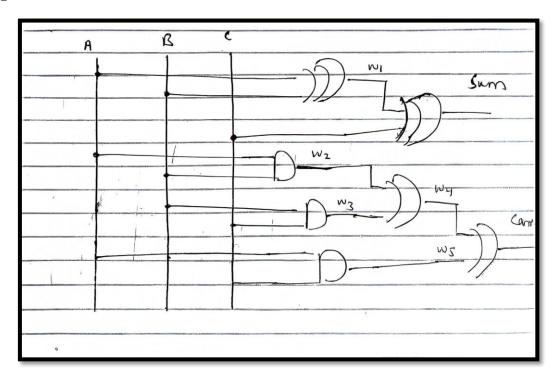
#### Full adder:

Full Adder is the adder that adds three inputs and produces two outputs. The first two inputs are A and B, and the third input is an input carry as C-IN. The output carry is designated as C-OUT and the normal output is designated as S which is SUM. The C-OUT is also known as the majority 1's detector, whose output goes high when more than one input is high. A full adder logic is designed in such a manner that can take eight inputs together to create a byte-wide adder and cascade the carry bit from one adder to another. we use a full adder because when a carry-in bit is available, another 1-bit adder must be used since a 1-bit half-adder does not take a carry-in bit. A 1-bit full adder adds three operands and generates 2-bit results.

### **Logic Circuit:**



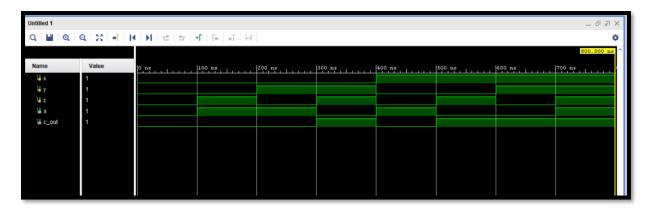
#### **Truth Table:**

| A | В | C | Sum | Carry |
|---|---|---|-----|-------|
| 0 | 0 | 0 | 0   | 0     |
| 0 | 0 | 1 | 1   | 0     |
| 0 | 1 | 0 | 1   | 0     |
| 0 | 1 | 1 | 0   | 1     |
| 1 | 0 | 0 | 1   | 0     |
| 1 | 0 | 1 | 0   | 1     |
| 1 | 1 | 0 | 0   | 1     |
| 1 | 1 | 1 | 1   | 1     |

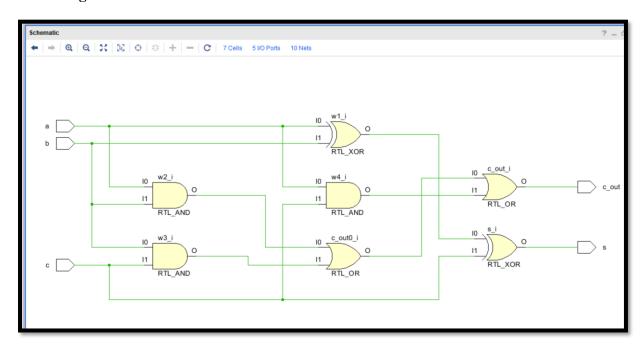
```
Verilog Code:
                                     Testbench:
module full_adder(a,b,c,s,c_out);
                                     module full_adder_tb();
input a,b,c;
                                     reg x,y,z;
output s,c_out;
                                     wire s,c_out;
wire w1,w2,w3,w4;
                                     full_adder f1(x,y,z,s,c_out);
// for sum
                                     initial
assign w1=a^b;
                                     begin
assign s=w1^c;
                                     x=0;y=0;z=0;
// for carry
                                     #100
assign w2=a&b;
                                     x=0;y=0;z=1;
assign w3=b&c;
                                     #100
assign w4=a&c;
                                     x=0;y=1;z=0;
assign c_out=w2|w3|w4;
                                     #100
endmodule
                                     x=0;y=1;z=1;
                                     #100
                                     x=1;y=0;z=0;
                                     #100
                                     x=1;y=0;z=1;
                                     #100
                                     x=1;y=1;z=0;
                                     #100
                                     x=1;y=1;z=1;
                                     #100 $finish;
                                     end
                                     initial
                                     begin
                                     $display("\t\t\ttime\tx\ty\tz\ts\tc_out");
                                     $monitor($time,"\t",x,"\t",y,"\t",z,"\t",s,"\t",c_out);
                                     end
                                     endmodule
```

#### **Sources:**

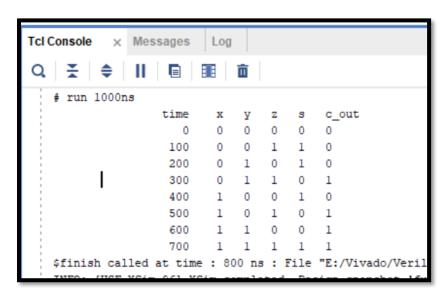
#### **Simulation:**



# RTL Design:



## **Tcl Console:**



## **Application:**

- **1.Arithmetic circuits:** Full adders are utilized in math circuits to add twofold numbers. At the point when different full adders are associated in a chain, they can add multi-bit paired numbers.
- **2.Data handling:** Full adders are utilized in information handling applications like advanced signal handling, information encryption, and mistake rectification.
- **3.Counters:** Full adders are utilized in counters to addition or decrement the count by one.
- **4.Multiplexers and demultiplexers:** Full adders are utilized in multiplexers and demultiplexers to choose and course information.
- **5.Memory tending to:** Full adders are utilized in memory addressing circuits to produce the location of a particular memory area.
- **6.ALUs:** Full adders are a fundamental part of Number juggling Rationale Units (ALUs) utilized in chip and computerized signal processors.