



verilog code for 4to 1 mux:

```
module multiplex4x4 ( input [3:0] w3, input [3:0] w2, input [3:0] w1,
input [3:0] w0, input [1:0] sel, output [3:0] y );
    assign y = sel[1] ? (sel[0] ? w3 : w2) : (sel[0] ? w1 : w0) ;
endmodule
```

sel[1]	sel[0]	w
0	0	w0
0	1	w1
1	0	w2
1	1	w3

verilog code for logic unit using mux and assign:

```
module alu ( input [1:0] A, input [1:0] B, input [1:0] sel, output [3:0] Y );
    wire add [3:0];
    wire multiply [3:0];
    wire nand [3:0];
    wire not [3:0];

    assign add = { 0, A + B };
    assign nand = { 0, 0, ~(A & B) };
    assign not = { A, ~A };

    multiply2x2 mul ( A, B, multiply );

endmodule
```

```
module multiply2x2 ( input [1:0] A, input [1:0] B, output [3:0] F );
```

```
  wire [3:0] c;
```

```
  and
```

```
    g1 ( f[0], A[0], B[0] ),
```

```
    g2 ( c[0], A[1], B[0] ),
```

```
    g3 ( c[1], A[0], B[1] ),
```

```
    g4 ( c[2], B[1], A[1] );
```

```
  assign { c[3], f[1] } = c[0] + c[1];
```

```
  assign { f[3], f[2] } = c[3] + c[2];
```

```
endmodule
```

↓
carry

