COMPUTER ORGANIZATION ASSIGMENTO2 REPORT

Descriptions of files:

alu32.v: Main Verilog file. It contains adder, multiplier, 8x1(32-bit) mux and other components for add,orr,xor,nor. Also there is 2x1 muxes for control inputs of adder. Because same adder using for addition, subtraction, multiplication and set-ong-less-than.

adder.v: Adder has 32 half adder for 32-bit.

half_adder.v:Addition component for add two bit.

c_a.v: Control a input for adder. If it's out 0 than adder does addition, otherwise it does multiplication.

c_b.v: Control b input for adder. If it's out 0 than adder does addition, otherwise it does subtraction.

mult32.v:Verilog file for multiplication process . Multiplier has datapath and control units.

datapath.v: Datapath does shift and write operations.

control.v: Controller control datapath unit when writing and shifting.

and 32.v: Verilog file for and operation of two 32-bit number.

not32: Verilog file for not operation for 32-bit number.

xor32: Verilog file for xor operation of two 32-bit number.

or32.v: Verilog file for or operation of two 32-bit number.

ander4.v: Verilog file for and four bit.

or8_bit: Verilog file for or 8 bit.

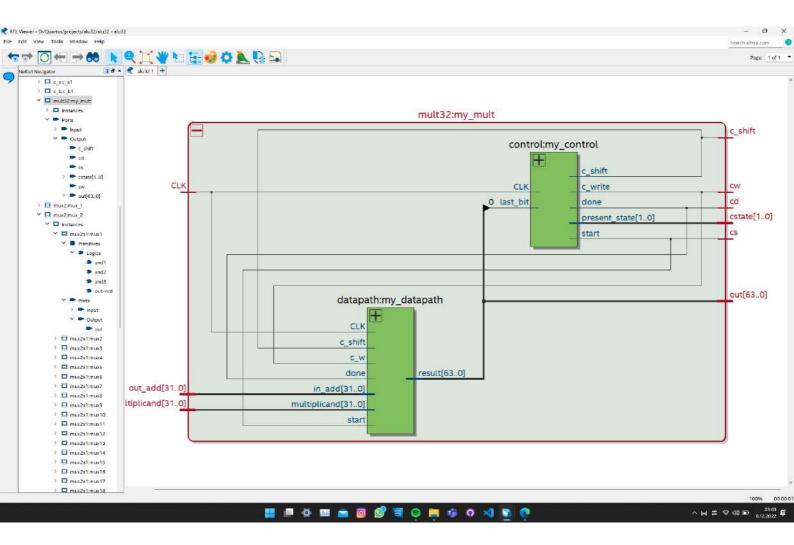
mux2.v: Verilog file for 2x1 mux. It contains 32 mux2x1 unit for 32-bit numbers. It used to control inputs of adder

mux2x1.v: Verilog file for 2x1 mux of 1-bit numbers.

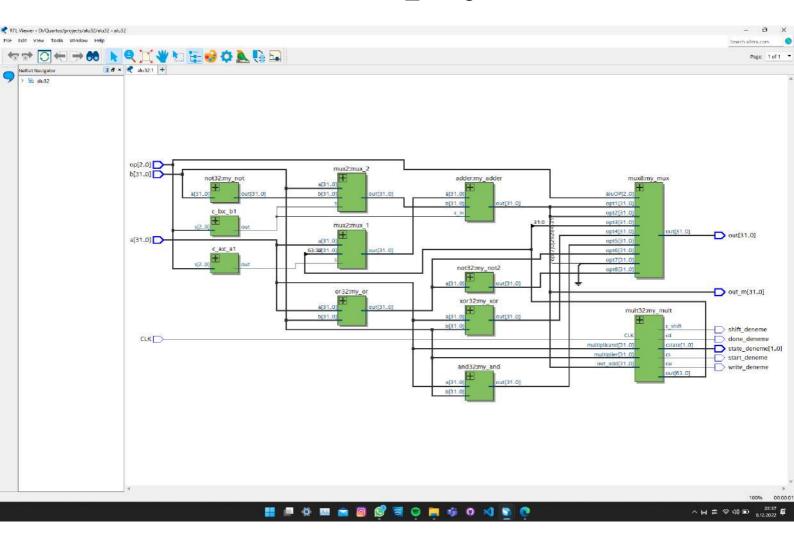
mux8.v: Verilog file for 8x1 mux. It contains 32 mux8_bit unit for 32-bit numbers. It used to control output of alu32 unit.

mux8_bit.v: Verilog file for 8x1 mux of 1-bit numbers.

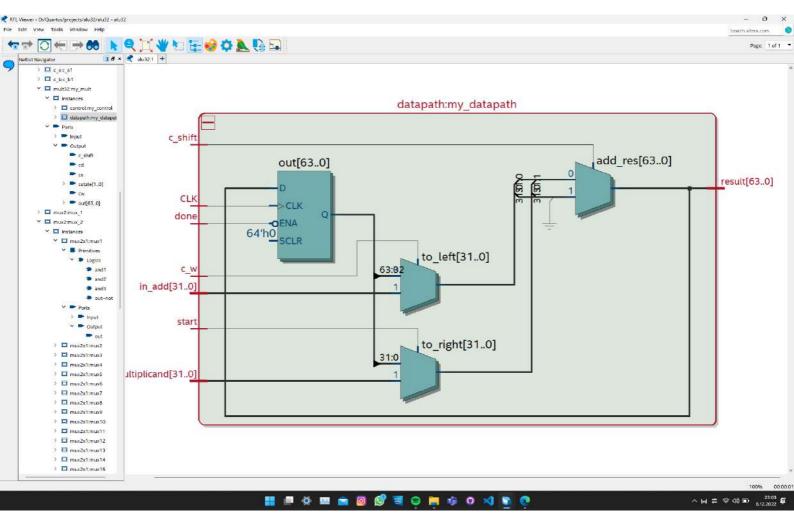
mult32_design



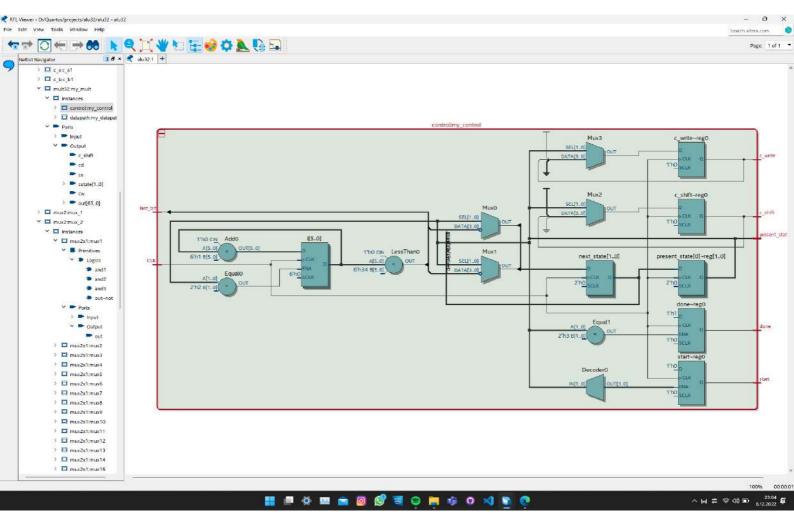
alu32_design



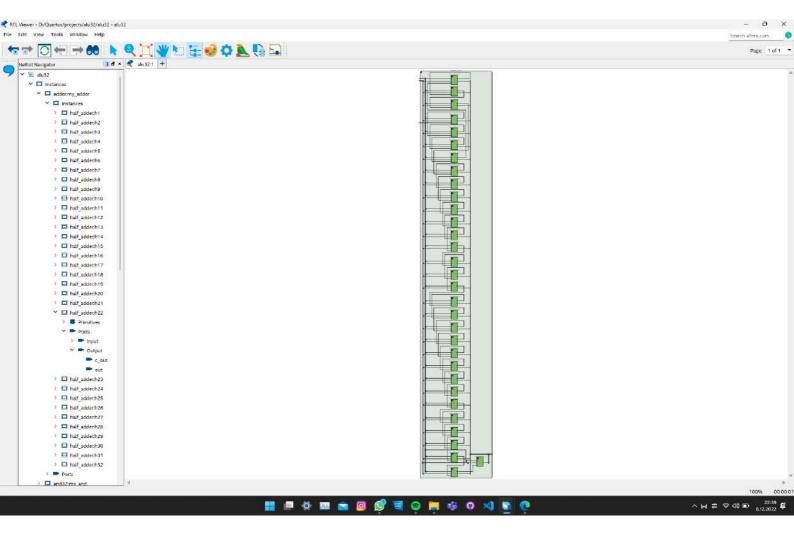
datapath_design



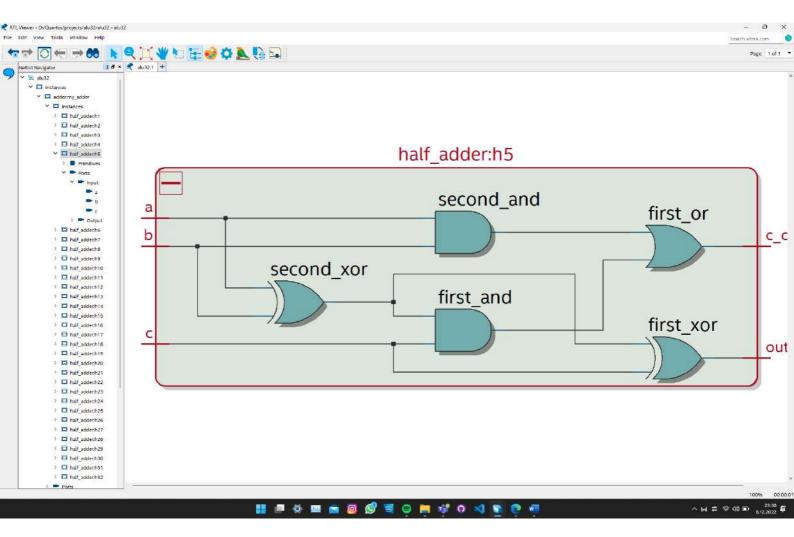
control_design



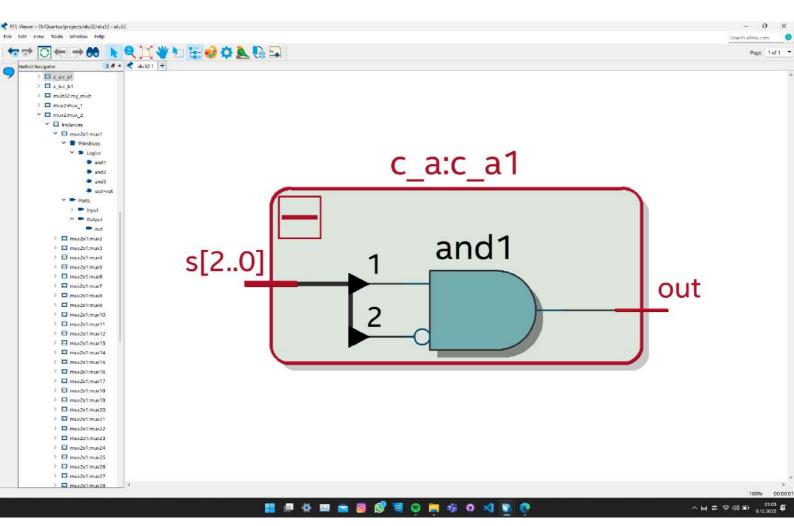
adder_design



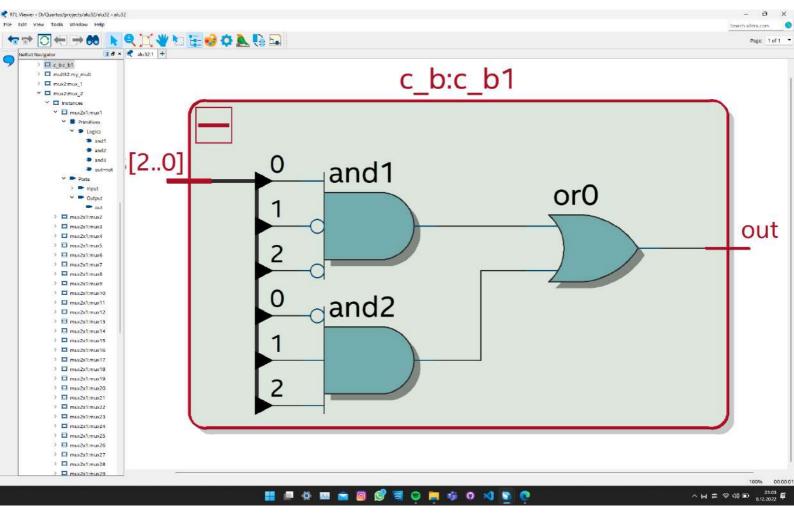
half_adder_design



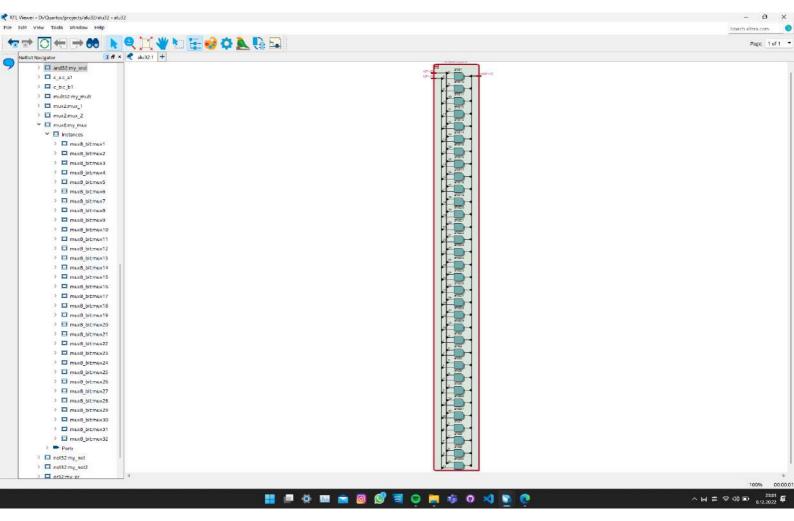
c_a_design



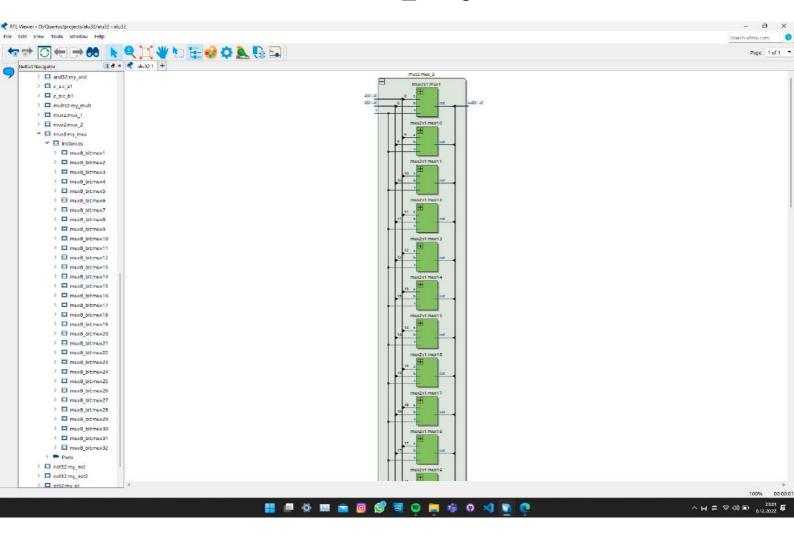
c_b_design



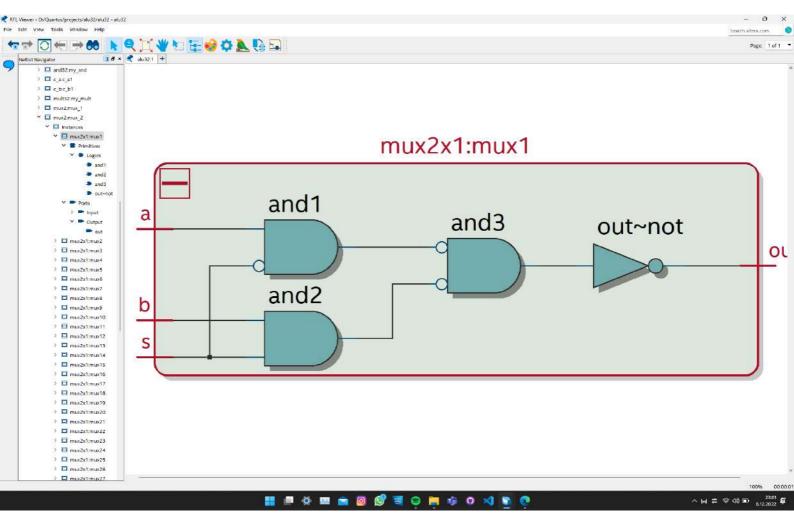
and32_design



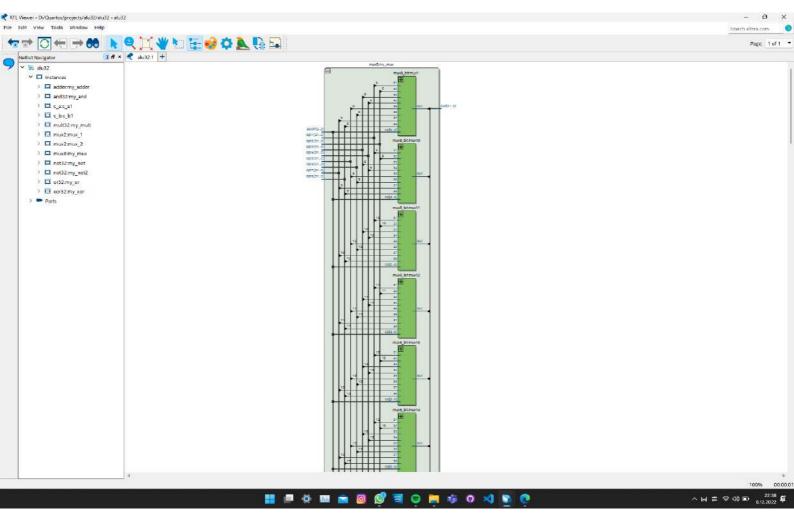
mux2_design



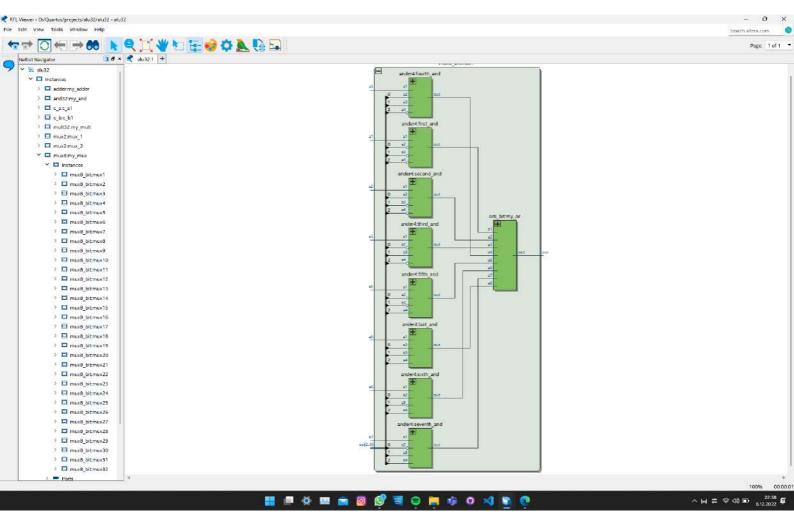
mux2x1_design



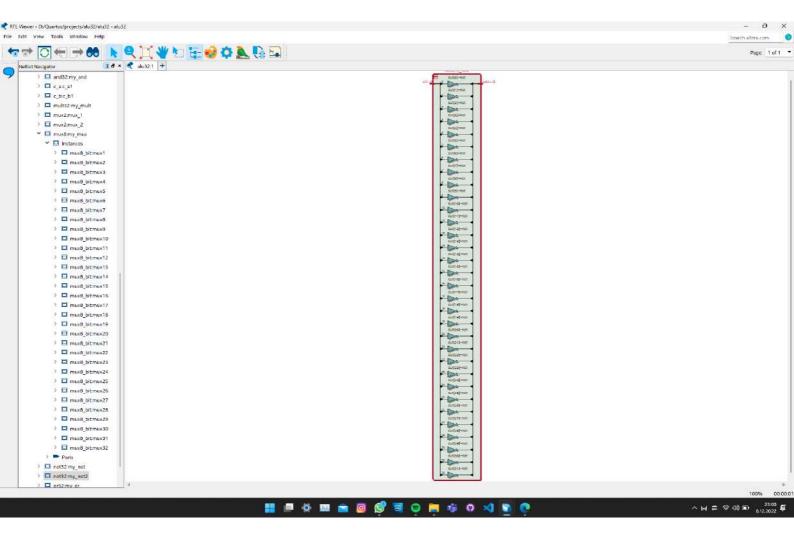
mux8_design



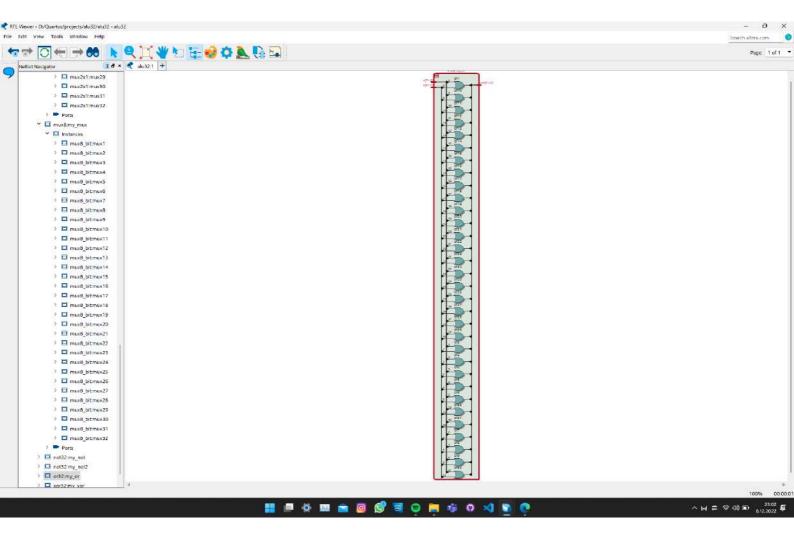
mux8_bit_design



not32_design



or32_design



xor32_design

