# Calaculator

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### 1 code

#### 1.1 main

we define raw-first-input for our first input and second input and out for output.

Debounce process : We use debouncing for noise cancelling.we input one number for each clock cycle the input

raw first input + 1

to debounce it.

Main logic: this part is doing the process. we assign specific number for each operator with case.

3'b000 : addition 3'b001 : subtraction 3'b010 : multiplication

3'b011: fraction (it isn't in project) but it shows only integer output

if we want to create calculator without debounce we can use only the main logic at code that we write that with case and assign each number to specific operator.

### 1.2 Test bench part

my test bench code has the normal form of type that ready in verilog.

in the initial part we assign the number to input and output.

first we assign

raw first input = 100

second input = 50

and

$$operator input = 3'b000 = addition$$

but we assume that we have 5 clock cycle . in result raw-first-input changes to 105. and we have

raw first input = 105

second input = 50

and

operator input = 3'b000 = addition

### 1.3 Output part

```
immodule cal_deb (
   input wire clk,
   input wire [19:0] raw first input,
   input wire [19:0] operator_input,
   input wire [19:0] second_input,
   input wire [19:0] second_input,
   output wire [19:0] second_input,
   coutput wire [19:0] out];
   reg (19:0] result;
   reg [19:0] debounce_counter;
   reg [3:0] debounce_counter;
   reg debounce dome_internal;
   // Pebounce process
   lalways & (posedge clk) begin
   if (debounce_counter <= 4) begin
   debounce_dome_internal <= 0; // Reset internal signal
   debounce_dome_internal <= 0; // Reset internal signal
   debounce_dome_internal <= 0; // Reset internal signal
   debounce_dome_internal <= 1;
   debounce_dome_internal <= 1;
   end
   debounce_dome_internal <= 1;
   end
   // Main logic
   case (operator_input)
   3'b000: result <= debounced first_input + second_in
   3'b000: result <= debounced first_input + second_in
   3'b010: result <= debounced first_input <= second_in
   3'b011: if (second_input != 0) result <= debounced
   end
   end
end
end
end
end
end
end
assign_out = result;
endmodule</pre>
```

Figure 1: Main part.

```
module cal deb tb;
1
2
        reg clk;
        reg [19:0] raw_first_input; //first input
3
4
        reg [2:0] operator input; // operator
        reg [19:0] second_input; // seconf input
5
        wire [19:0] out; // uotput
6
7
        cal_deb uut (
8
9
            .clk(clk),
10
            .raw_first_input(raw_first_input),
            .operator_input(operator_input),
11
12
            .second input (second input),
13
            .out(out)
        );
14
15
        initial begin
16
            clk = 0;
17
18
            raw_first_input = 20'd100; // assign number
            operator_input = 3'b000; // assign number
19
            second input = 20'd50; // assign number
20
21
            // Apply debounced input after a few clock cycles
22
23
            #5 raw first input = 20'd105;
24
2.5
            // Monitor output
26
            $monitor(" out=%d", out);
27
            // Wait for a few clock cycles
28
            #50 $finish;
29
30
31
32
        always #10 clk = ~clk;
3.3
34
    endmodule
35
```

Figure 2: test bench.

This is a Full version of ISim.

Time resolution is 1 ps

Simulator is doing circuit initialization process.

Finished circuit initialization process.

out= x

out= 155

Figure 3: 105+50=155.

# run 1000 ns

Simulator is doing circuit initialization process. Finished circuit initialization process.

out= x out= 55

Figure 4: 105-50=55.

# run 1000 ns

Simulator is doing circuit initialization process. Finished circuit initialization process.

out= x out= 5250

Figure 5: 5250=105\*50.

# run 1000 ns

Simulator is doing circuit initialization process. Finished circuit initialization process.

out= x out= 2

Figure 6:  $2=105_{\frac{1}{50}}$ .