## **CS201P MEMORY**

# **B20218 Narmit Kumar**

#### SRAM\_16x4 code:

```
SRAM_16x4.v
 Q 💾 🛧 🧦 🐰 🖺 🛍 // 🕮 Q
    'timescale lns / lps
                     21 pmodule SRAM_16x4(
22
23
        input clk, input rst, input read, input write, input [3:0] wr_data, input [3:0] write_addr, read_addr,
        output reg [3:0] rd_data,output reg wr_done,rd_done
24
       parameter ADDR_WIDTH = 4 ; parameter mem_size = 15 ; parameter DATA_WIDTH = 3 ;
26
        // creates a array of size 16 X 4, means 16 locations each to store a 4-bit data
        reg [DATA_WIDTH:0] temp_mem[0:mem_size];
                  temp_mem[write_addr] <= wr_data;</pre>
                  wr_done <=1;
                  wr_done<=0;
               rd_data <= temp_mem[read_addr];
53 A
54 A
           end
55 endmodule
```

### SRAM\_16x4 testbench:

```
test_SRAM_16x4.v
Q 💾 🛧 🥕 🐰 🖺 🛍 // 🕮 🔉
     'timescale lns / lps
 reg clk, rst, read, write;
 24
      reg [3:0] wr_data;
reg [3:0] write_addr, read_addr;
      wire [3:0] rd_data;
27
28
      wire wr_done,rd_done;
      SRAM_16x4 uut(.clk(clk),
 30
31
      .rst(rst),
      .read(read),
      .write(write),
 33
      .wr_data(wr_data),
      .write_addr(write_addr),
.read_addr(read_addr),
 34
 35
      .rd_data(rd_data),
 37
38
      .wr_done(wr_done),
      .rd_done(rd_done)
 40
      always #5 clk = !clk;
 41
 42
      initial begin
 43
        clk = 1'b0;
 44
45
         rst=0;
read= 0;
         write = 1;
 47
48
         wr_data=4'b0101;
write_addr=4'd3;
read_addr=4'd0;
49
50
51
         #100;
         #10;
 52
53
54
55
         rst=0;
         read= 1;
write = 0;
55
          write = 0;
          wr_data=0;
56
57
          write_addr=0;
58
          read_addr=4'd3;
59
          #100;
60
          #10;
61
62
          rst=0;
63
          read= 0;
         write = 1;
64
65
          wr_data=4'b0100;
66
          write_addr=4'd3;
          read_addr=4'd0;
67
68
69
          #100;
70
          #10;
71
72
          rst=0;
73
          read= 1;
74
          write = 0;
75
           wr_data=0;
           write_addr=0;
76
77
           read addr=4'd3;
78
79
80
81
      end
82
      endmodule
83
84
```

## Output:

