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The Virtual Learning Environment for Computer Programming

4-bit ALU

Design a small ALU that receives two input numbers, *a* and *b*, and produces the result of an operation encoded by the signals *op*. There are four operations: addition (a + b, when *op*=00), subtraction (a - b, when *op*=01), transfer *a* (*a*, when *op*=10) and double *a* (2*a*, when *op*=11). The ALU also has an additional output (*zero*) that is activated when the result is zero.

Design the ALU for 4-bit operands.

Specification

```
module ALU(a, b, op, result , zero );
input [3:0] a, b;
input [1:0] op;
output [3:0] result ;
output zero;
```

Input

- *a* and *b* are the two input 4-bit operands.
- *op* indicates the type of operation.

Output

- *result* is the 4-bit result of the operation.
- *zero* indicates when the result is zero.

Problem information

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