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**Section : C2**

**Roll no : 23**

## **LAB – 5**

### **Exercises :**

1. Design and simulate a combinational circuit with external gates and a 4 to 16 decoder built using a decoder tree of 2 to 4 decoders to implement the functions below.  $F = ab'c + a'cd + bcd'$ ,  $G = acd' + a'b'c$  and  $H = a'b'c' + abc + a'cd$

### **Verilog code :**

```
module dec2to4(x,y,e,f);
```

```
input x,y,e;
```

```
output [3:0]f;
```

```
reg [3:0]f;
```

```
always @ (x or y)
```

```
begin
```

```
f=0;
```

```
if(e==1)
```

```
begin
```

```
case({x,y})
```

```
0:f[0]=1;
```

```
1:f[1]=1;
```

```
2:f[2]=1;
```

```
3:f[3]=1;
```

```
endcase
```

```
end
```

```

end
endmodule

module l5q1(a,b,c,d,e,f,g,h);

input a,b,c,d,e;

output f,g,h;

wire [3:0]m;

wire [15:0]y;

dec2to4 stage0(a,b,e,m);

dec2to4 stage1(c,d,m[0],y[3:0]);

dec2to4 stage2(c,d,m[1],y[7:4]);

dec2to4 stage3(c,d,m[2],y[11:8]);

dec2to4 stage4(c,d,m[3],y[15:12]);

assign f=y[3]|y[6]|y[7]|y[10]|y[11]|y[14];

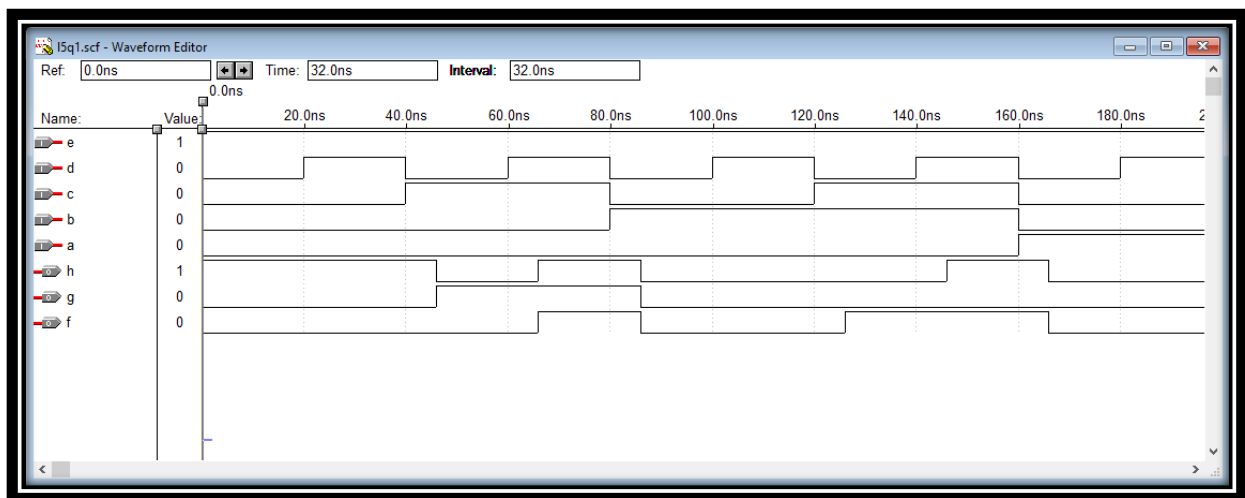
assign g=y[2]|y[3]|y[10]|y[14];

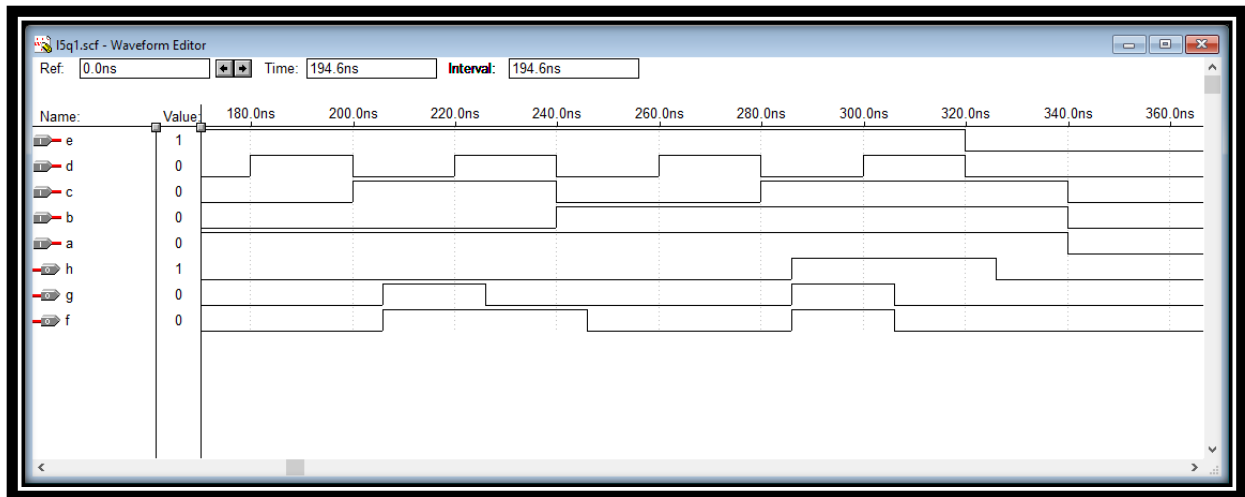
assign h=y[0]|y[1]|y[3]|y[7]|y[14]|y[15];

endmodule

```

### Output :





2. Design and implement a full adder using 2 to 4 decoder(s) and other gates.

### Verilog code :

```
module dec2to4(x,y,e,f);
```

```
input x,y,e;
```

```
output [3:0]f;
```

```
reg [3:0]f;
```

```
always @ (x or y)
```

```
begin
```

```
f=0;
```

```
if(e==1)
```

```
begin
```

```
case({x,y})
```

```
0:f[0]=1;
```

```
1:f[1]=1;
```

```
2:f[2]=1;
```

```
3:f[3]=1;
```



3. Design and simulate the circuit with 3 to 8 decoder(s) and external gates to implement the functions below.  $F(a, b, c, d) = \sum m(2, 4, 7, 9)$   $G(a, b, c, d) = \sum m(0, 3, 15)$   $H(a, b, c, d) = \sum m(0, 2, 10, 12)$

**Verilog code :**

```
module dec3to8(q,e,f);
input [2:0]q;
input e;
output [7:0]f;
integer k;
reg [7:0]f;
always @ (q or e)
begin
f=0;
if(e==1)
for(k=0;k<8;k=k+1)
if(q==k)
f[k]=1;
end
endmodule

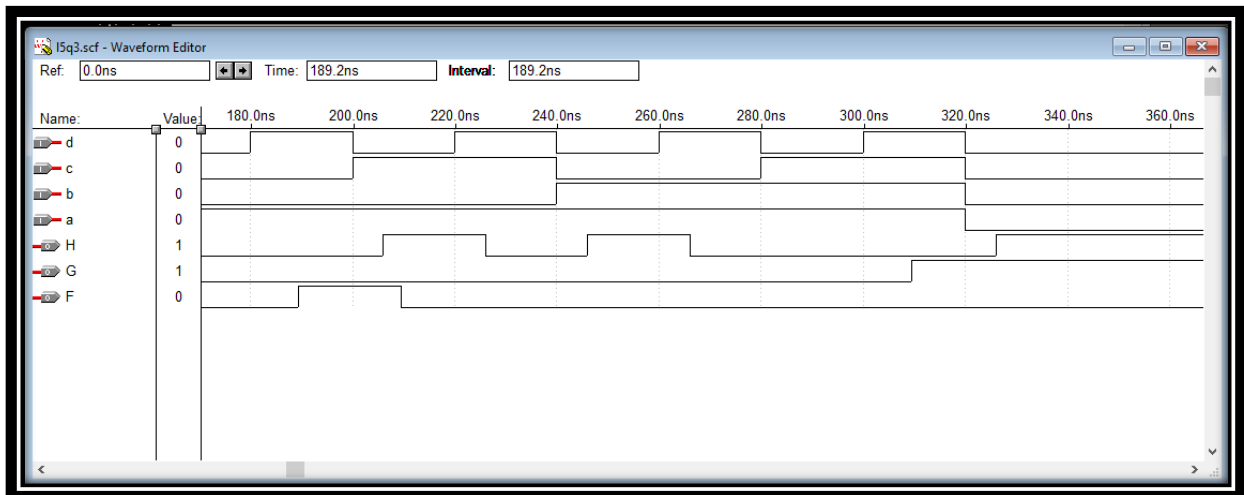
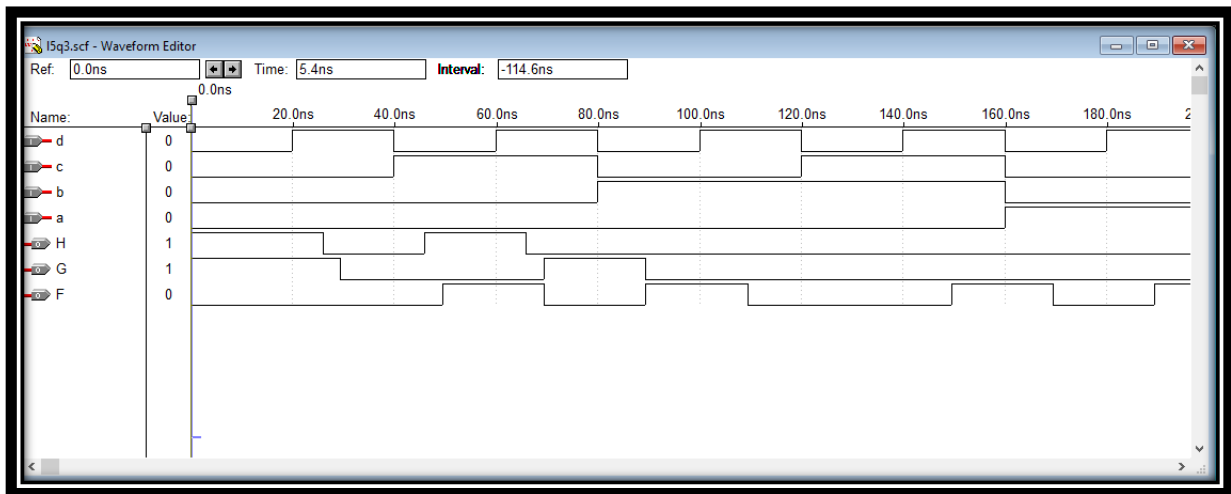
module l5q3(a,b,c,d,F,G,H);
input a,b,c,d;
output F,G,H;
wire [2:0]q;
wire [15:0]y;
assign q={b,c,d};
dec3to8 stage1(q,~a,y[7:0]);
dec3to8 stage2(q,a,y[15:8]);
```

```

assign F=y[2]|y[4]|y[7]|y[9];
assign G=y[0]|y[3]|y[15];
assign H=y[0]|y[2]|y[10]|y[12];
endmodule

```

**Output :**



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## **LAB – 6**

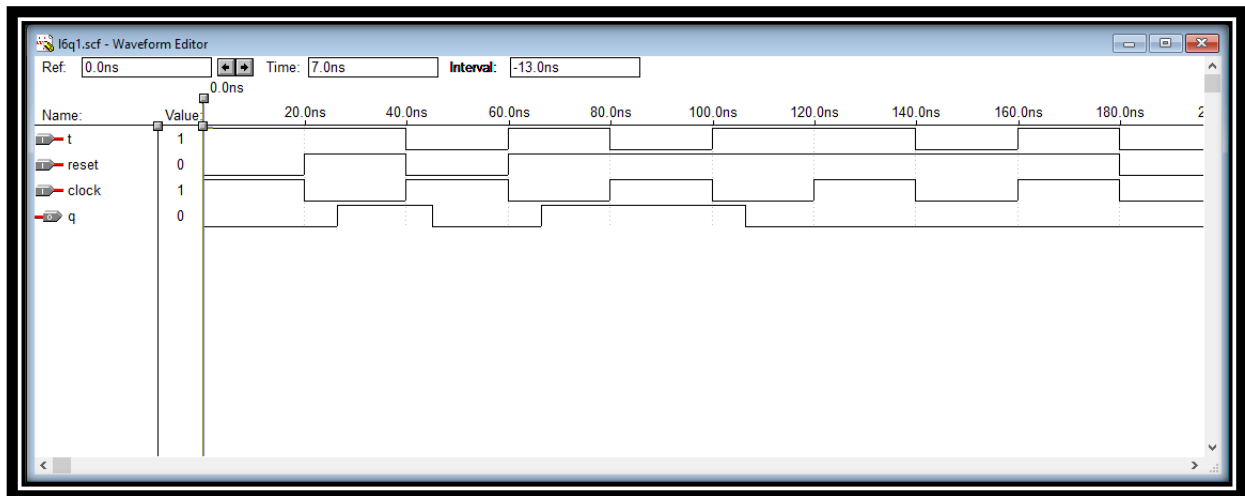
### **Exercise :**

1. Write behavioral Verilog code for a negative edge triggered T FF with asynchronous active low reset.

Verilog code:

```
module l6q1(t,clock,reset,q);  
input t,clock,reset;  
output q;  
reg q;  
always@ (negedge clock or negedge reset)  
begin  
if(!reset)  
q<=0;  
else  
case(t)  
0:q<=q;  
1:q<=~q;  
endcase  
end  
endmodule
```

Output:



2. Write behavioral Verilog code for a positive edge-triggered JK FF with synchronous active high reset.

Verilog code:

```
module l6q2(j,k,clock,reset,q);
```

```
input j,k,clock,reset;
```

```
output q;
```

```
reg q;
```

```
always@ (posedge clock)
```

```
begin
```

```
if(reset)
```

```
q<=0;
```

```
else
```

```
case({j,k})
```

```
0:q<=q;
```

```
1:q<=0;
```

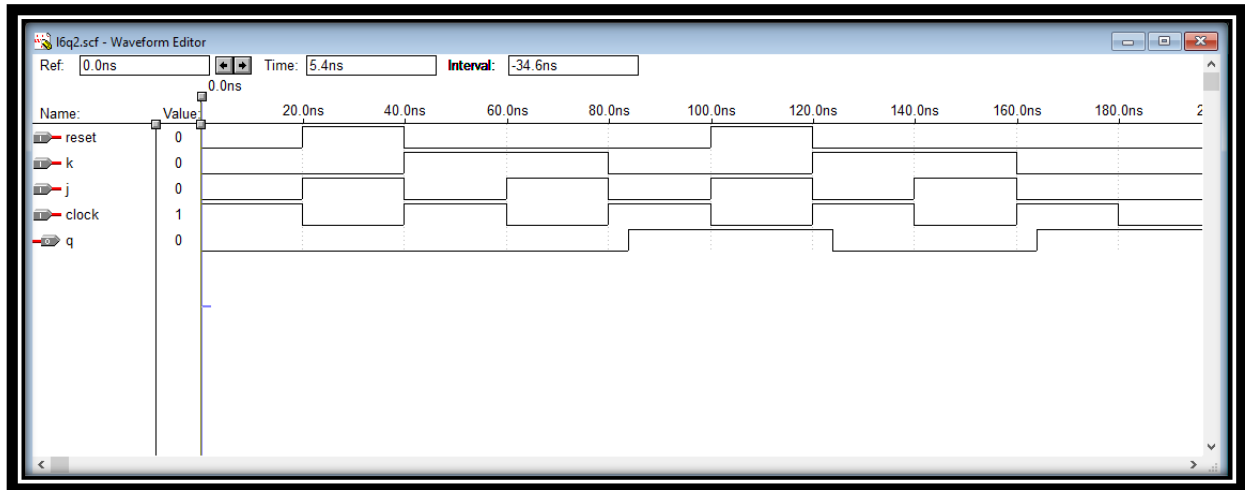
```
2:q<=1;
```

```
3:q<=~q;
```



endcase  
end  
endmodule

Output:



3. Design and simulate the following counters

a) 4-bit ring counter.

Verilog code:

```
module ring(clk,q);  
input clk;  
output[3:0]q;  
wire [1:0]count;  
wire en=1;  
bitcounter2 one(clk,count[1:0]);  
d2to4 two(en,count[1:0],q[3:0]);  
endmodule  
  
module dff11(clk,d,q);  
input clk,d;  
output q;
```

```

reg q;
always@(posedge clk)
begin
q=d;
end
endmodule

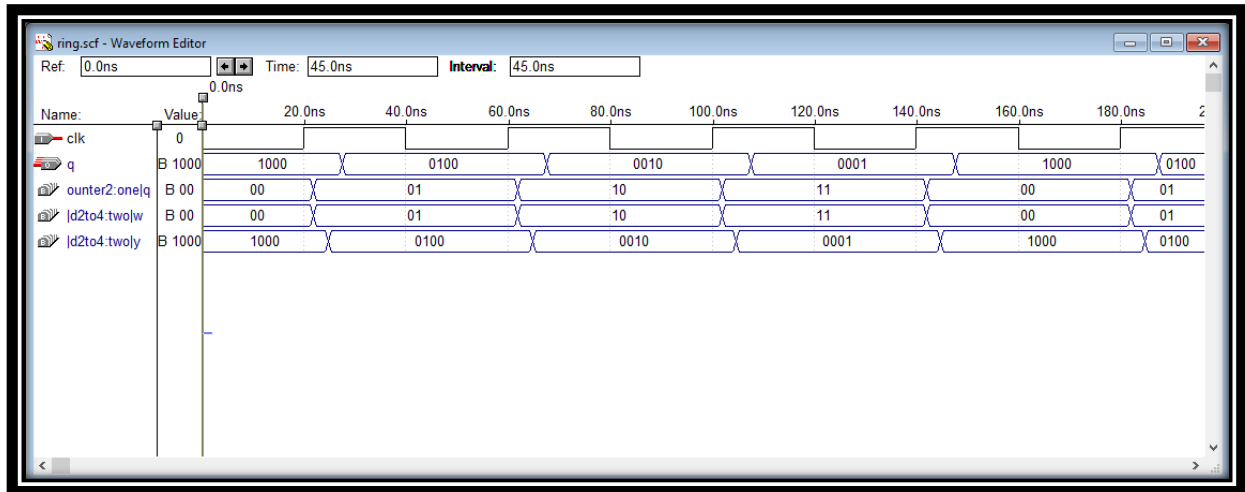
module d2to4(en,w,y);
input en;
input [1:0]w;
output [3:0]y;
reg [3:0]y;
always@(en or w)
begin
y=0;
if(en==1)
case(w)
0:y[3]=1;
1:y[2]=1;
2:y[1]=1;
3:y[0]=1;
endcase
end
endmodule

module bitcounter2(clk,q);
input clk;
output[1:0]q;
dff1 ffo(clk,q[1]^q[0],q[1]);

```

```
dff11 ff1(clk,~q[0],q[0]);
endmodule
```

Output:



b) 5 bit Johnson counter.

Verilog code:

```
module john(clk,q);
input clk;
output [4:0]q;
dff1 ffo(clk,~q[4],q[0]);
dff1 ff1(clk,q[0],q[1]);
dff1 ff2(clk,q[1],q[2]);
dff1 ff3(clk,q[2],q[3]);
dff1 ff4(clk,q[3],q[4]);
endmodule

module dff1(clk,d,q);
input clk,d;
output q;
reg q;
```

always@(posedge clk)

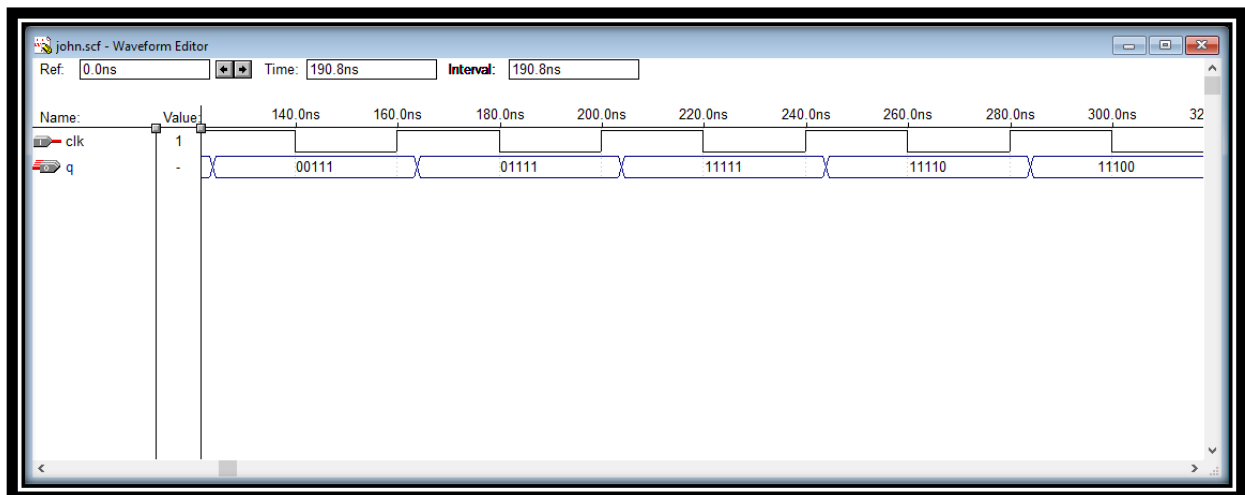
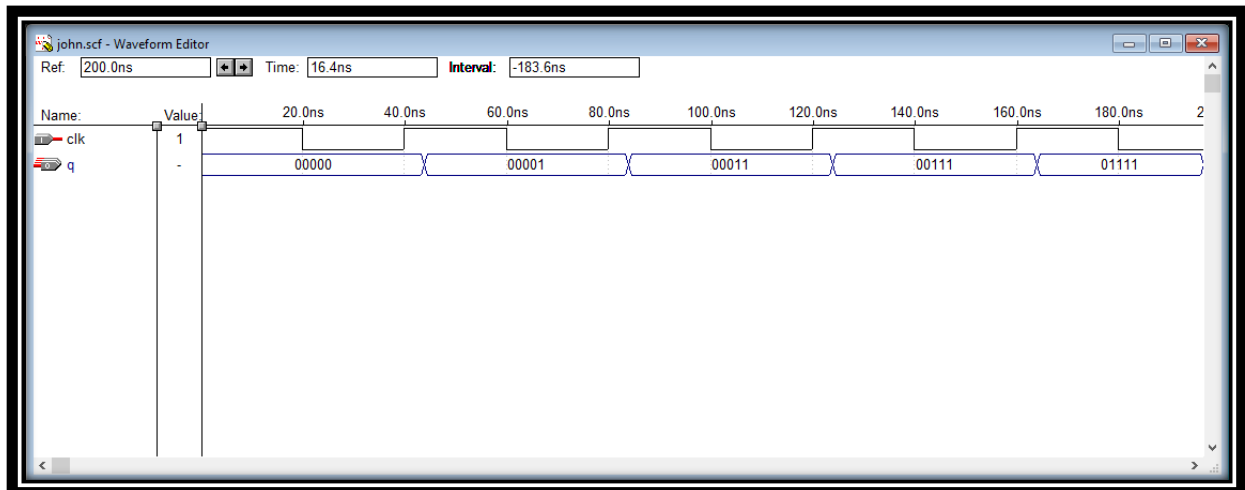
begin

q=d;

end

endmodule

Output:



\*\*\*\*\*