ECSE 281 HW

Tyley

1. Implement the hollowing Lunction using only
19×138 Binon decoder & MAIND Geores

F= TT (5, 4, 5, 6, 7)

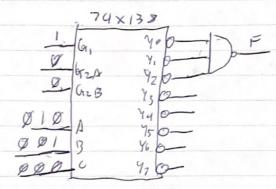
14x138 Binary Decolors -> Active Low

& NAND Soles

G. 9

Maxterns: offsets -> Product of Sums





F-T (3, 4, 5, 6, 7)

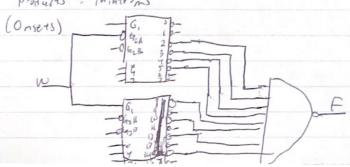
= F = & (1,2,3)

F

Adre LOV NAND AND

b. F= & (2,3,4,5,8,10,12,14)

Sum of Products = Winterns



Tyler Youk

2. Design a 10 to 4 encoder ut the inputs 1 on of 10 code

Lomput coded process nongly Lot 0-7 [binory 0000-011]

& 8 coded as F[1110]

& 9 coded as F[1111]

Then he internal U. wit

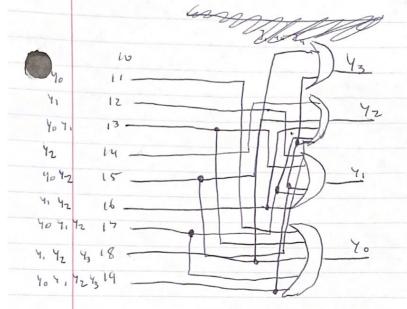
lo 10 4 encode

43: 78+ 79

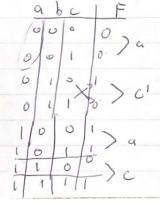
42: 24+ 25+ 26+ 11+ 28+ 29

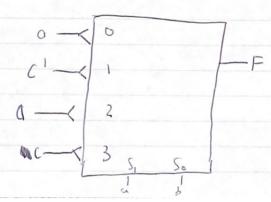
41: 12 + 231 26 + 27 + 28 + 19

YD: I, + 13 + 75 + 17 + 29

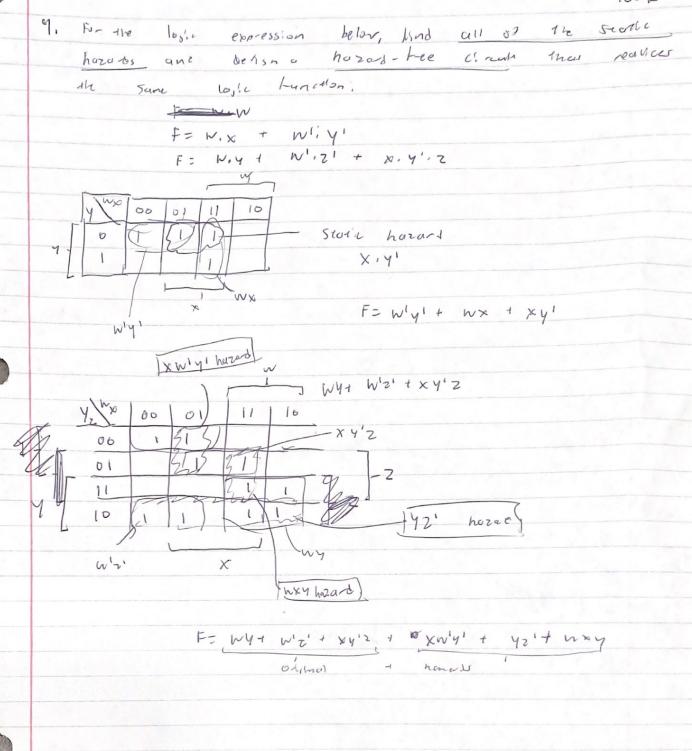


3. Implement the Lollowins only using a single axi multiplexer & suredes









Tyleryork

5. Desisn on 8x1 multiplex+1 (8 date somes) 161+ date
for each source)

many 2x1 multiplexes as necket. Clean lase as

```
// Tyler Youk Source Code
// HW Assignment #8
//cla_adder_homework5.sv source code
module cla_adder #(
  parameter N = 8
) (
  input logic [N-1:0] a, b,
  input logic c_in,
  output logic [N-1:0] s,
  output logic c_out
);
  logic [N-1:0] p, g;
  logic [N:0] c;
  assign p = a \wedge b;
  assign g = a \& b;
  for (genvar i = 0; i \le N; i++) begin
     if (i == 0)
       assign c[i] = c_in;
     else
       assign c[i] = g[i-1] | p[i-1] \& c[i-1];
  end
  assign s = c^p; //COMPLETE
  assign c_out = c[N]; //COMPLETE
endmodule
//Testbench_homework5.sv source code
`timescale 1ns/10ps
module testbench ();
  logic [1:0] a2, b2, s2;
  logic [7:0] a8, b8, s8;
  logic
           co2, co8;
```

//2 bit cla adder

```
cla_adder #(
     .N(2)
  ) UUT2 (
       .a(a2),
       .b(b2),
       .c_in(1'b0),
       .s(s2),
       .c_out(co2)
  );
//8 bit cla adder
  cla_adder #(
     .N(8)
  ) UUT8 (
     .a(a8),
       .b(b8),
       .c_in(1'b0),
       .s(s8),
       .c_out(co8)
  );
  initial begin
     a2 = 0;
     forever
       #10 a2++;
  end
  initial begin
     b2 = 0;
       forever
               #40 b2++;
  end
// COMPLETE for a8 that will increase by 3 every 10 time units
       initial begin
               a8 = 0;
               forever
                      #10 a8+=3;
       end
// COMPLETE for b8 that will increase by 5 every 10 time units
       initial begin
```

```
b8 = 0;
forever
#10 b8+=5;
end
initial begin
#320 $finish();
end
```

endmodule

