Module #05 : Verilog HDL Operands

5.1: Literals:

- Literals are constant-valued operands that can be used in Verilog expressions.
- The two common Verilog literals are:
 - 1) String: A string literal is a one-dimensional array of characters enclosed in double quotes (" ")
 - 2) Numeric: constant numbers specified in binary, octal, decimal or hexadecimal.

Syntax:

n'Fddd ..., where

n - integer representing number of bits
F - one of four possible base formats:

b (binary), o (octal), d (decimal),

h (hexadecimal). Default is d.

dddd - legal digits for the base format

Example 5.1:

"time is"// string literal
267 // 32-bit decimal number
2'b01 // 2-bit binary
20'hB36F// 20-bit hexadecimal number
'062 // 32-bit octal number

Module #05 : Verilog HDL Operands

5.2: Wires, Regs, and Parameters:

- Wires, regs and parameters can also be used as operands in Verilog expressions.

Syntax:

```
reg variable_name;
reg [MSB : LSB] vector_variable_name;
wire wire_variable_name;
parameter par1 = value;
```

Example 5.2:

```
reg a;

reg b;

wire c;

parameter N = 4;

assign c = a + b;

assign c = a + N;
```

Module #05 : Verilog HDL Operands

5.3: Bit-Selects "x[3]" and Part-Selects "x[5:3]":

- Bit-selects and part-selects are a selection of a single bit and a group of bits, respectively, from a wire, reg or parameter vector using square brackets "[]".
- Bit-selects and part-selects can be used as operands in expressions in much the same way that their parent data objects are used.

Syntax:

variable_name[index]
variable_name[MSB:LSB]

Example 5.3:

```
reg [7:0] a, b;

reg [3:0] ls;

reg c;

c = a[7] \& b[7]; // bit\text{-selects}

ls = a[7:4] + b[3:0]; // part\text{-selects}
```

Module #05: Verilog HDL Operands

5.4: Function Calls:

- The return value of a function can be used directly in an expression without first assigning it to a register or wire variable.

Syntax:

function_name (argument_list)

Example 5.4:

```
assign a = b \& c \& chk\_bc(c, b);// chk\_bc is a function /* Definition of the function */
function chk\_bc;// function definition
input c, b;
chk\_bc = b^c;
endfunction
```