

```

1  module FourBitMultiplier(
2      input [3:0] a,
3      input [3:0] b,
4      output [7:0] result
5  );
6
7      wire [2:0] w;
8
9      and(result[0], a[0], b[0]);
10     and(w[0], a[1], b[0]);
11     and(w[1], a[2], b[0]);
12     and(w[2], a[3], b[0]);
13
14     wire [3:0] sumrow1;
15     wire coutrow1;
16
17     wire [3:0] sumrow2;
18     wire coutrow2;
19
20     wire [3:0] sumrow3;
21     wire coutrow3;
22
23
24
25     ArrayRowFirst row1(
26         a,
27         b[1],
28         w, // 3 bit in
29         sumrow1,
30         coutrow1
31     );
32
33
34     ArrayRowNormal row2(
35         a,
36         b[2],
37         sumrow1[3:1], // previous row sums come as the 3 bit in
38         coutrow1, // previous row cout
39         sumrow2,
40         coutrow2
41     );
42
43
44     ArrayRowNormal row3(
45         a,
46         b[3],
47         sumrow2[3:1], // previous row sums come as the 3 bit in
48         coutrow2,
49         sumrow3, //result[7:3]
50         coutrow3 // result[3]
51     );
52
53     assign result[7:1] = {coutrow3, sumrow3, sumrow2[0], sumrow1[0]};
54
55     endmodule

```

```

1 | `timescale 1 ns / 100 ps
2 | module FourMultiplier_tb;
3 |   reg [3:0] a;
4 |   reg [3:0] b;
5 |   reg error;
6 |
7 |   wire [7:0] result;
8 |
9 |   FourBitMultiplier dut(
10 |     a,
11 |     b,
12 |     result
13 |   );
14 |
15 |   integer i;
16 |
17 |   initial begin
18 |     for(i = 0; i < 100; i = i + 1)
19 |     begin
20 |       a = $urandom()%16;
21 |       b = $urandom()%16;
22 |
23 |       #10;
24 |
25 |       if(a*b == result)
26 |       begin
27 |         error = 1'b0;
28 |       end
29 |
30 |       else
31 |       begin
32 |         error = 1'b1;
33 |       end
34 |
35 |     end // forloop
36 |
37 |     $stop;
38 |   end // initial
39 |
40 | endmodule

```

```

1  module SevenSeg(A, B, C, D, E, F, G, H, seg11, seg22, seg33);
2  input wire A, B, C, D, E, F, G, H;
3  output wire [6:0] seg11;
4  output wire [6:0] seg22;
5  output wire [6:0] seg33;
6  // To drive the signals seg11, seg22, seg33 assign them to their respective registers
7  reg [6:0] seg1;
8  assign seg11 = seg1;
9  reg [6:0] seg2;
10 assign seg22 = seg2;
11 reg [6:0] seg3;
12 assign seg33 = seg3;
13 // wire to hold values
14 wire [7:0] binresult;
15 wire [11:0] bcd;
16 // Four bit multiplier module
17 FourBitMultiplier(
18     {D, C, B, A},
19     {H, G, F, E},
20     binresult
21 );
22 // Binary to BCD converter; takes 8 bit binary product from the multiplier and turn it into 12 bit BCD number
23 bin2bcd(
24     binresult,
25     bcd
26 );
27 // loop to make circuit always sensitive to changes from input signals
28 // Input BCD is split into 3 parts for each each diget on the 7 segment displays
29 always@(bcd)begin
30     // 7 segment display 0
31     case(bcd[3:0])
32         4'b0000:seg1=7'h40;
33         4'b0001:seg1=7'h79;
34         4'b0010:seg1=7'h24;
35         4'b0011:seg1=7'h30;
36         4'b0100:seg1=7'h19;
37         4'b0101:seg1=7'h12;
38         4'b0110:seg1=7'h02;
39         4'b0111:seg1=7'h78;
40         4'b1000:seg1=7'h00;
41         4'b1001:seg1=7'h18;
42     endcase
43     // 7 segment display 1
44     case(bcd[7:4])
45         4'b0000:seg2=7'h40;
46         4'b0001:seg2=7'h79;
47         4'b0010:seg2=7'h24;
48         4'b0011:seg2=7'h30;
49         4'b0100:seg2=7'h19;
50         4'b0101:seg2=7'h12;
51         4'b0110:seg2=7'h02;
52         4'b0111:seg2=7'h78;
53         4'b1000:seg2=7'h00;
54         4'b1001:seg2=7'h18;
55     endcase
56     // 7 segment display 1
57     case(bcd[11:8])
58         4'b0000:seg3=7'h40;
59         4'b0001:seg3=7'h79;
60         4'b0010:seg3=7'h24;
61         4'b0011:seg3=7'h30;
62         4'b0100:seg3=7'h19;
63         4'b0101:seg3=7'h12;
64         4'b0110:seg3=7'h02;
65         4'b0111:seg3=7'h78;
66         4'b1000:seg3=7'h00;
67         4'b1001:seg3=7'h18;
68     endcase
69 end
70 endmodule

```

```

1  module bin2bcd(
2      bin,
3      bcd
4  );
5
6
7      //input ports and their sizes
8      input [7:0] bin;
9      //output ports and, their size
10     output [11:0] bcd;
11     //Internal variables
12     reg [11 : 0] bcd;
13     reg [3:0] i;
14
15     //Always block - implement the Double Dabble algorithm
16     always @(bin)
17         begin
18             bcd = 0; //initialize bcd to zero.
19             for (i = 0; i < 8; i = i+1) //run for 8 iterations
20                 begin
21                     bcd = {bcd[10:0],bin[7-i]}; //concatenation
22
23                     //if a hex digit of 'bcd' is more than 4, add 3 to it.
24                     if(i < 7 && bcd[3:0] > 4)
25                         bcd[3:0] = bcd[3:0] + 3;
26                     if(i < 7 && bcd[7:4] > 4)
27                         bcd[7:4] = bcd[7:4] + 3;
28                     if(i < 7 && bcd[11:8] > 4)
29                         bcd[11:8] = bcd[11:8] + 3;
30                 end
31         end
32     endmodule
33

```