In LAB: implement ripple-carry adder in Verilog and program it on the FPGA board

```
Step 1. Half Adder (code):
`timescale 1ns / 1ps
// Company:
// Engineer:
//
// Create Date: 19:24:22 04/24/2018
// Design Name:
// Module Name: HalfAdder
// Project Name:
// Target Devices:
// Tool versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module HalfAdder(
   input a,
   input b,
```

```
output cout
   );
       xor(sum, a, b);
       and(cout, a, b);
endmodule
Step 2. Full Adder (code):
Full Adder
`timescale 1ns / 1ps
// Company:
// Engineer:
//
// Create Date: 19:25:24 04/24/2018
// Design Name:
// Module Name:
               FullAdder
// Project Name:
// Target Devices:
// Tool versions:
// Description:
//
// Dependencies:
```

output sum,

```
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module FullAdder(
   input a,
   input b,
   input cin,
   output sum,
   output cout
   );
       wire c1, c2, s;
       HalfAdder T1(.a(a), .b(b), .sum(s), .cout(c1));
       HalfAdder T2(.a(cin), .b(s), .sum(sum), .cout(c2));
       or(cout, c1, c2);
endmodule
Step 3. Ripple-Carry Adder (code):
`timescale 1ns / 1ps
// Company:
```

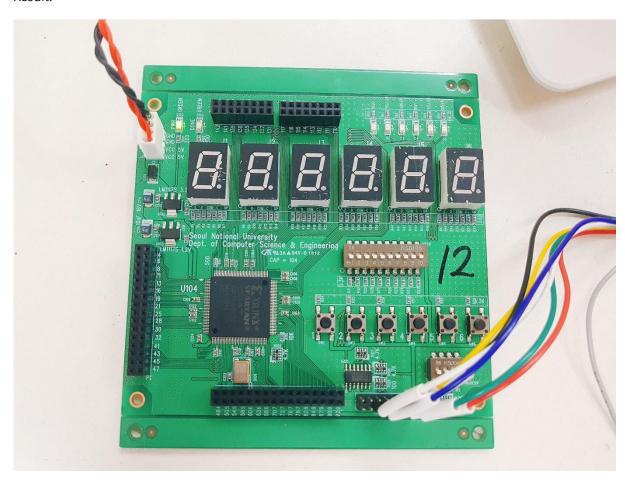
```
// Engineer:
//
// Create Date:
               19:30:26 04/24/2018
// Design Name:
// Module Name:
                 RippleCarryAdder
// Project Name:
// Target Devices:
// Tool versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module RippleCarryAdder(
   input [1:0] a,
   input [1:0] b,
   input c0,
   output [1:0] s,
   output c2
   );
```

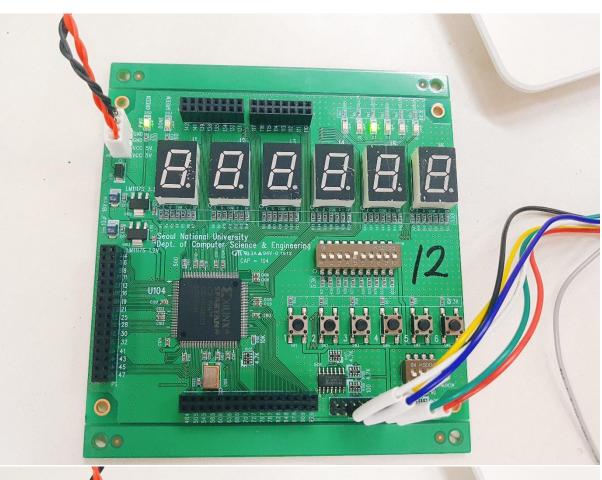
wire c1;

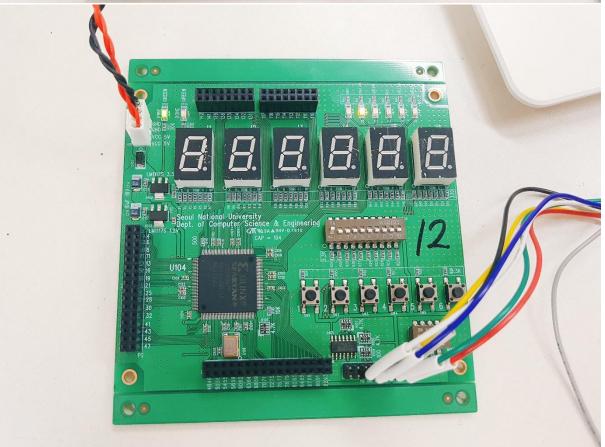
FullAdder T1(.a(a[0]), .b(b[0]), .cin(c0), .sum(s[0]), .cout(c1)); FullAdder T2(.a(a[1]), .b(b[1]), .cin(c1), .sum(s[1]), .cout(c2));

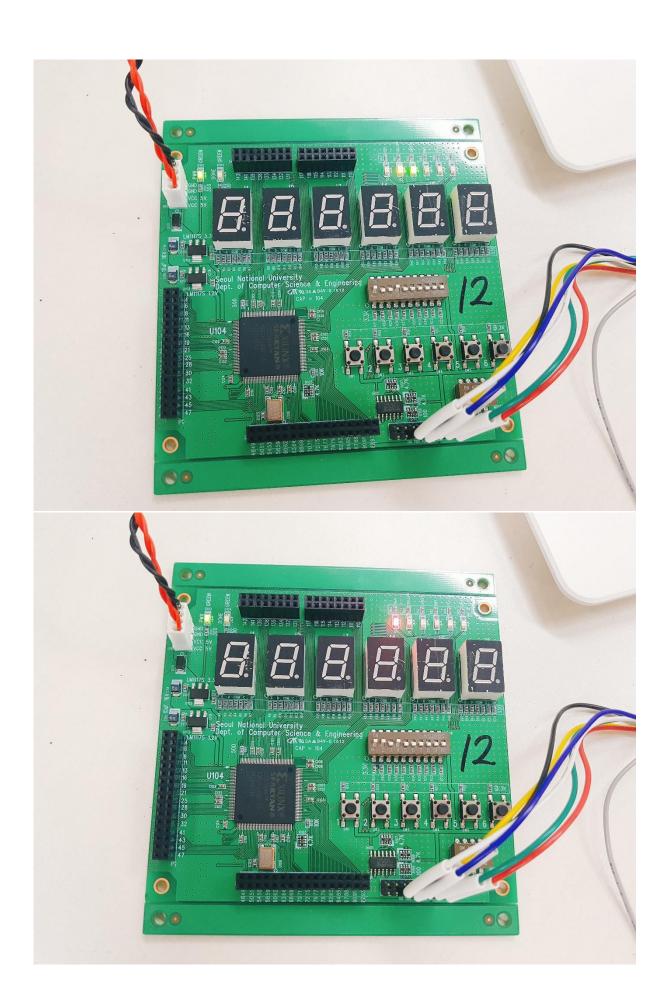
endmodule

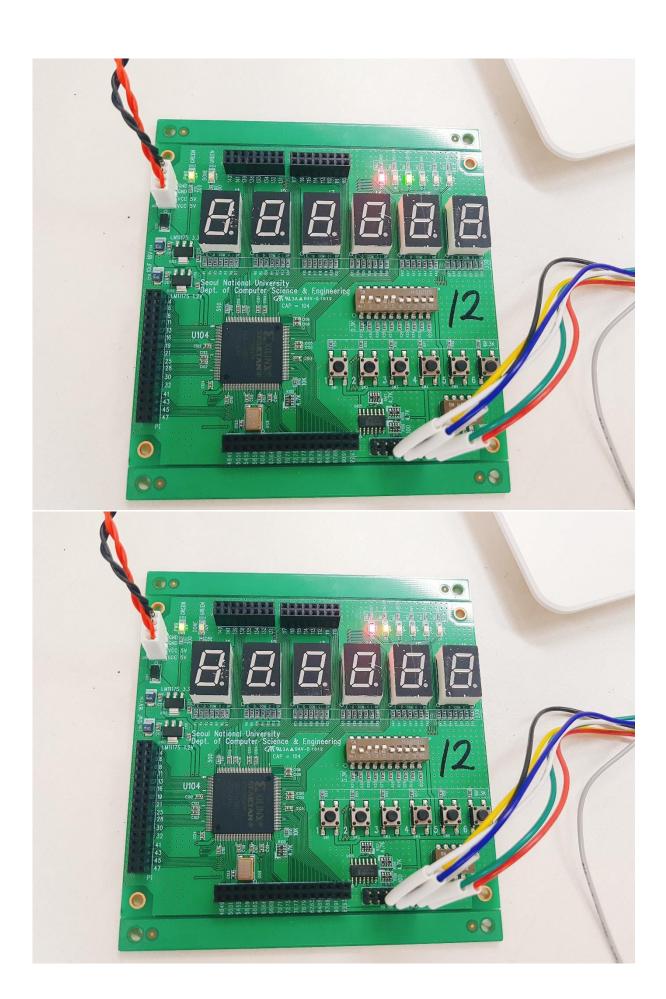
Result:

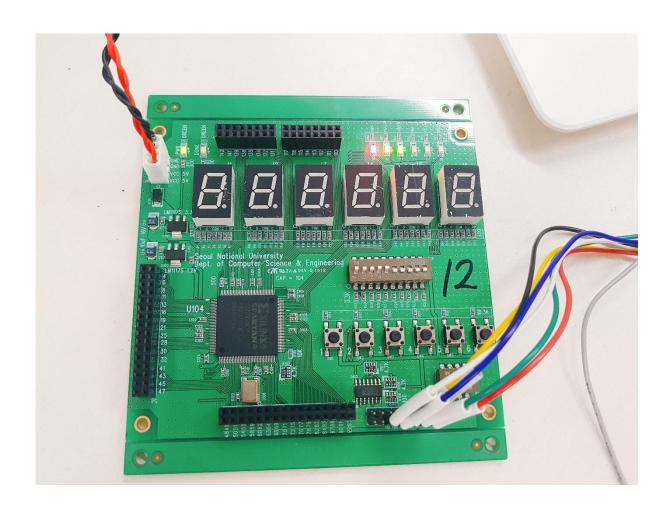












Homework: implement 1-bit Arithmetic Logic Unit (ALU) in Verilog and simulate all possible outputs using Verilog test bench.

1-bit ALU (code):
timescale 1ns / 1ps
// Company:
// Engineer:
//
// Create Date: 19:45:04 04/24/2018
// Design Name:
// Module Name: OneBitALU
// Project Name:
// Target Devices:
// Tool versions:
// Description:
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
module OneBitALU(
input m,

```
input [1:0] s,
input a,
input b,
output f
);
     reg out;
     assign sel = \{m, s[0]\};
     assign f = out;
     always@(m or s or a or b)
               begin
                        if(s[1]==1'b0)
                                 begin
                                          case(s[0])
                                                    1'b0 : out = a;
                                                    1'b1 : out = !a;
                                          endcase
                                 end
                        else
                                 begin
                                          case(sel)
                                                    2'b00 : out = (!a \& b) | (!b \& a);
                                                    2'b01 : out = !((!a \& b) | (!b \& a));
                                                    2'b00 : out = a | b;
```

2'b00 : out = (!a) | b;

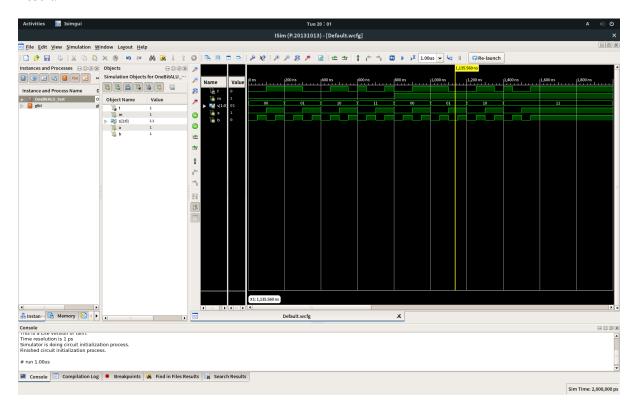
endcase

end

end

endmodule

Result:



```
Test code for 1-bit ALU:
`timescale 1ns / 1ps
// Company:
// Engineer:
//
// Create Date: 19:57:06 04/24/2018
// Design Name: OneBitALU
// Module Name: /csehome/ld15/OneBitALU/OneBitALU_test.v
// Project Name: OneBitALU
// Target Device:
// Tool versions:
// Description:
//
// Verilog Test Fixture created by ISE for module: OneBitALU
//
// Dependencies:
//
// Revision:
// Revision 0.01 - File Created
// Additional Comments:
//
```

```
// Inputs
reg m;
reg [1:0] s;
reg a;
reg b;
// Outputs
wire f;
// Instantiate the Unit Under Test (UUT)
OneBitALU uut (
         .m(m),
         .s(s),
         .a(a),
         .b(b),
         .f(f)
);
initial begin
         // Initialize Inputs
         m = 0; s = 0; a = 0; b = 0; #50;
         b = 1; #50;
         a = 1; b = 0; #50;
         b = 1; #50;
         s = 1; a = 0; b = 0; #50;
```

$$b = 1; #50;$$

$$a = 1$$
; $b = 0$; #50;

$$b = 1; #50;$$

$$s = 2$$
; $a = 0$; $b = 0$; #50;

$$b = 1; #50;$$

$$a = 1$$
; $b = 0$; #50;

$$b = 1; #50;$$

$$s = 3$$
; $a = 0$; $b = 0$; #50;

$$b = 1; #50;$$

$$a = 1$$
; $b = 0$; #50;

$$b = 1; #50;$$

$$m = 1$$
; $s = 0$; $a = 0$; $b = 0$; #50;

$$b = 1; #50;$$

$$a = 1$$
; $b = 0$; #50;

$$b = 1; #50;$$

$$s = 1$$
; $a = 0$; $b = 0$; #50;

$$b = 1; #50;$$

$$a = 1$$
; $b = 0$; #50;

$$b = 1; #50;$$

$$s = 2$$
; $a = 0$; $b = 0$; #50;

$$b = 1; #50;$$

$$a = 1$$
; $b = 0$; #50;

$$b = 1; #50;$$

$$s = 3$$
; $a = 0$; $b = 0$; #50;

$$b = 1; #50;$$

$$a = 1$$
; $b = 0$; #50;

$$b = 1; #50;$$

end

endmodule