[2] = 1; d[3] = 0; s[0] = 0; s[1] = 1; $10;
45
                                                                                                   d[0] = 0; d[1] = 1; d[2] = 1; d[3] = 0; s[0] = 1; s[1] = 1; $10;
                                                                                                   d[0] = 0; d[1] = 1; d[2] = 1; d[3] = 1; s[0] = 1; s[1] = 1; $10;
              d[0] = 0; d[1] = 1; d[2] = 0; d[3] = 0; s[0] = 0; s[1] = 1; $10;
                                                                                                   d[0] = 1; d[1] = 0; d[2] = 0; d[3] = 0; s[0] = 1; s[1] = 1; $10;
47
              d[0] = 0; d[1] = 0; d[2] = 1; d[3] = 1; s[0] = 0; s[1] = 1; $10;
                                                                                                   d[0] = 1; d[1] = 0; d[2] = 0; d[3] = 1; s[0] = 1; s[1] = 1; #10;
              d[0] = 0; d[1] = 1; d[2] = 0; d[3] = 1; s[0] = 0; s[1] = 1; $10;
                                                                                                   d[0] = 1; d[1] = 0; d[2] = 1; d[3] = 0; s[0] = 1; s[1] = 1; $10;
              d[0] = 0; d[1] = 1; d[2] = 1; d[3] = 0; s[0] = 0; s[1] = 1; $10;
49
                                                                                                   d[0] = 1; d[1] = 1; d[2] = 0; d[3] = 0; s[0] = 1; s[1] = 1; $10;
              d[0] = 0; d[1] = 1; d[2] = 1; d[3] = 1; s[0] = 0; s[1] = 1; $10;
                                                                                                   d[0] = 1; d[1] = 0; d[2] = 1; d[3] = 1; s[0] = 1; s[1] = 1; $10;
                                                                                                   d[0] = 1; d[1] = 1; d[2] = 0; d[3] = 1; s[0] = 1; s[1] = 1; $10;
51
              d[0] = 1; d[1] = 0; d[2] = 0; d[3] = 0; s[0] = 0; s[1] = 1; $10;
                                                                                                   d[0] = 1; d[1] = 1; d[2] = 1; d[3] = 0; s[0] = 1; s[1] = 1; $10;
              d[0] = 1; d[1] = 0; d[2] = 0; d[3] = 1; s[0] = 0; s[1] = 1; #10;
                                                                                                   d[0] = 1; d[1] = 1; d[2] = 1; d[3] = 1; s[0] = 1; s[1] = 1; #10;
53
              d[0] = 1; d[1] = 0; d[2] = 1; d[3] = 0; s[0] = 0; s[1] = 1; $10;
              d[0] = 1; d[1] = 1; d[2] = 0; d[3] = 0; s[0] = 0; s[1] = 1; $10;
```

• Structural 8-to-1 Multiplexer Module:

• 8-to-1 Multiplexer Testbench:

```
23 module mux81_tb();
24
          logic in[7:0], sel[2:0], y;
25
          mux81 mux81(in[7:0], sel[2:0], y);
26
          initial begin
27
              for (int j = 0; j < 8; j = j+1)
28
              begin
29
                   \{sel[0], sel[1], sel[2]\} = j;
30
                   for (int i = 0; i < 256; i = i+1)
31
                       begin
32
                           #0.25;
33
                            \{in[0], in[1], in[2], in[3], in[4], in[5], in[6], in[7]\} = i;
34
35
                   #0.25:
36
              end
37
          end
   endmodule
```

• 8-to-1 Multiplexer Block Design:



• Lab Function Module:

```
22 | module labFunction(input logic a, b, c, d, output logic res);
24 | mux81 mux(b, b, b, b, ~c, ~c, ~c, ~c, a, c, d, res);
25 | endmodule
26 |
```

• Lab Function Block Design:

