DSD LAB

LAB 2

Write behavioral Verilog code to implement the following and simulate

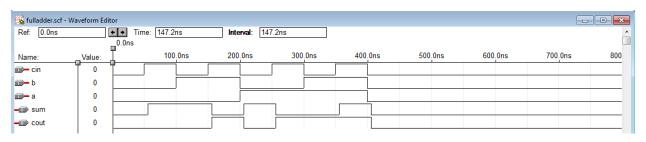
- 1. Full adder
- 2. Four-bit adder/ subtractor
- 3. Single-digit BCD adder using a four-bit adder(s).

Q1)

Source Code:

```
module fulladder(a, b, cin, cout, sum);
input a, b, cin;
output cout, sum;
assign {cout,sum} = a + b + cin;
endmodule
```

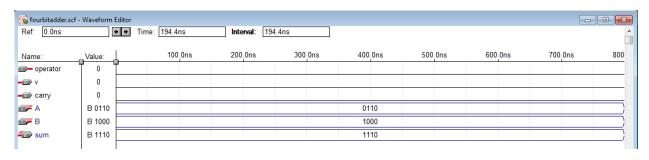
Output Waveform:

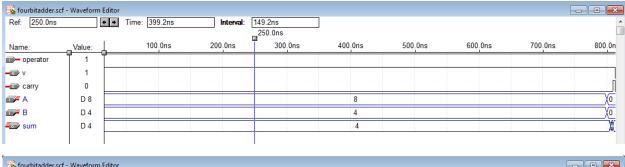


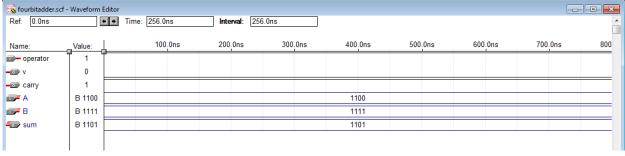
Source Code:

```
module fourbitadder(sum, carry, v, A, B, operator);
output [3:0] sum;
output carry;
output v;
input [3:0] A;
input [3:0] B;
input operator;
wire C0, C1, C2, C3, B0, B1, B2, B3;
assign B0 = B[0] \land operator;
assign B1 = B[1] \land operator;
assign B2 = B[2] \land operator;
assign B3 = B[3] \land operator;
assign carry = C3 ^ operator;
assign v = C3 ^ C2;
fulladder fa0(A[0], B0, operator, C0, sum[0]); // Least significant bit.
fulladder fa1(A[1], B1, C0, C1, sum[1]);
fulladder fa2(A[2], B2, C1, C2, sum[2]);
fulladder fa3(A[3], B3, C2, C3, sum[3]); // Most significant bit.
endmodule
module fulladder(a, b, cin, cout, sum);
input a, b, cin;
output cout, sum;
assign \{cout, sum\} = a + b + cin;
endmodule
```

Output Waveform:







Q3)

Source Code:

```
module bcd_adder(a,b,carry_in,sum,carry);
  input [3:0] a,b;
  input carry_in;
  output [3:0] sum;
  output carry;
  reg [4:0] sum_temp;
  reg [3:0] sum;
  reg carry;
  always @ (a | b | carry_in)
  begin
     sum\_temp = a + b + carry\_in;
    if(sum\_temp > 9)
       begin
       sum\_temp = sum\_temp + 6;
       carry = 1;
       sum = sum\_temp[3:0];
       end
    else
       begin
       carry = 0;
       sum = sum\_temp[3:0];
       end
  end
endmodule
```

Output Waveform:

