

## LAB – 3

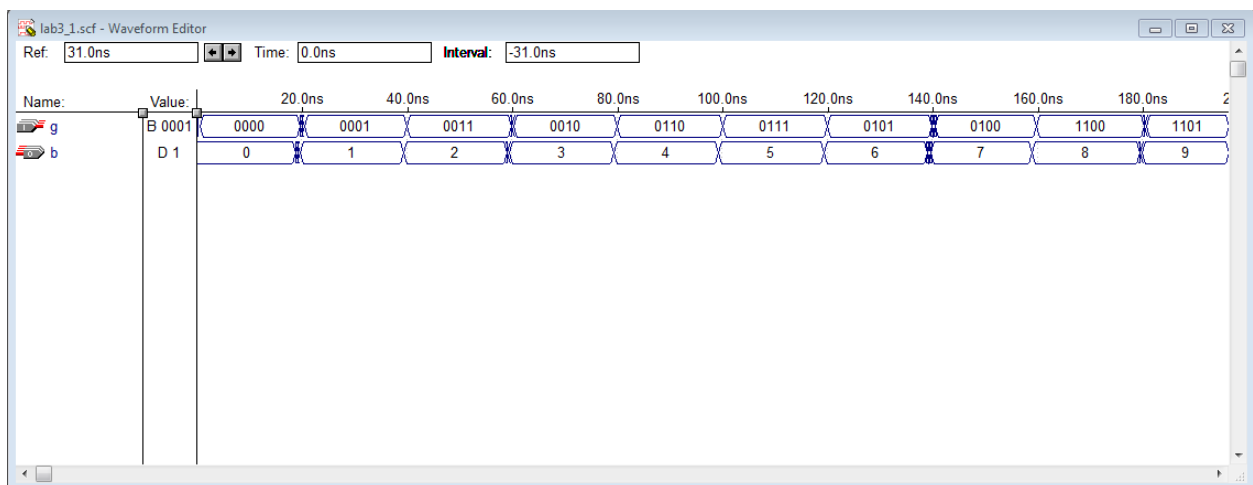
### Exercise:

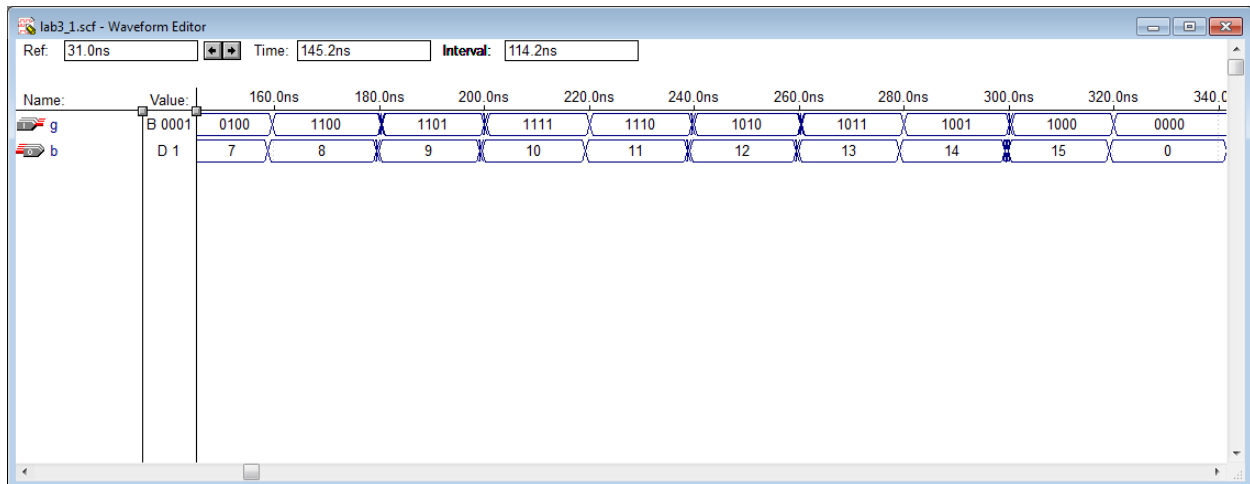
1. Using **for** loop, write behavioral Verilog code to convert an N bit grey code into equivalent binary code.

Verilog code :

```
module lab3_1(g,b);
parameter n=4;
input [n-1:0]g;
output [n-1:0]b;
reg [n-1:0]b;
integer i;
always @(g)
begin
b[n-1]=g[n-1];
for(i=n-2;i>=0;i=i-1)
begin
b[i]=b[i+1]^g[i];
end
end
endmodule
```

Output :





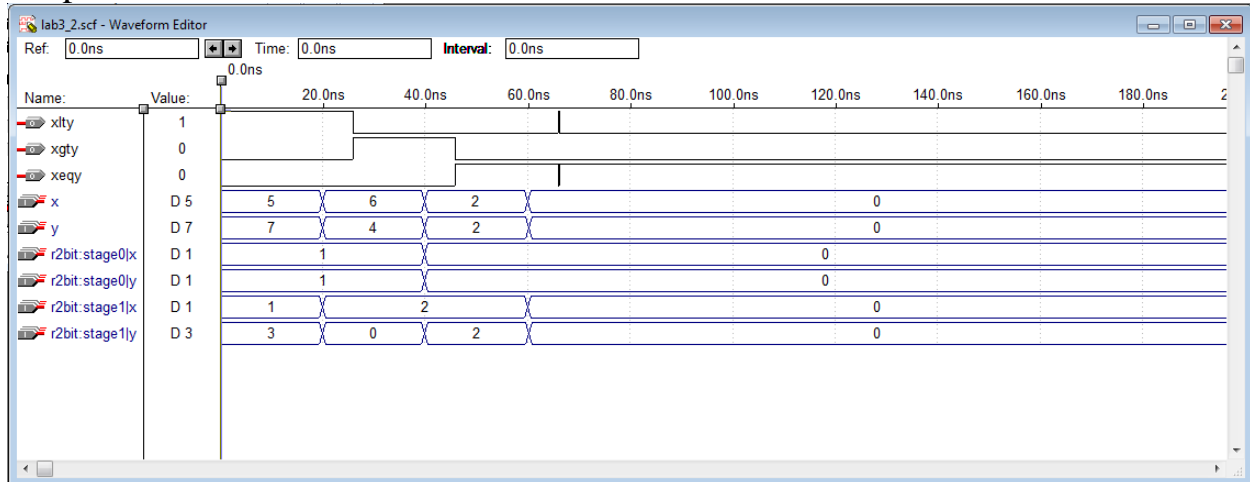
2. Write and simulate the Verilog code for a 4-bit comparator using 2-bit comparators.

Verilog code :

```
module comparator2bit(x,y,xlty,xeqy,xgty);
input [1:0]x,y;
output xeqy,xlty,xgty;
wire i1,i0;
assign i1 =~(x[1]^y[1]);
assign i0 =~(x[0]^y[0]);
assign xeqy =i1&i0;
assign xgty =(x[1] & ~y[1])|(i1 & x[0] & ~y[0]);
assign xlty =~(xeqy | xgty);
endmodule
```

```
module lab3_2(x,y,xlty,xeqy,xgty);
input [3:0]x,y;
output xeqy,xlty,xgty;
wire e1,e2,g1,g2,l1,l2;
comparator2bit stage0(x[3:2],y[3:2],l1,e1,g1);
comparator2bit stage1(x[1:0],y[1:0],l2,e2,g2);
assign xeqy =e1&e2;
assign xgty =g1 | (e1 & g2);
assign xlty =l1 | (e1 & l2);
endmodule
```

Output :



3. Write behavioral Verilog code for
  - an 8 to 1 multiplexer using **case** statement.
  - a 2 to 1 multiplexer using the **if-else** statement.

Using the above modules write the hierarchical code for a 16 to 1 multiplexer.

i) Verilog code :

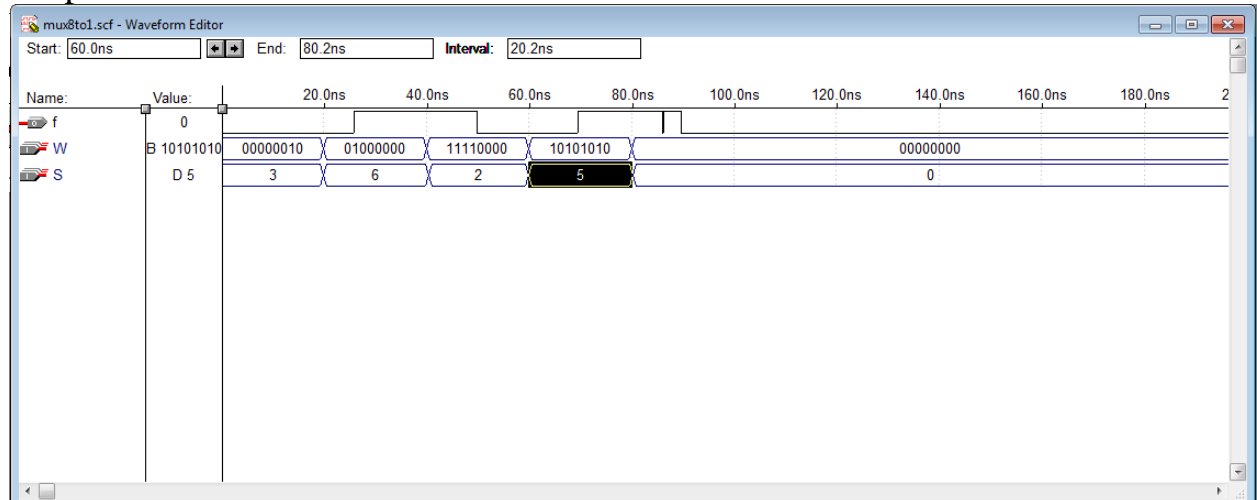
```

module mux8to1(W,S,f);
input [7:0]W;
input [2:0]S;
output f;
reg f;
always @(W or S)
case(S)
0:f=W[0];
1:f=W[1];
2:f=W[2];
3:f=W[3];
4:f=W[4];
5:f=W[5];
6:f=W[6];
7:f=W[7];

```

endcase  
endmodule

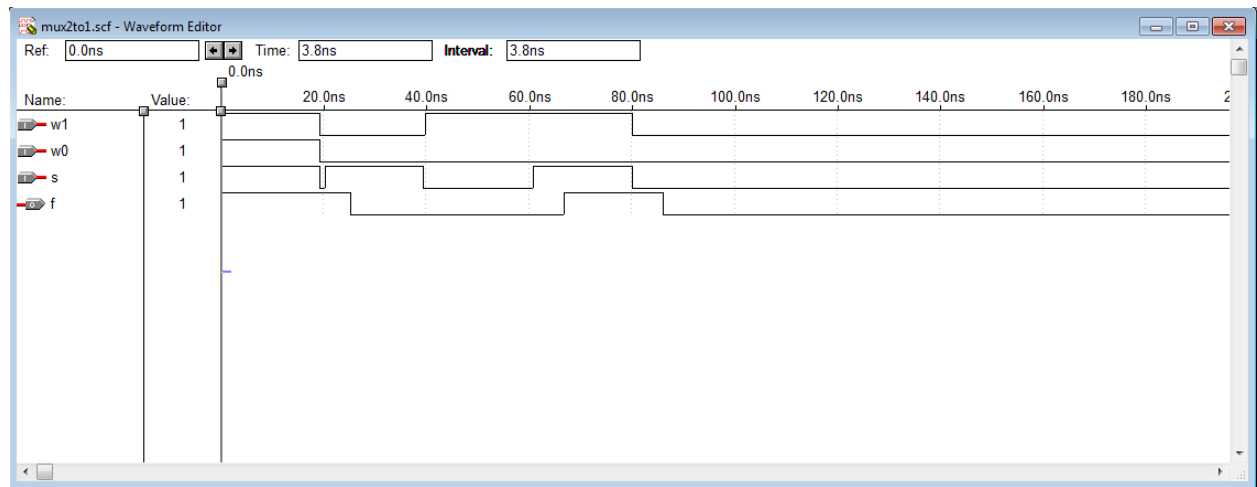
Output :



ii) Verilog code :

```
module mux2to1 (w0, w1, s, f);  
input w0, w1, s;  
output f;  
reg f;  
always @(w0 or w1 or s)  
if (s == 0)  
f = w0;  
else  
f = w1;  
endmodule
```

Output :



iii)

Verilog code :

```
module mux2to1(w0, w1, s, f);
input w0,w1,s;
output f;
reg f;
always @(w0 or w1 or s)
if (s == 0)
f = w0;
else
f = w1;
endmodule
```

```
module mux8to1(W,S,f);
input [7:0]W;
input [2:0]S;
output f;
reg f;
always @(W or S)
case(S)
0:f=W[0];
1:f=W[1];
```

```

2:f=W[2];
3:f=W[3];
4:f=W[4];
5:f=W[5];
6:f=W[6];
7:f=W[7];
endcase
endmodule

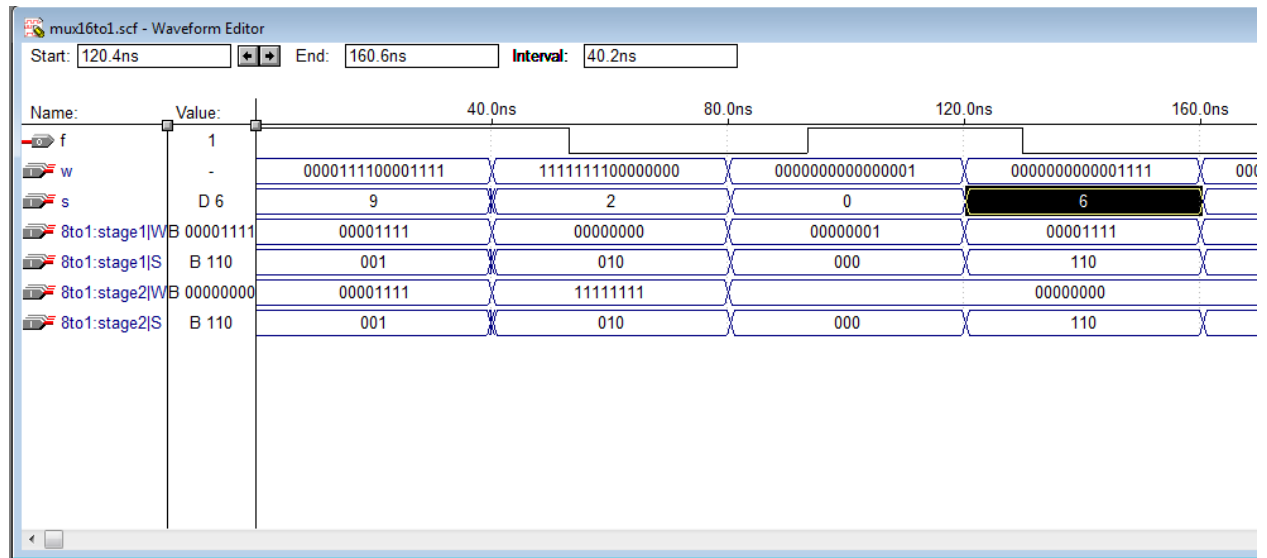
```

```

module mux16to1(w,s,f);
input [15:0]w;
input [3:0]s;
output f;
wire [1:0]i;
mux8to1 stage1(w[7:0],s[2:0],i[0]);
mux8to1 stage2(w[15:8],s[2:0],i[1]);
mux2to1 stage_last(i[0],i[1],s[3],f);
endmodule

```

Output :



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## LAB – 4

### **Exercise:**

1. Write and simulate the Verilog code for a BCD to Excess 3 code converter using 8 to 1 multiplexers and other necessary gates.

Verilog code :

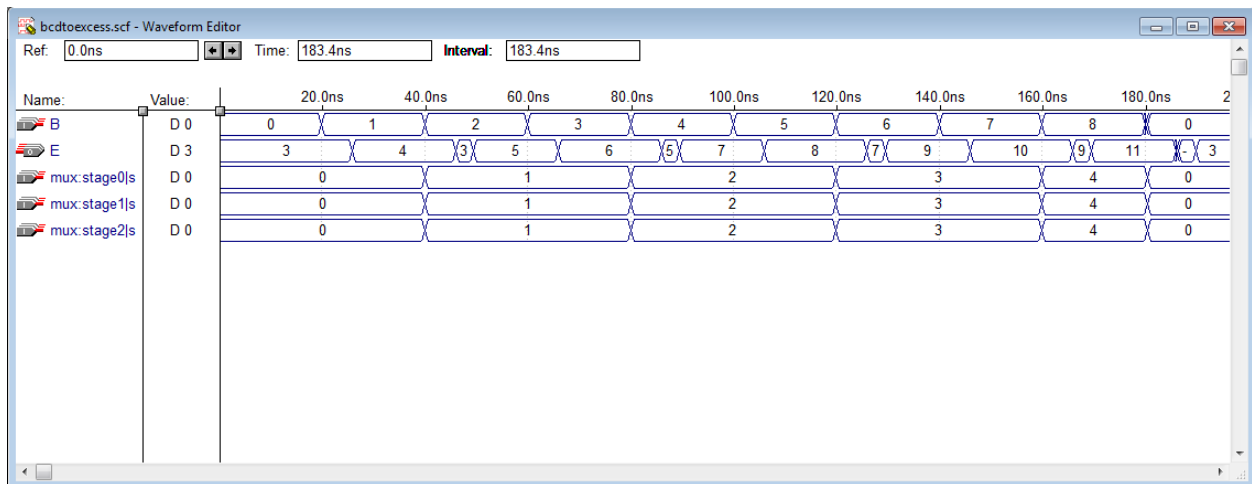
```
module bcdtoexcess(b,e);
input [3:0]b;
output [3:0]e;
wire z,one;
wire [0:7] w3,w2,w1,w0;
assign z=0;
assign one=1;
assign w3={ z,z,b[0],one,one,z,z,z };
assign w2={ b[0],one,~b[0],z,b[0],z,z,z };
assign w1={ ~b[0],b[0],~b[0],b[0],~b[0],z,z,z };
assign w0={ ~b[0],~b[0],~b[0],~b[0],~b[0],z,z,z };
mux8to1 stage0(w0,b[3:1],e[0]);
mux8to1 stage1(w1,b[3:1],e[1]);
mux8to1 stage2(w2,b[3:1],e[2]);
mux8to1 stage3(w3,b[3:1],e[3]);
endmodule
```

```
module mux8to1(w,s,f);
input [0:7]w;
input [2:0]s;
output f;
function mux;
input [0:7]x;
input [2:0]ss;
case(ss)
0:mux=x[0];
1:mux=x[1];
2:mux=x[2];
3:mux=x[3];
4:mux=x[4];
5:mux=x[5];
6:mux=x[6];
```

```

7:mux=x[7];
endcase
endfunction
assign f=mux(w,s);
endmodule
Output :

```



2. Write behavioral Verilog code for a 2 to 4 decoder with active low enable input and active high output using **case** statement. Using this, design a 4 to 16 decoder with active low enable input and active high output and write the Verilog code for the same.

Verilog code :

```
module twotofour(a1, en1, f1);
input en1;
input [1:0]a1;
output [3:0]f1;
reg [3:0]f1;
always @(a1 or en1)
begin
case({en1, a1})
3'b000: f1 = 4'b1000;
3'b001: f1 = 4'b0100;
3'b010: f1 = 4'b0010;
3'b011: f1 = 4'b0001;
default: f1= 4'b0000;
endcase
end
```

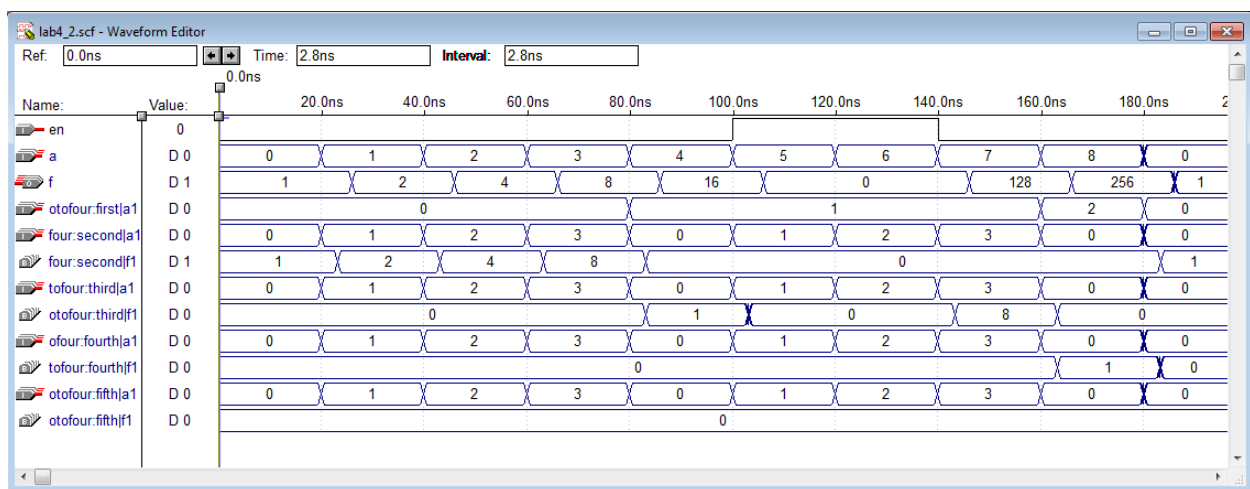


```

end
endmodule
module lab4_2(a, en, f);
input en;
input [3:0]a;
output [15:0]f;
wire [3:0]w;
twotofour first(a[3:2], en, w);
twotofour second(a[1:0], ~w[0], f[3:0]);
twotofour third(a[1:0], ~w[1], f[7:4]);
twotofour fourth(a[1:0], ~w[2], f[11:8]);
twotofour fifth(a[1:0], ~w[3], f[15:12]);
endmodule

```

Output :



3. Write behavioral Verilog code for 16 to 4 priority encoder using **for** loop.

Verilog code :

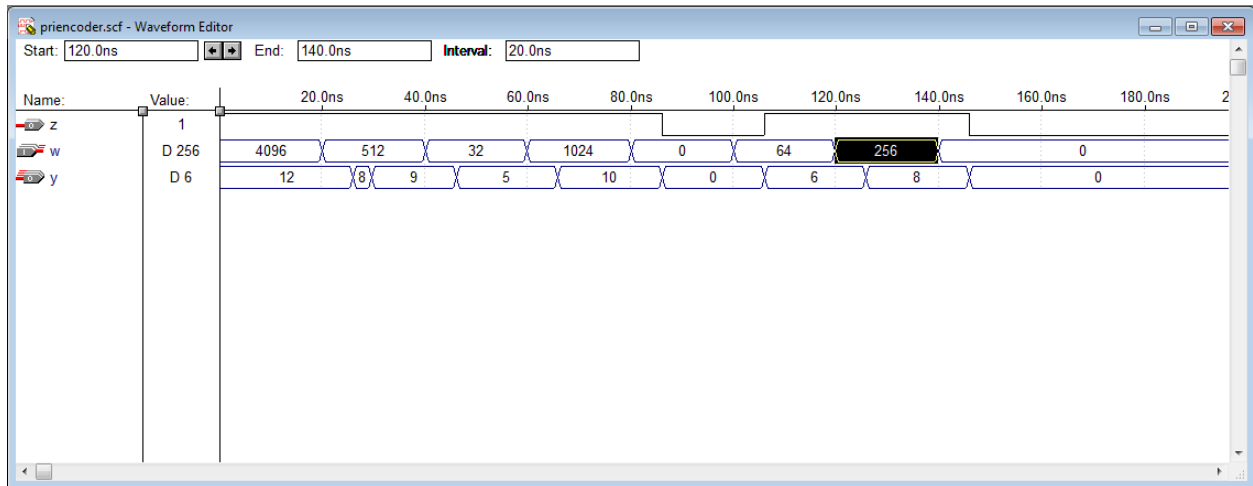
```

module priencoder(w,z,y);
input [15:0]w;
output z;
output [3:0]y;

```

```
reg [3:0]y;  
reg z;  
integer k;  
always @(w)  
begin  
z=0;  
y=4'b0;  
for(k=0;k<16;k=k+1)  
begin  
if(w[k])  
begin  
y=k;  
z=1;  
end  
end  
end  
endmodule
```

Output :



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