#### **DSD LAB**

#### Week 4

**Udeet Mittal** 

CSE C3

Roll Number 64

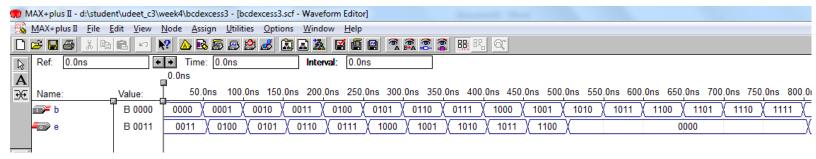
1. Write and simulate the Verilog code for a BCD to Excess 3 code converter using 8 to 1 multiplexers and other necessary gates.

#### **Source Code:**

```
module bcdexcess3(b,e);
input [3:0]b;
output [3:0]e;
wire z,one;
wire [7:0]w3,w2,w1,w0;
assign z=0;
assign one=1;
assign w3=\{z,z,z,one,one,b[0],z,z\};
assign w2=\{z,z,z,b[0],z,\sim b[0],one,b[0]\};
assign w1=\{z,z,z,\sim b[0],b[0],\sim b[0],b[0],\sim b[0]\};
assign\ w0 \hspace{-0.05cm}=\hspace{-0.05cm} \{z,\hspace{-0.05cm}z,\hspace{-0.05cm}z,\hspace{-0.05cm} \text{-}b[0],\hspace{-0.05cm} \text{-}b[0],\hspace{-0.05cm} \text{-}b[0]\};
mux8to1 stage1(w0,b[3:1],e[0]);
mux8to1 stage2(w1,b[3:1],e[1]);
mux8to1 stage3(w2,b[3:1],e[2]);
mux8to1 stage4(w3,b[3:1],e[3]);
endmodule
```

```
module mux8to1(w,s,f);
input [7:0]w;
input [2:0]s;
output f;
function mux;
input [7:0]x;
input [2:0]ss;
case(ss)
0:mux=x[0];
1:mux=x[1];
2:mux=x[2];
3:mux=x[3];
4:mux=x[4];
5:mux=x[5];
6:mux=x[6];
7:mux=x[7];
endcase
endfunction
assign f=mux(w[7:0],s[2:0]);
endmodule
```

# **Output Waveform:**



2. Write behavioral Verilog code for a 2 to 4 decoder with active low enable input and active high output using case statement. Using this, design a 4 to 16 decoder with active low enable input and active high output and write the Verilog code for the same.

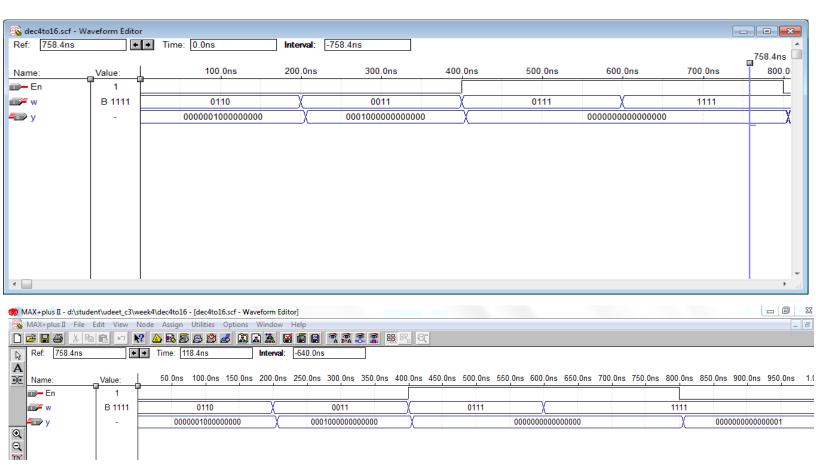
#### **Source Code:**

```
module dec2to4(w,y,En);
input [1:0]w;
input En;
output [3:0]y;
reg [3:0]y;
always @(w or En)
begin
case({En,w})
3'b000:y=8;
3'b001:y=4;
3'b010:y=2;
3'b011:y=1;
default: y=0;
endcase
end
```

## endmodule

```
module dec4to16(w,y,En);
input [3:0]w;
input En;
output [15:0]y;
wire [3:0]ey;
dec2to4 stage1(w[3:2],ey[3:0],En);
dec2to4 stage2(w[1:0],y[3:0],~ey[0]);
dec2to4 stage3(w[1:0],y[7:4],~ey[1]);
dec2to4 stage4(w[1:0],y[11:8],~ey[2]);
dec2to4 stage5(w[1:0],y[15:12],~ey[3]);
endmodule
```

## **Output Waveform:**



3. Write behavioral Verilog code for 16 to 4 priority encoder using for loop.

### **Source Code:**

module priority16to4(l,p,z);

input [15:0]1;

output [3:0]p;

reg [3:0]p;

output z;

```
reg z;
integer i;
always @(1)
begin
z=0;
if(1==0)
p=0;
else
begin
for(i=0;i<16;i=i+1)
begin
if(l[i]==1)
p=i;
end
z=1;
end
end
endmodule
```

# **Output Waveform:**

