```
1
     `timescale 1ns / 1ps
 2
    3
 4
 5
     * File Name: regfile32 TB.v
 6
     * Project: Lab Assignment 2
 7
    * Designer: Rosswell Tiongco
 8
     * Email:
                  rosswelltiongco@gmail.com
9
     * Rev. No.: Version 1.0
     * Rev. Date: Current Rev. Date
10
11
12
     * Purpose: To verify the validity of the register file, three requirements
1.3
               are to be met
14
               1) Display initial contents of all 32 registers $readmemh
15
                2) Write new values to reg file based on customer's pattern
               3) Display updated contents of all 32 registers
16
17
18
     * Notes:
19
     *****************************
20
21
22
    module regfile32 TB;
23
       // Inputs
24
25
                        reset, D En;
       reg
                 clk,
       reg [ 4:0] S Addr, D Addr, T Addr;
26
27
       reg [31:0] D;
28
29
       // Outputs
30
       wire [31:0] S, T;
31
       // Instantiate the Unit Under Test (UUT)
32
33
       regfile32 uut (
34
          .clk(clk),
35
          .reset(reset),
36
          .S Addr(S Addr),
37
          .D(D),
38
          .D En (D En),
39
          .D Addr (D Addr),
          .T Addr(T Addr),
40
41
          .S(S),
42
          T(T)
43
       );
44
       // Variable declaration
45
46
       integer i = 0;
47
       reg [31:0] memory [31:0];
48
       always #5 clk = ~clk;
49
50
       initial begin
51
          $display("\n\nCECS440 Register File Testbench");
52
          clk = 0;
53
          reset = 0;
54
          S Addr = 0;
55
          D = 0;
56
          D En = 0;
57
          D Addr = 0;
```

```
58
            T Addr = 0;
 59
 60
            // Initializing registers
 61
            $display("\n\nINITIALIZING REGISTERS");
            $readmemh("IntReg Lab2.dat", memory);
 62
 63
            D En = 1;
            for (i = 0; i < 32; i = i + 1) begin
 64
 65
               D = memory[D Addr];
               @ (posedge clk) D Addr = D Addr + 1;
 66
 67
            end
 68
            D En = 0;
 69
70
            //One time reset assertion
 71
            @ (negedge clk) reset = 1'b1;
 72
            @ (negedge clk) reset = 1'b0;
 7.3
 74
            // Formatting time
 75
            // $timeformat [ ( units number , precision number ,
 76
                                suffix string , minimum field width ) ] ;
            //
 77
            $timeformat(-9,3,"ns",5);
 78
 79
            // 1) Display initial contents of all 32 registers $readmemh
 80
            reg dump();
81
            // 2) Write new values to reg file based on customer's pattern
82
            reg write();
            // 3) Display updated contents of all 32 registers
 83
 84
            reg dump();
85
 86
         end
 87
      // The register dump task displays the address and its contents
 88
 89
      task reg dump(); begin
 90
         #1 $display("\n\nREADING REGISTERS");
 91
          for (i = 0; i < 16; i = i + 1) begin
              // Assigning ALL INPUTS on the negative edge of clk
 92
 93
              @ (negedge clk) begin
                  reset = 0;
 94
95
                  D En = 0;
96
                  D = 0;
97
                  D Addr = 0;
 98
                  S Addr = i;
99
                  T Addr = S Addr + 16;
100
101
              // Reading values on the positive edge of clk
102
              @ (posedge clk)
103
                   #1 $display("Time %t || S Addr: %h S:%h || T Addr:%h T:%h",
104
                               $time, S Addr, S, T Addr, T);
105
          end
106
      end
107
      endtask
108
109
      // The register write task writes the customer's required pattern
110
      task reg write(); begin
         #1 $display("\n\nWRITING TO REGISTERS");
111
112
          // Writing pattern to the register file
113
          // Start at 1, since register 0 is reserved and not written to
114
          for (i = 1; i < 32; i = i + 1) begin
```

Thu Feb 14 11:40:00 2019

regfile32_TB.v

```
// Assigning ALL INPUTS on the negative edge of clk
115
        @ (negedge clk)
116
117
           D Addr = i;
           118
119
           S Addr = 0; T Addr = 0;
120
           D_En = 1; ; reset = 0;
121
       end
122
    end
123
    endtask
124
125
126 endmodule
```