

Name:

CS370: Introduction to Digital Design

Instructor: B. Hemingway

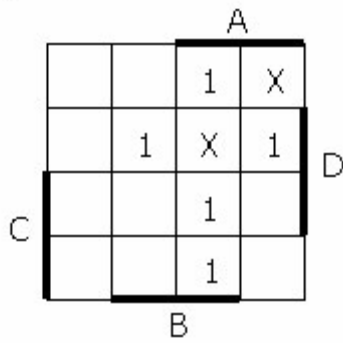
Quiz #2—Take-home version

April 30, 2007

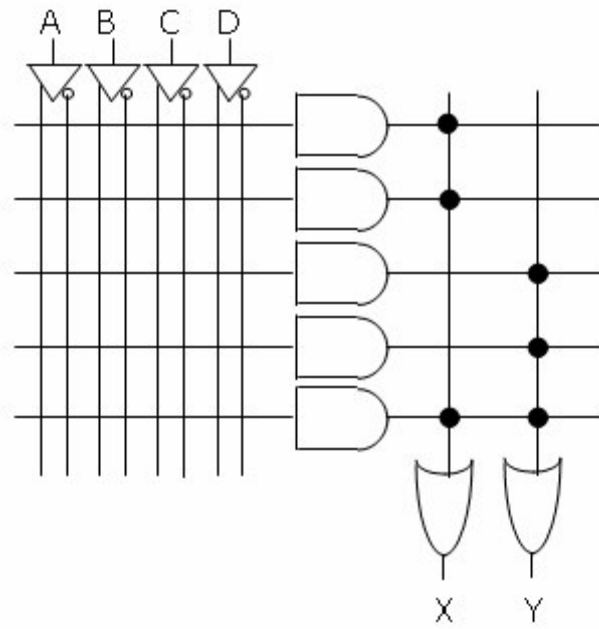
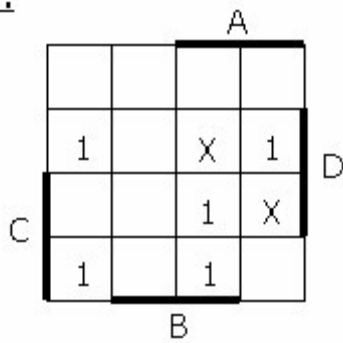
Your solutions are due on Friday, May 4 at the beginning of class.

1. (20 points) Implement the functions X and Y as specified in the K-maps in the PAL provided below. Note that the PAL requires that the two functions share one product term. Label the product terms.

X:



Y:



2. (20 points) Identify and correct all the errors in the following Verilog code:
(4 points for each error correctly identified; -2 points for each mis-identified)

```
1 // A and B are inputs. The outputs eq, gt and lt are 0 by default.
2 // If A = B, eq is 1; if A > B, gt is 1; if A < B, lt is 1.
3 module compare (eq, gt, lt, A, B);
4   input A, B;
5   output eq, gt, lt;
6   wire notA, notB;
7   wire C, D;
8
9   not n1(A, notA);
10  not n2(B, notB);
11  and a1(C, A, B);
12  and a2(D, notA, notB);
13  or o1(eq, C, D);
14
15  assign gt = A & notB;
16
17  always @ (B or notA)
18  begin
19    lt = B & notA;
20  end
21 endmodule
22
23 // Same concept, but this time compare 2 bit numbers
24 module compare2 (eq, gt, lt, A, B);
25   input [1:0] A, B;
26   reg [1:0] eq2, gt2, lt2;
27   wire C;
28   reg D, lt;
29
30   compare c1(eq2[0], gt2[0], lt2[0], A[0], B[0]);
31   compare c2(eq2[1], gt2[1], lt2[1], A[1], B[1]);
32
33   assign eq = &eq2;
34
35   or o1(gt, gt2[1], C);
36   and a1(C, eq2[1], gt2[0]);
37
38   always @ (lt2[1] or eq2[1])
39   begin
40     lt = D | lt2[1];
41     D = eq2[1] & lt2[0];
42   end
43 endmodule
```

Sample Answer:

1) Need to declare lt as "reg" in compare
(now find 5 more errors, 4 points each)