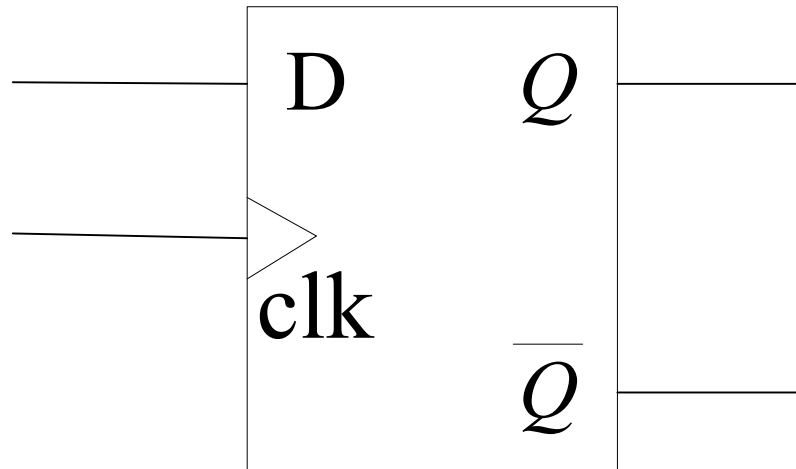
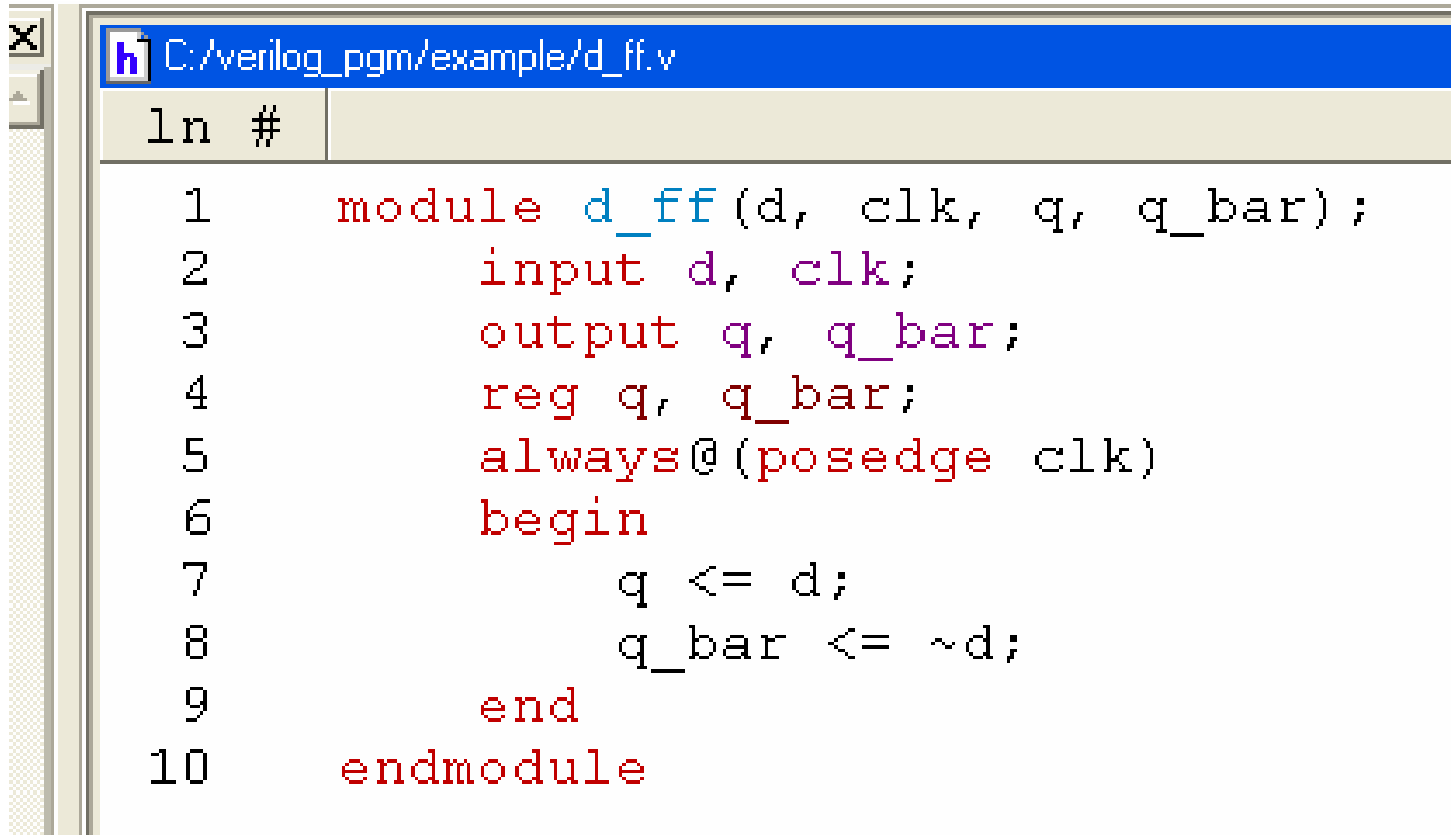


Verilog class 2

D型正反器



D型正反器



The image shows a screenshot of a Verilog code editor window. The title bar indicates the file path is C:/verilog_pgm/example/d_ff.v. The code is as follows:

```
ln #
1    module d_ff(d, clk, q, q_bar);
2        input d, clk;
3        output q, q_bar;
4        reg q, q_bar;
5        always@(posedge clk)
6            begin
7                q <= d;
8                q_bar <= ~d;
9            end
10    endmodule
```

Always Block

- always blocks : 當觸發訊號啟動後，**always block** 就會執行一次。
- always@(posedge clk)

```
begin
```

```
    q <= d;
```

```
    q_bar <= ~d;
```

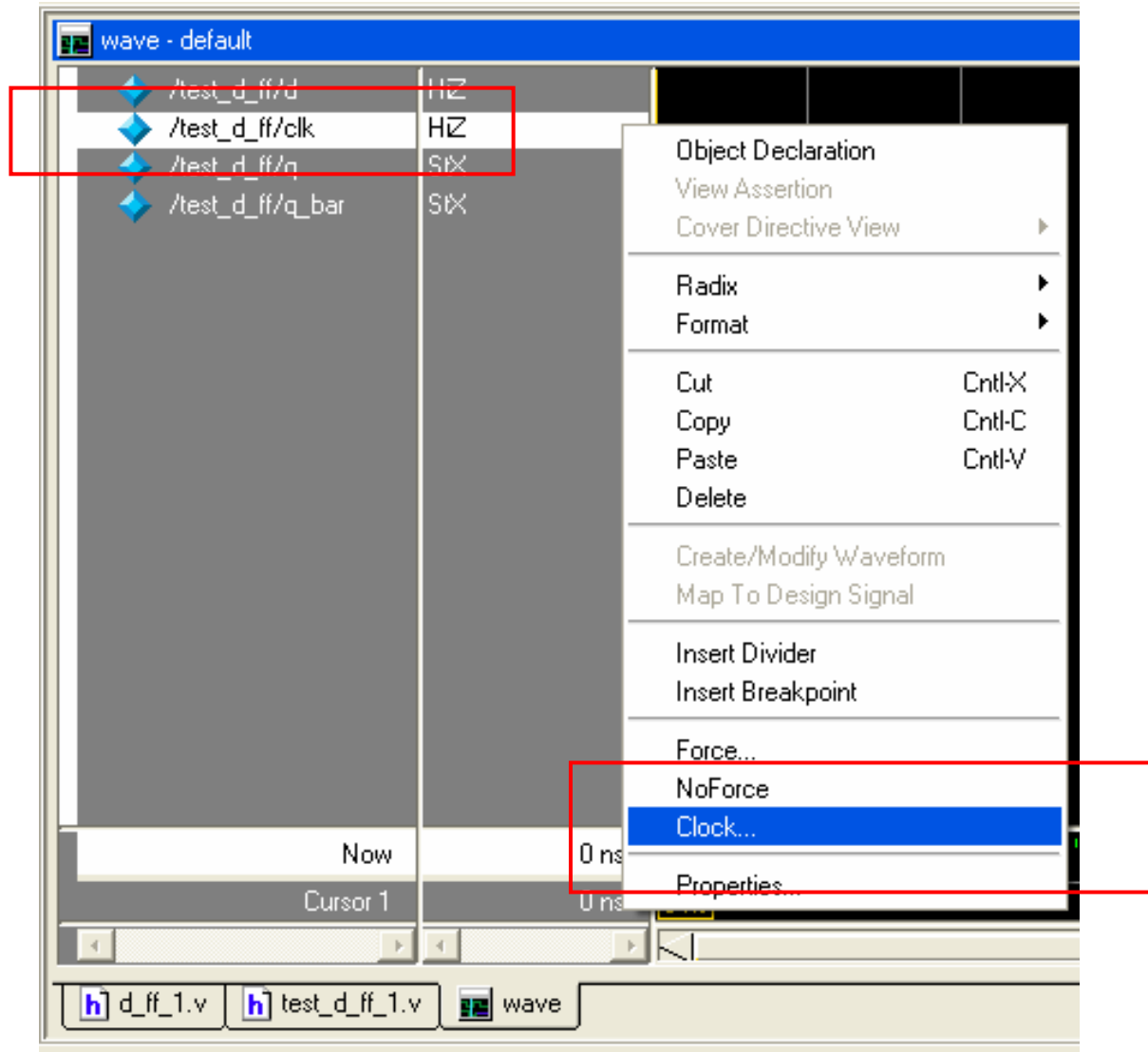
```
end
```



觸發訊號: **clk** 的正緣
(**posedge clk**)

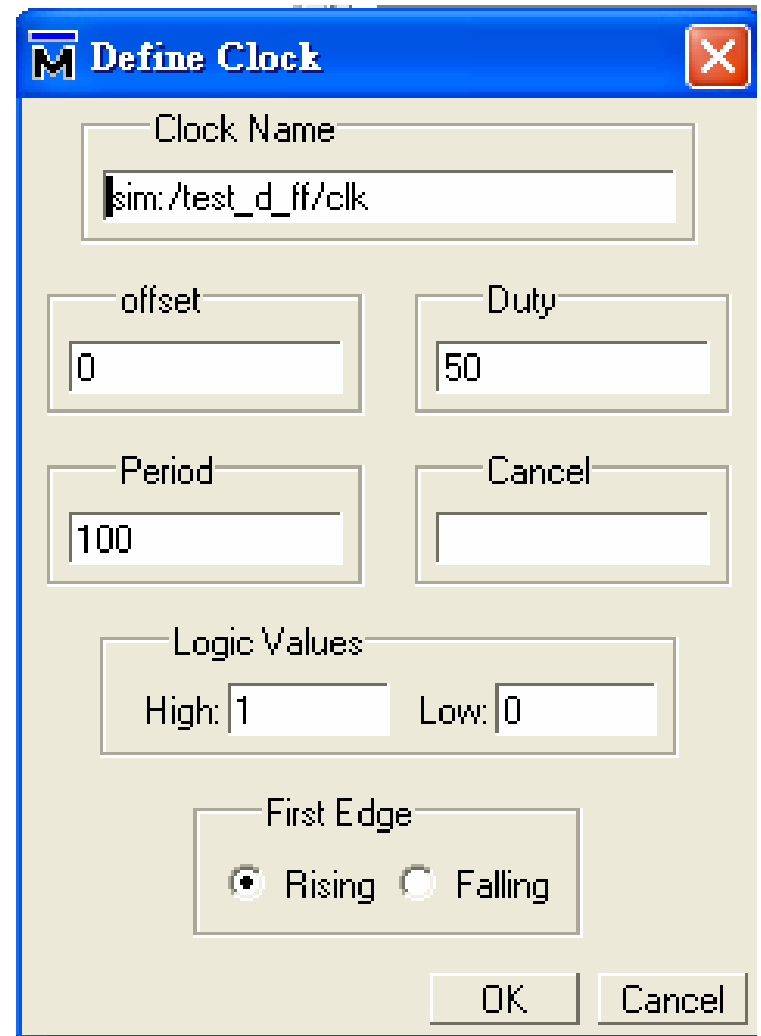
clk的負緣 = **negedge**
clk

Clock 訊號設定



Clock 訊號設定(cont.)

- Period (週期)=100 ns
- Duty = 50
(logic 1 與 logic 0各佔 50%)



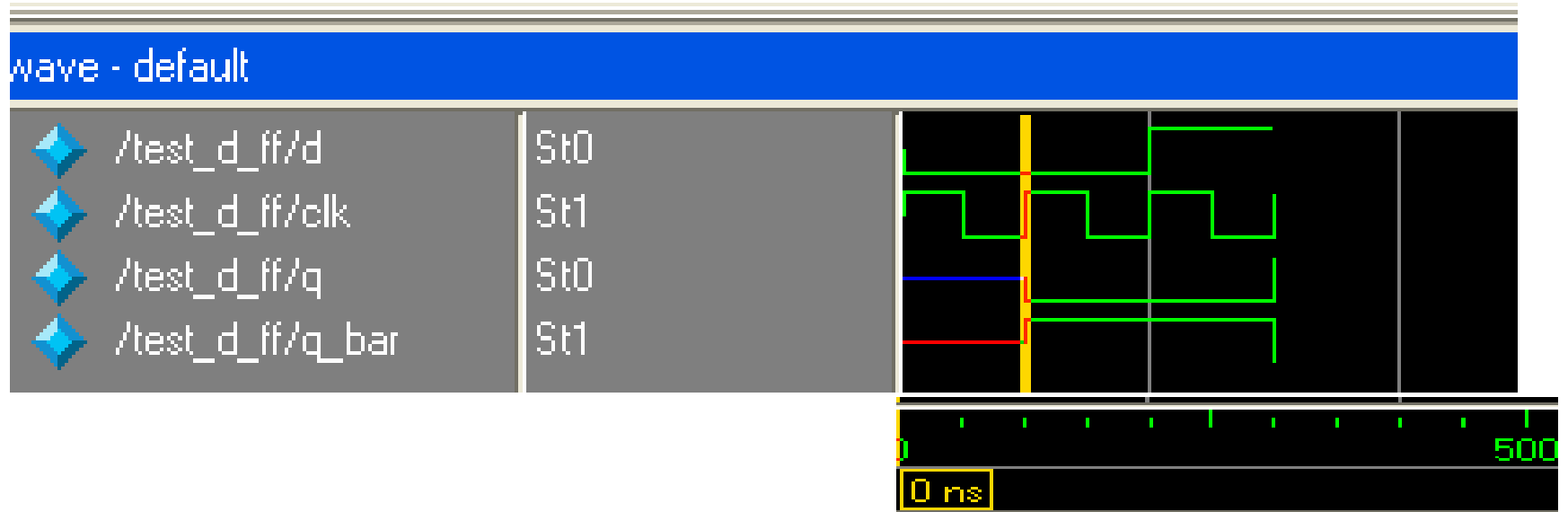
The image shows a 'Define Clock' dialog box with the following fields and options:

- Clock Name:** `sim:/test_d_ff/clock`
- offset:** `0`
- Duty:** `50`
- Period:** `100`
- Logic Values:** High: `1`, Low: `0`
- First Edge:** Rising, Falling
- Buttons:** OK, Cancel

D型正反器測試模組

```
1    include d_ff.v;  
2  
3    module test_d_ff(d, clk, q, q_bar);  
4        input d, clk;  
5        output q, q_bar;  
6        d_ff u1(d, clk, q, q_bar);  
7    endmodule  
8  
9  
10
```

D型正反器



HW#3

- 製作一個負緣觸發的D型正反器，與其測試模組 `test_d_ff`
- 使用Simulation驗證電路正確

循序邏輯

- 顧名思意，依序執行邏輯運算
- 常見的方塊有：`if`, `if_else`, `if_else_if`, `case`, `while_loop`, `for_loop`.

if statement

always @ (觸發訊號)

begin

if (條件) begin

執行邏輯運算

end

end

if _else statement

always @ (觸發訊號)

begin

if (條件) begin

執行邏輯運算1

end else begin

執行邏輯運算2

end

end

if _else_if statement

always @ (觸發訊號)

begin

if (條件 1) begin

執行邏輯運算1

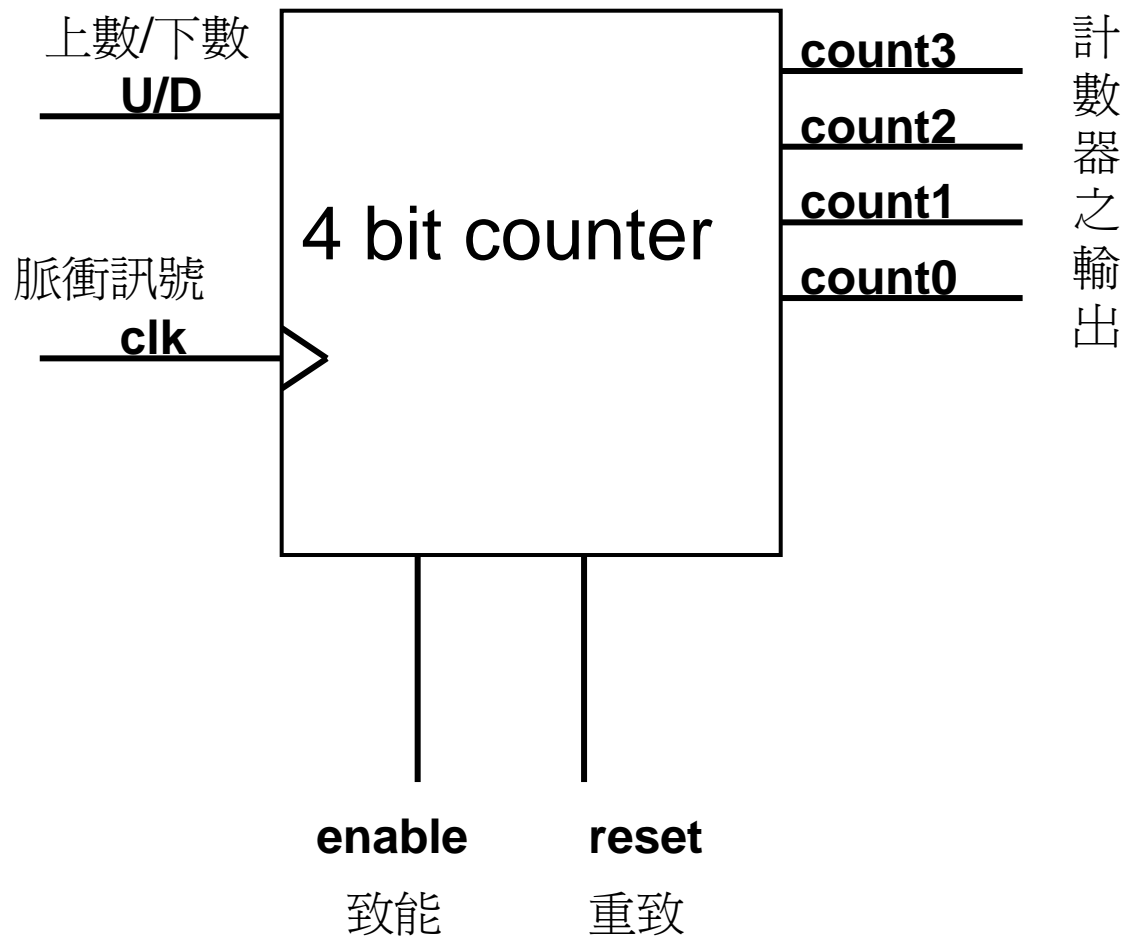
end else if (條件 2) begin

執行邏輯運算2

end

end

4 bit counter



4 bit counter (Cont.)

h C:/verilog_pgm/example/four_bit_counter.v

```
ln #
1  module four_bit_counter (clk, reset, enable, U_D, count);
2      input clk, reset, enable, U_D;
3      output[3:0] count;
4      reg[3:0] count;
5      always@(posedge clk)
6      begin
7          if(reset == 1'b1) begin
8              count <= 4'b0000;
9          end else if( enable == 1'b1 && U_D == 1 ) begin
10             count <= count + 1;
11         end else if( enable == 1'b1 && U_D == 0 ) begin
12             count <= count - 1;
13         end
14     end
15 endmodule
```

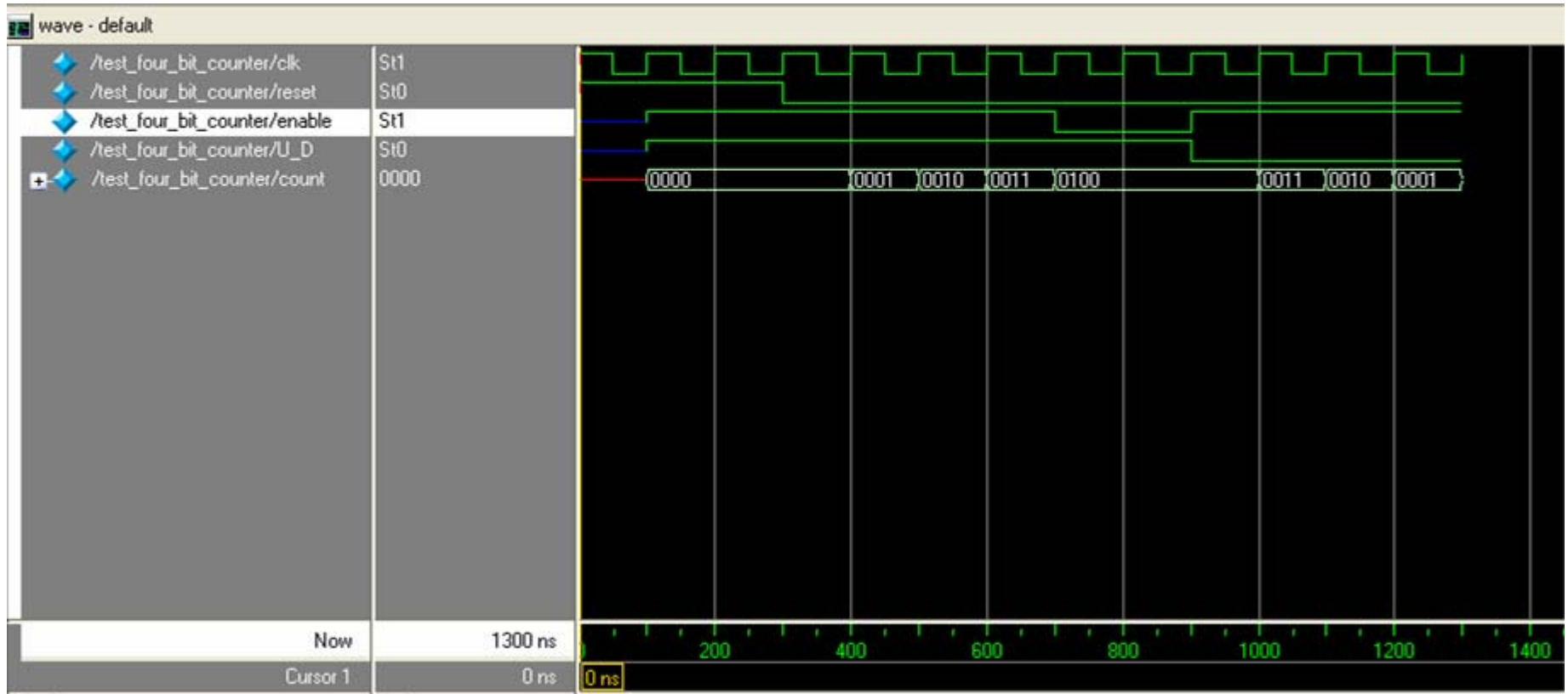
4 bit counter (Cont.)

- 測試模組 test_four_bit_counter

C:/verilog_pgm/example/test_four_bit_counter.v

```
ln #
1   include four_bit_counter.v;|
2   module test_four_bit_counter (clk, reset, enable, U_D, count);
3       input clk, reset, enable, U_D;
4       output[3:0] count;
5       four_bit_counter u1 (clk, reset, enable, U_D, count);
6   endmodule
```

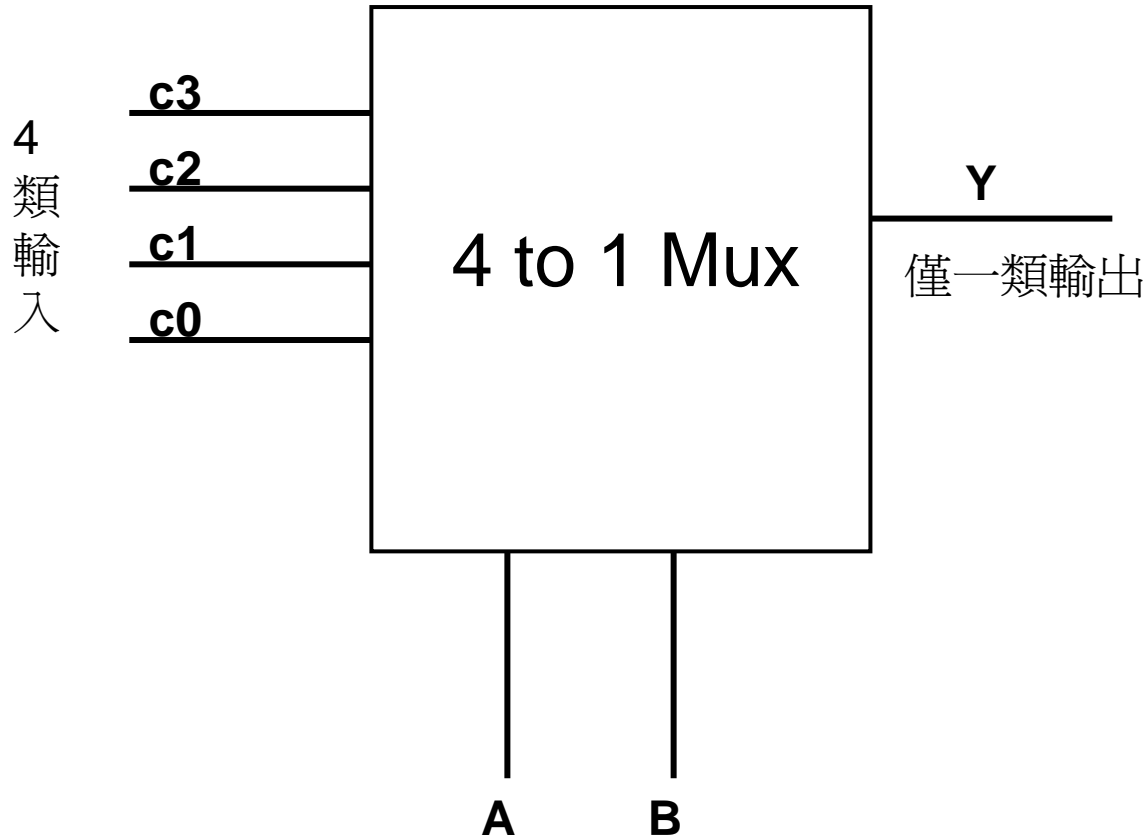

4 bit counter (Cont.)



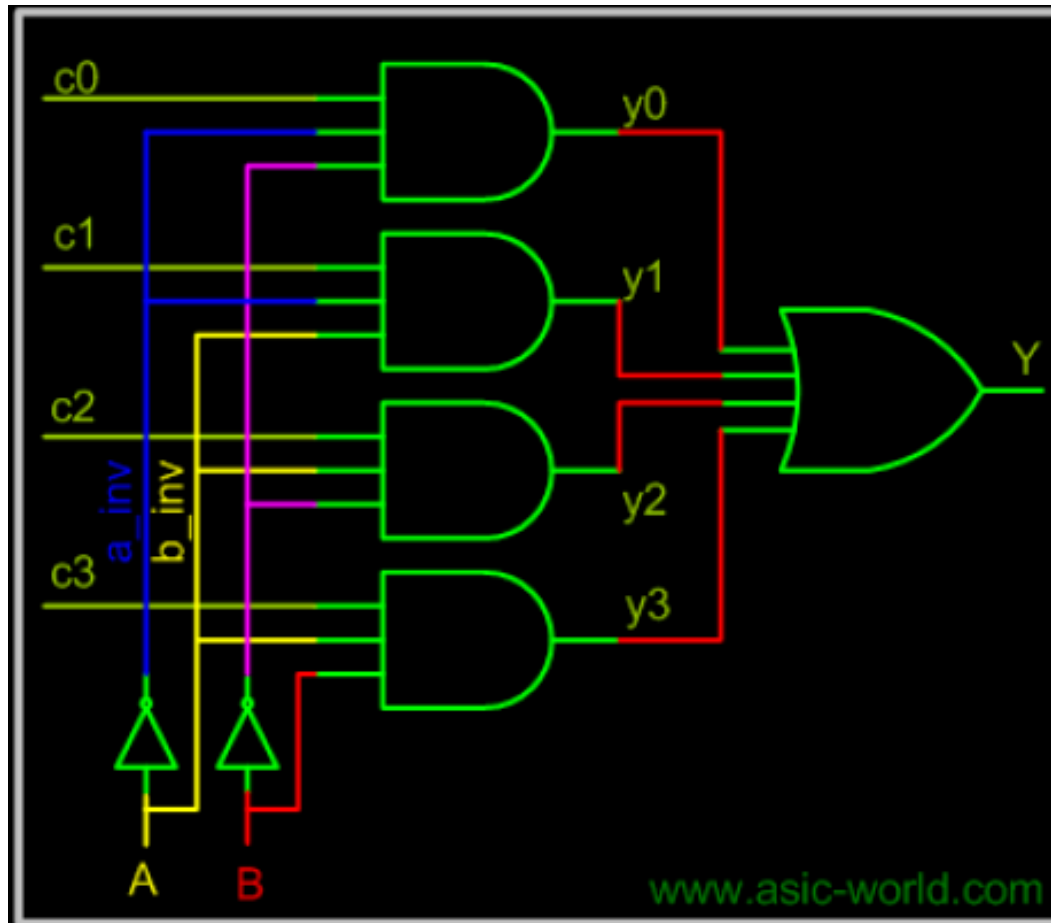
HW#4

- 製作一個**負緣觸發**的8 bit counter，與其測試模組 `test_8_bit_counter`
- 使用**Simulation**驗證電路正確

4-to-1 Multiplexer



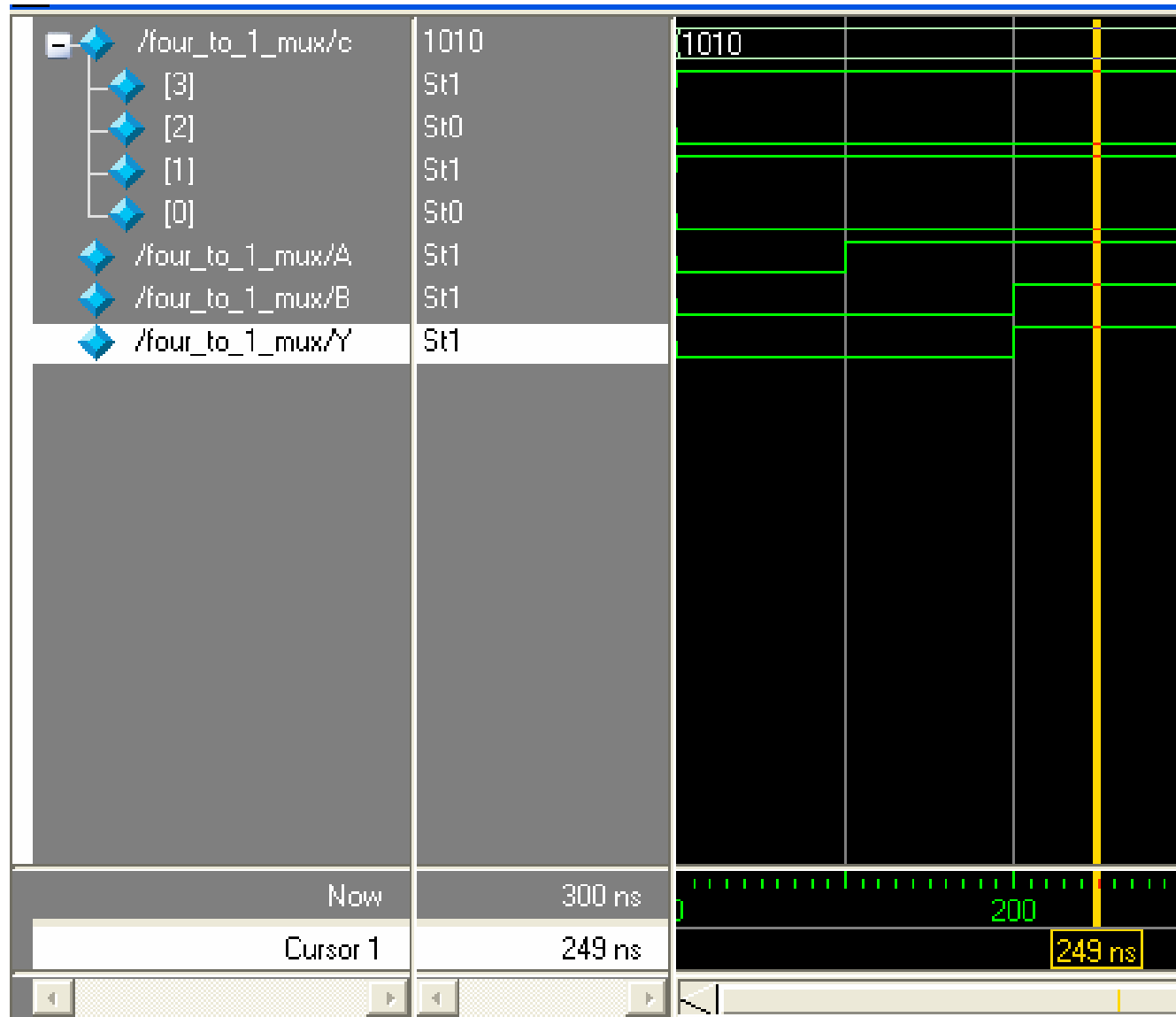
4-to-1 Multiplexer



4-to-1 Multiplexer(Cont.)

```
module four_to_1_mux(c, A, B, Y);  
    input [3:0] c;  
    input A, B;  
    output Y;  
  
    not (A_inv, A),  
        (B_inv, B);  
    and (y0, c[0], A_inv, B_inv),  
        (y1, c[1], A_inv, B),  
        (y2, c[2], A, B_inv),  
        (y3, c[3], A, B);  
    or (Y, y0, y1, y2, y3);  
  
endmodule
```

4-to-1 Multiplexer(Cont.)



case statement

always @ (觸發訊號)

case(訊號)

<case 1>: 執行邏輯運算1

<case 2>: 執行邏輯運算2

.....

default: 執行邏輯運算n

end case

4-to-1 Multiplexer(Cont.)

```
module four_to_1_mux_1(c, A, B, Y);  
    input [3:0] c;  
    input A, B;  
    output Y;  
    reg Y;  
    always@(A or B or Y)  
        case ({A, B})  
            2'b00: Y = c[0];  
            2'b01: Y = c[1];  
            2'b10: Y = c[2];  
            2'b11: Y = c[3];  
        endcase  
endmodule
```


4-to-1 Multiplexer(Cont.)

- 測試模組 test_four_to_1_mux_1:

```
module test_four_to_1_mux_1(c, A, B, Y);  
    input [3:0] c;  
    input A, B;  
    output Y;  
    four_to_1_mux u1(c, A, B, Y);  
endmodule
```

HW#5

- 製作一個 2_to_1 multiplexer，與其測試模組 test_2_to_1_multiplexer
- 使用Simulation驗證電路正確

Assign Statement

Assign 訊號A = (訊號B) ? 數值X:數值Y

||

if (訊號B == 1) 訊號A = 數值X

else 訊號A = 數值Y

訊號A 需被宣告為 wire, 如 wire signal A;

3-to-8 decoder

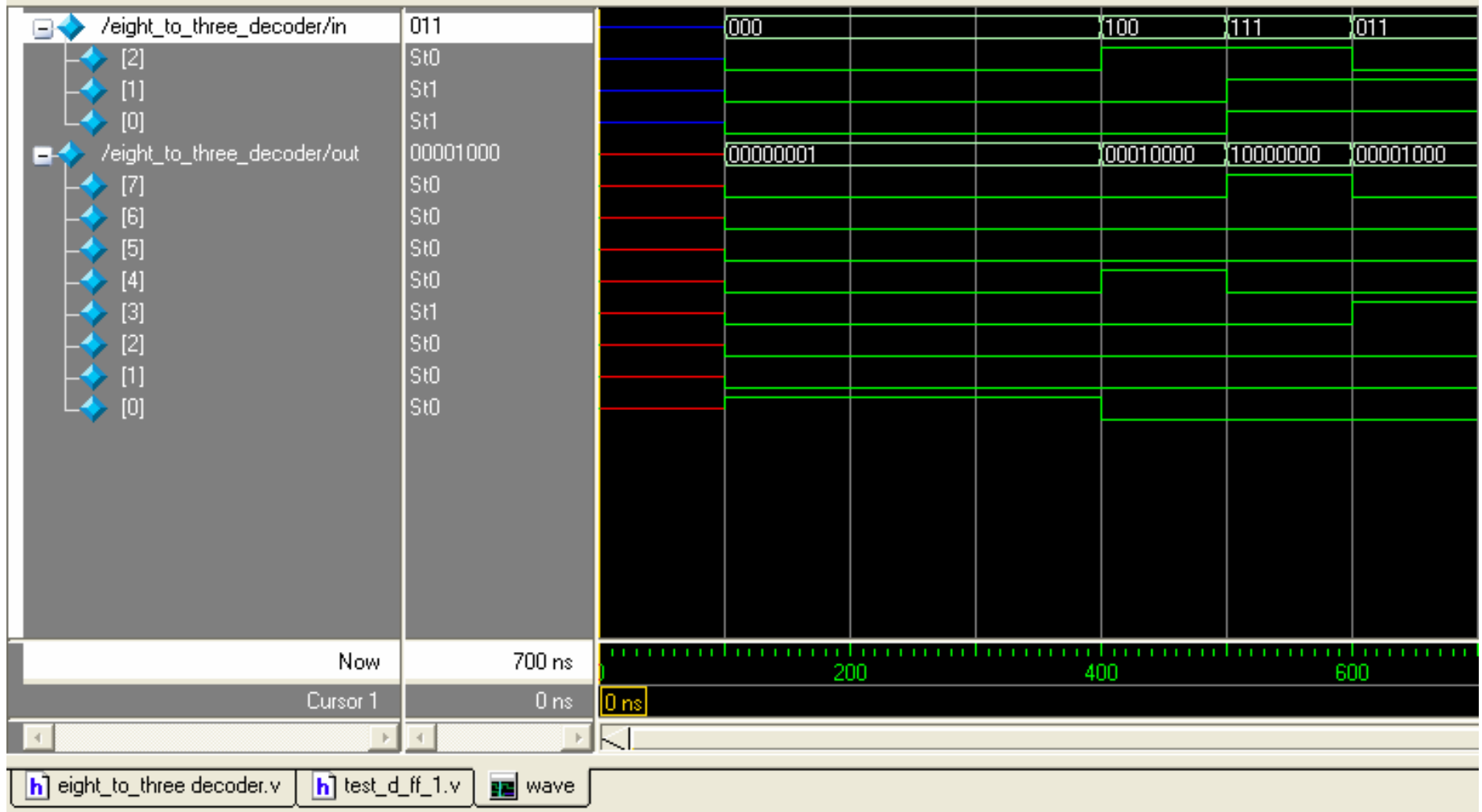
input	output
000	00000001
001	00000010
010	00000100
011	00001000
100	00010000
101	00100000
110	01000000
111	10000000

3-to-8 decoder

```
module eight_to_three_decoder (in, out);
    input [2:0] in;
    output [7:0] out;
    wire [7:0] out;
    assign out = (in == 3'b000) ? 8'b00000001:
                 (in == 3'b001) ? 8'b00000010:
                 (in == 3'b010) ? 8'b00000100:
                 (in == 3'b011) ? 8'b00001000:
                 (in == 3'b100) ? 8'b00010000:
                 (in == 3'b101) ? 8'b00100000:
                 (in == 3'b110) ? 8'b01000000:
                 (in == 3'b111) ? 8'b10000000: 8'b00000000;

endmodule
```

3-to-8 decoder(Cont.)



HW#6

- 使用assignment 指令，製作一個 2-to-4 decoder，
- 使用Simulation驗證電路正確

input	output
00	0001
01	0010
10	0100
11	1000