

190905514

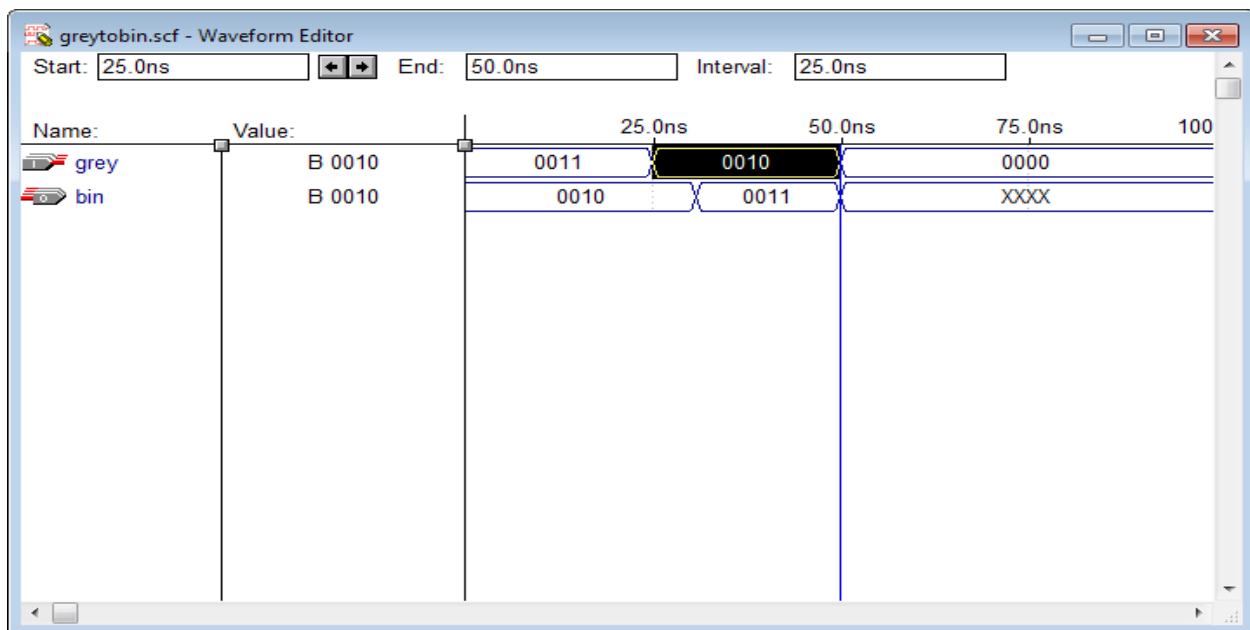
MOHAMMAD TOFIK

WEEK 3 LAB 4

1. Using for loop write Verilog code to convert an n bit gray code into equivalent binary code.

```
module greytobin (bin, grey);  
parameter n = 4;  
input [n-1: 0] grey;  
output [n-1: 0] bin;  
reg [n-1: 0] bin;  
integer i;  
always @(grey)  
begin bin[n-1] = grey[n-1];  
for(i = n-2; i >= 0; i = i-1)  
bin[i] = bin[i+1]^grey[i];  
end  
endmodule
```

OUTPUT :

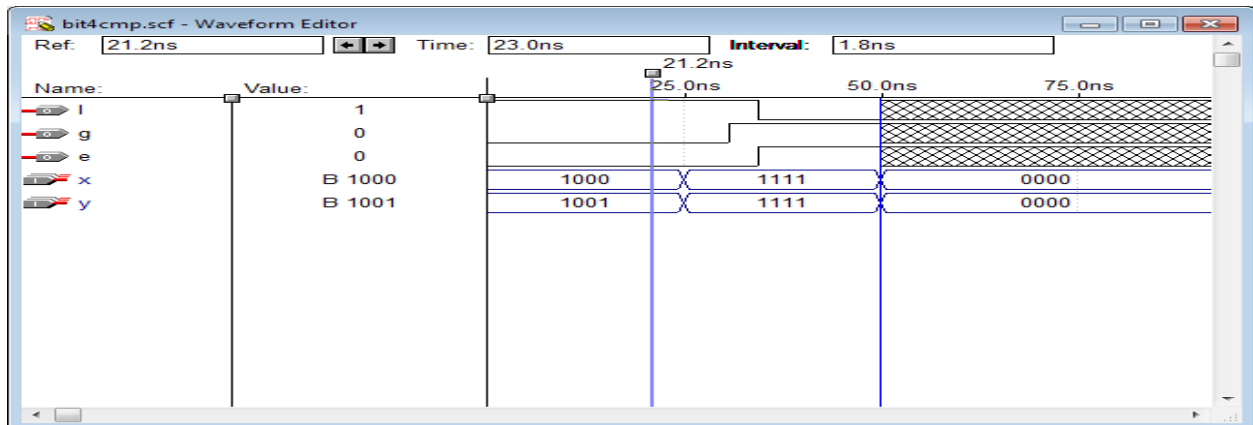


2.write and simulate the Verilog code for 4-bit comparator using 2-bit comparators.

```
module bit4cmp(A,B,g,l,e);
input[3:0] A,B;
output g,l,e;
wire g1,e1,g2,e2;
bit2cmp one(A[1:0],B[1:0],g1,e1);
bit2cmp two(A[3:2],B[3:2],g2,e2);
assign e = e1&e2;
assign g = g2|(e2&g1);
assign l = ~(e|g);
endmodule

module comparator2(A,B,g,e);
input[1:0] A,B;
output g,e;
assign e = ~(A[1]^B[1])&~(A[0]^B[0]);
assign g = (A[1]&~B[1])|(~(A[1]^B[1])&(A[0]&~B[0]));
endmodule
```

OUTPUT :



3. Write behavioral Verilog code for
 - an 8 to 1 multiplexer using **case** statement
 - a 2 to 1 multiplexer using the **if-else** statement.

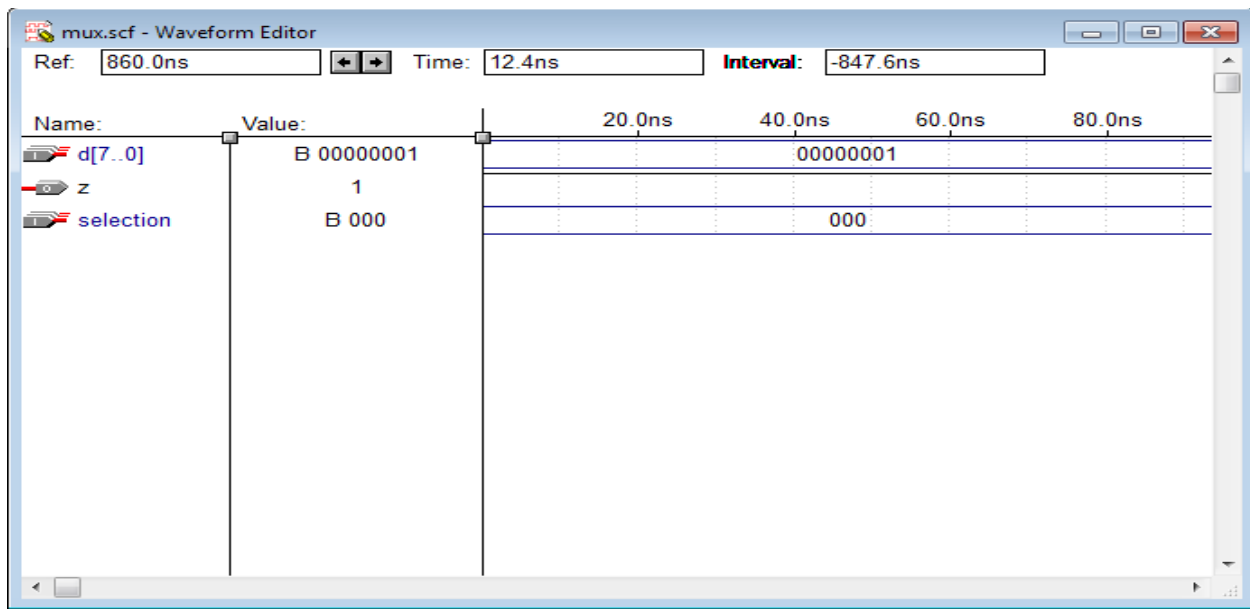
Using the above modules write the hierarchical code for a 16 to 1 multiplexer

1.


```

module MUX(d,selection,z);
input[8:0]d;
input[2:0]selection;
output z;
reg z ;
always @(d or selection)
begin
case (selection)
3'b000:z=d[0];
3'b001:z=d[1];
3'b010:z=d[2];
3'b011:z=d[3];
3'b100:z=d[4];
3'b101:z=d[5];
3'b110:z=d[6];
3'b111:z=d[7];
endcase
end
endmodule

```

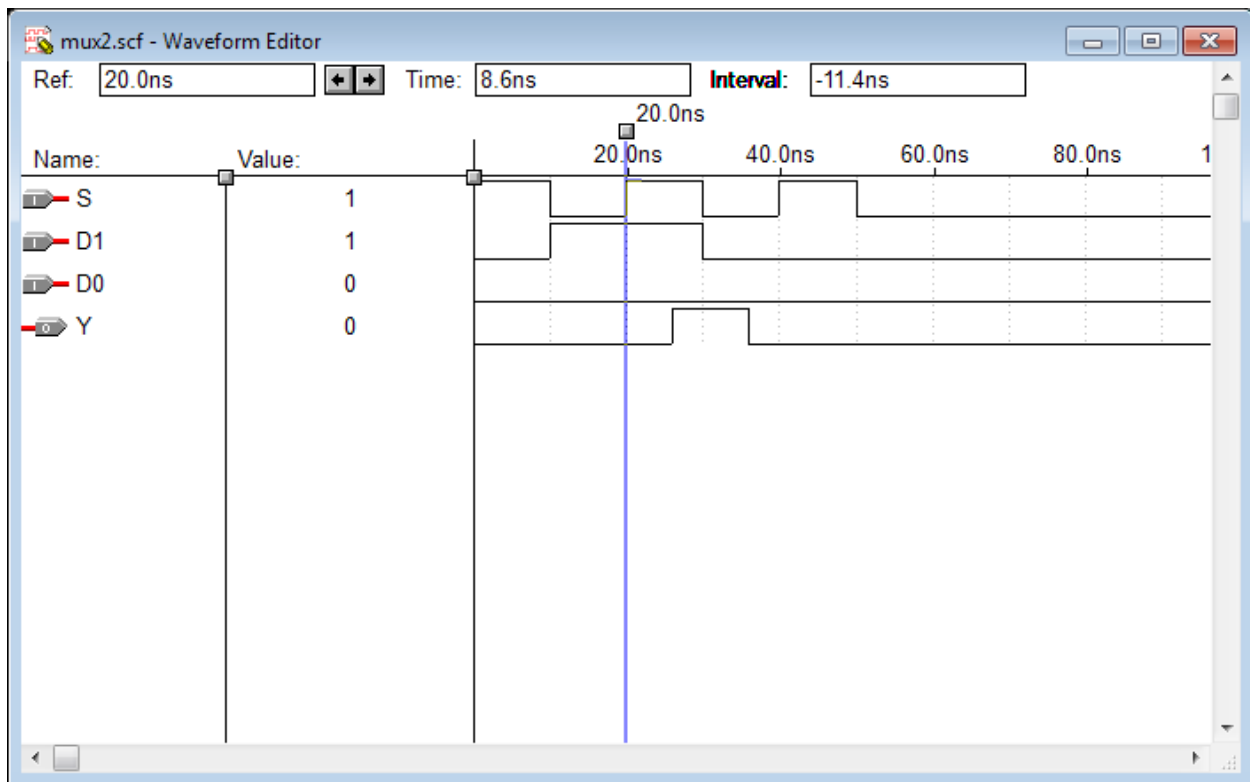


2. a 2 to 1 multiplexer using the **if-else** statement.

```

module mux2( D0, D1, S, Y);
input D0, D1, S;
wire D0, D1;
output Y;
reg Y;
always @(D0 or D1 or S)
begin
if(S)
Y= D1;
else
Y=D0;
end
endmodule

```



3. Using the above modules write the hierarchical code for a 16 to 1 multiplexer

```

module mux16to(p, D, S);
input [15:0] D;
input [3:0] S;
output p;
wire [15:0] D;
wire [3:0] S;
wire [1:0] x;
MUX m1(D[7:0], S[2:0], x[0]);
MUX m2(D[15:8], S[2:0], x[1]);
mux2 m3(x[1], x[0], S[3], p);
endmodule

```

```

module MUX(d,selection,z);
input[7:0]d;

```

```
input[2:0]selection;
output z;
reg z ;
always @(d or selection)
begin
case (selection)
3'b000:z=d[0];
3'b001:z=d[1];
3'b010:z=d[2];
3'b011:z=d[3];
3'b100:z=d[4];
3'b101:z=d[5];
3'b110:z=d[6];
3'b111:z=d[7];
endcase
end
endmodule
```

```
module mux2( D0, D1, S, Y);
input D0, D1, S;
wire D0, D1;
output Y;
reg Y;
always @(D0 or D1 or S)
begin
if(S)
Y= D1;
else
Y=D0;
end
endmodule
```

OUTPUT :

