

Printed Pages – 3

Roll No. : .....

**328741(28)**

**B. E. (Seventh Semester) Examination,**

**Nov.-Dec. 2021**

**(New Scheme)**

**(Et&T Engg. Branch)**

**DIGITAL CIRCUIT DESIGN with VERILOG HDL**

***Time Allowed : Three hours***

***Maximum Marks : 80***

***Minimum Pass Marks : 28***

***Note : Part (a) of each question is compulsory.  
Attempt any two parts from (b), (c) and (d)  
of each question.***

**Unit-I**

1. (a) Define and declare a module in Verilog. 2
- (b) Write notes on System Task and Compiler Directives. 7

**328741(28)**

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[ 2 ]

- (c) Explain the lexical conventions of Verilog. 7
- (d) Differentiate between Verilog and VHDL. Explain the design flow of any digital IC. 7

**Unit-II**

2. (a) State two procedural constructs of behavioural modelling in Verilog. 2
- (b) What is the difference between blocking and non blocking assignment? Show it with example. 7
- (c) Explain the different types of modelling in Verilog. 7
- (d) Write short note on different operators and operands used in Verilog. 7

**Unit-III**

3. (a) Differentiate between Tasks & functions. 2
- (b) What are Nets data types that can be used to model physical connection in Verilog? 7
- (c) Write the Verilog code for 2 : 4 decoder and 4 : 2 encoder in behaviour modelling. 7

[ 3 ]

- (d) Write Verilog code for BCD to 7 segment display code converter using CASE statement. 7

**Unit-IV**

4. (a) Write the code for D flip flop. 2
- (b) Write a verilog code for BCD counter. 7
- (c) Model a 4 bit linear feedback shift register using Verilog HDL. 7
- (d) Write Verilog code for JK flip flop. 7

**Unit-V**

5. (a) What is one hot encoding? 2
- (b) What are two types of state machine for designing FSM? Differentiate between them. 7
- (c) Write all design steps necessary to design a state machine. Show it with an example. 7
- (d) Explain Dice game with block diagram. 7