

4 bit counter

```
`timescale 1ns/1ps

module counter(clk,rst,m,count);

input clk,rst,m;

output reg [3:0]count;

always@(posedge clk or negedge rst)

begin

if(!rst)

count=0;

if(m)

count=count+1;

else

count=count-1;

end

endmodule
```

Test bench

```
`timescale 1ns/1ps

module counter_test;

reg clk, rst,m;

wire [3:0] count;

Initial

begin

clk=0;

rst=0;#25;

rst=1;

end

initial

begin

m=1;

#600 m=0;

rst=0;#25;

rst=1;

#500 m=0;

end

counter counter1(clk,m,rst, count);

always #5 clk=~clk;

initial

#1400 $finish;

endmodule
```

4bit full adder

Source Code – fa.v :-

```
module full_adder( A,B,CIN,S,COOUT);  
  
    input A,B,CIN;  
  
    output S,COOUT;  
  
    assign S = A^B^CIN;  
  
    assign COOUT = (A&B) | (CIN&(A^B));  
  
endmodule
```

Source Code – fa_4bit.v :-

```
module four_bit_adder(A,B,C0,S,C4);  
  
    input [3:0] A,[3:0] B;  
  
    input C0;  
  
    output [3:0] S;  
  
    output C4;  
  
    wire C1,C2,C3;  
  
    full_adder fa0 (A[0],B[0],C0,S[0],C1);  
    full_adder fa1 (A[1],B[1],C1,S[1],C2);  
    full_adder fa2 (A[2],B[2],C2,S[2],C3);  
    full_adder fa3 (A[3],B[3],C3,S[3],C4);  
  
endmodule
```

Test Bench – fa_test.v :-

```
module test_4_bit;  
  
    reg [3:0] A;  
  
    reg [3:0] B;  
  
    reg C0;  
  
    wire [3:0] S;  
  
    wire C4;  
  
    four_bit_adder dut(A,B,C0,S,C4);  
  
    initial begin  
  
        A = 4'b0011;B=4'b0011;C0 = 1'b0; #10;  
  
        A = 4'b1011;B=4'b0111;C0 = 1'b1; #10;  
  
        A = 4'b1111;B=4'b1111;C0 = 1'b1; #10;  
  
        end  
  
    initial  
  
        #50 $finish;  
  
endmodule
```

32 Bit alu

Source Code – Using Case Statement :

```
module alu_32bit_case(y,a,b,f);  
input [31:0]a;  
input [31:0]b;  
input [2:0]f;  
output reg [31:0]y;  
always@(*)  
begin  
case(f)  
3'b000:y=a&b; //AND Operation  
3'b001:y=a|b; //OR Operation  
3'b010:y=~(a&b); //NAND Operation  
3'b011:y=~(a|b); //NOR Operation  
3'b010:y=a+b; //Addition  
3'b011:y=a-b; //Subtraction  
3'b100:y=a*b; //Multiply  
default:y=32'bx;  
endcase  
end  
endmodule
```

Source Code - Using If Statement :

```
module alu_32bit_if(y,a,b,f);  
input [31:0]a;  
input [31:0]b;  
input [2:0]f;  
output reg [31:0]y;  
always@(*)  
begin  
if(f==3'b000)  
y=a&b; //AND Operation  
else if (f==3'b001)  
y=a|b; //OR Operation  
else if (f==3'b010)  
y=a+b; //Addition  
else if (f==3'b011)  
y=a-b; //Subtraction  
else if (f==3'b100)  
y=a*b; //Multiply  
else  
y=32'bx;  
end  
endmodule
```

Test bench :

```
module alu_32bit_tb_if;

reg [31:0]a;

reg [31:0]b;

reg [2:0]f;

wire [31:0]y;

alu_32bit_if test(.y(y),.a(a),.b(b),.f(f));

initial

begin

a=32'h00000000;

b=32'hFFFFFFFF;

#10 f=3'b000;

#10 f=3'b001;

#10 f=3'b010;

#10 f=3'b100;

end

initial

#50 $finish;

endmodule
```

```

`timescale 1ns/1ps

module jkff(j,k,clk,q,qm);

input j,k,clk;

output reg q,qm;

initial q=0;

always@(posedge clk)

begin

case({j,k})

2'b00:q=q;

2'b01:q=0;

2'b10:q=1;

2'b11:q=~q;

endacse

qm=~q;

end

endmodule

```

```

testbench

`timescale 1ns/1ps

module jktest;

reg j,k,clk;

wire q,qm;

jkff uut(j,k,clk,q,qm);

initial begin

clk=1;

j=0; k=0; #100;

j=0; k=1; #100;

j=1; k=0; #100;

j=1; k=1; #100;

end

always #5 clk=~clk;

initial

#1400 $finish;

endmodule

```