

## Arquitetura de Computadores 2 - Relatório 04

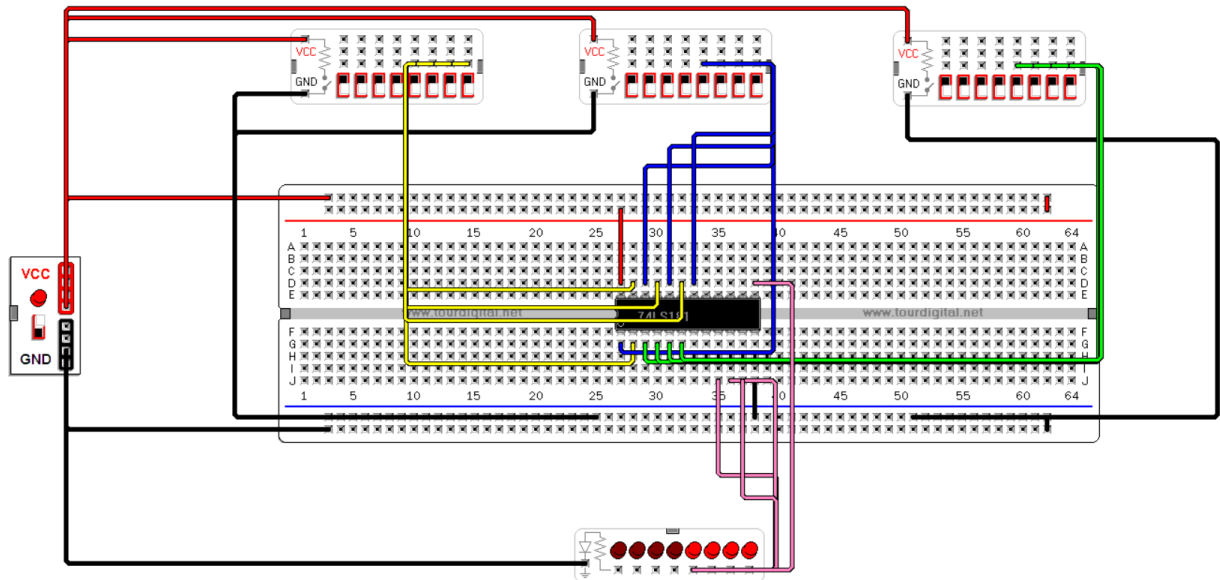
### Grupo : Filipe Arthur, Henrique Augusto, Lucas Diniz

Tabela - função lógica

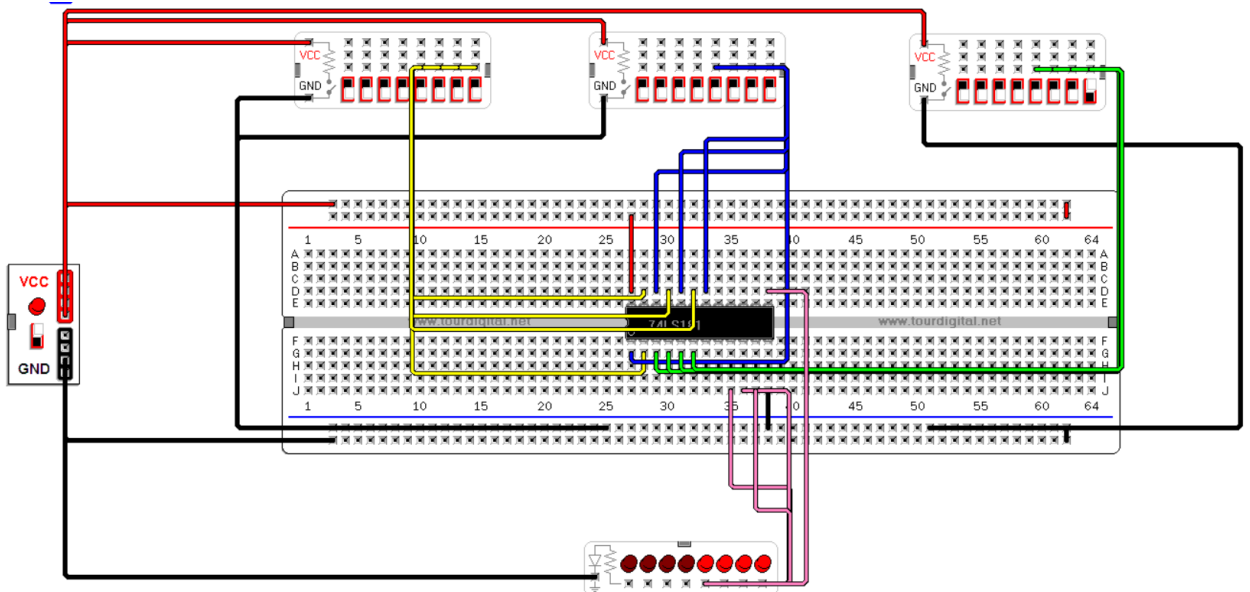
s=	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001	1010	1011	1100	1101	1110	1111
A = 0000 B = 0000	1111	1111	0000	0000	1111	1111	0000	0000	1111	1111	0000	0000	1111	1111	0000	0000
A = 0001 B = 0001	1110	1110	0000	0000	1110	1110	0000	0000	1111	1111	0001	0001	1111	1111	0001	0001
A = 0010 B = 0010	1101	1101	0000	0000	1101	1101	0000	0000	1111	1111	0010	0010	1111	1111	0010	0010
A = 0100 B = 0100	1011	1011	0000	0000	1011	1011	0000	0000	1111	1111	0100	0100	1111	1111	0100	0100
A = 1000 B = 1000	0111	0111	0000	0000	0111	0111	0000	0000	1111	1111	1000	1000	1111	1111	1000	1000

Circuito com os primeiros 3 testes

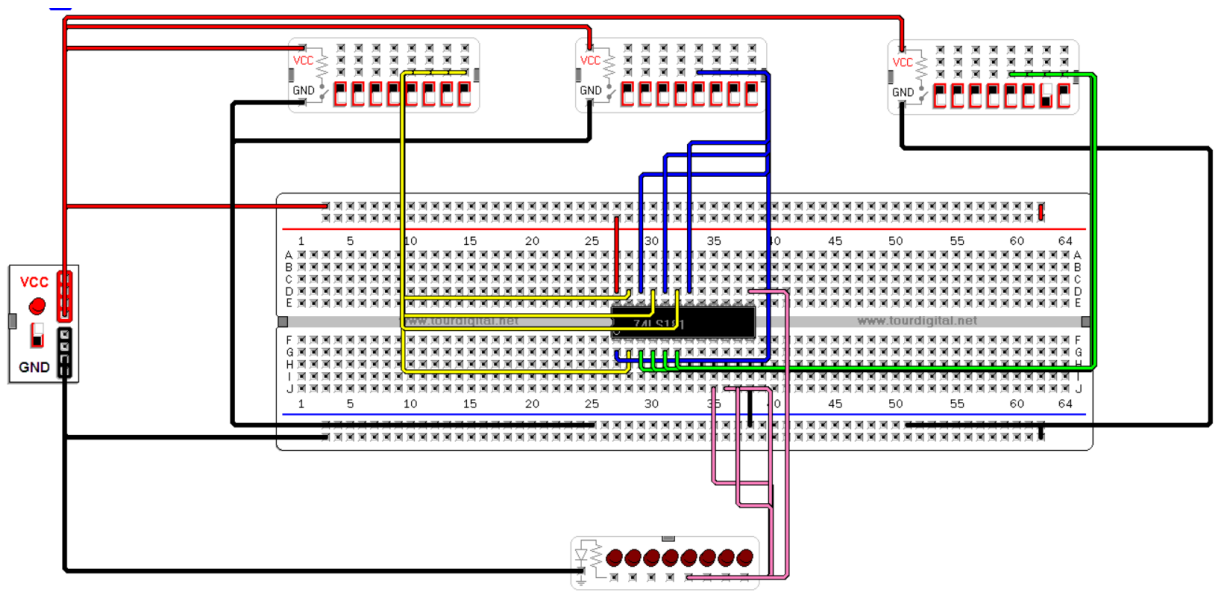
A = 0000; B = 0000; S = 0000



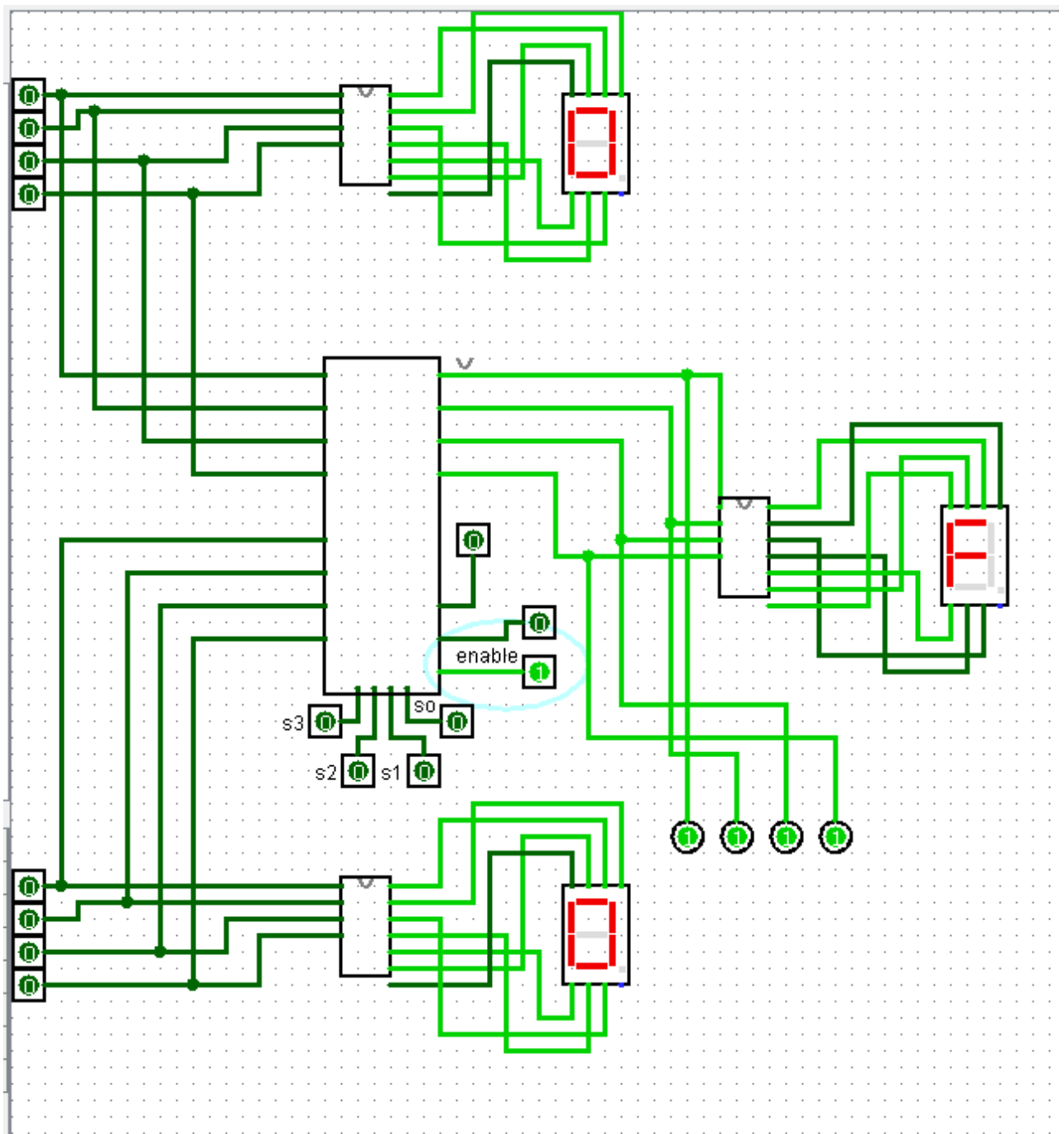
A = 0000; B = 0000; S = 0001



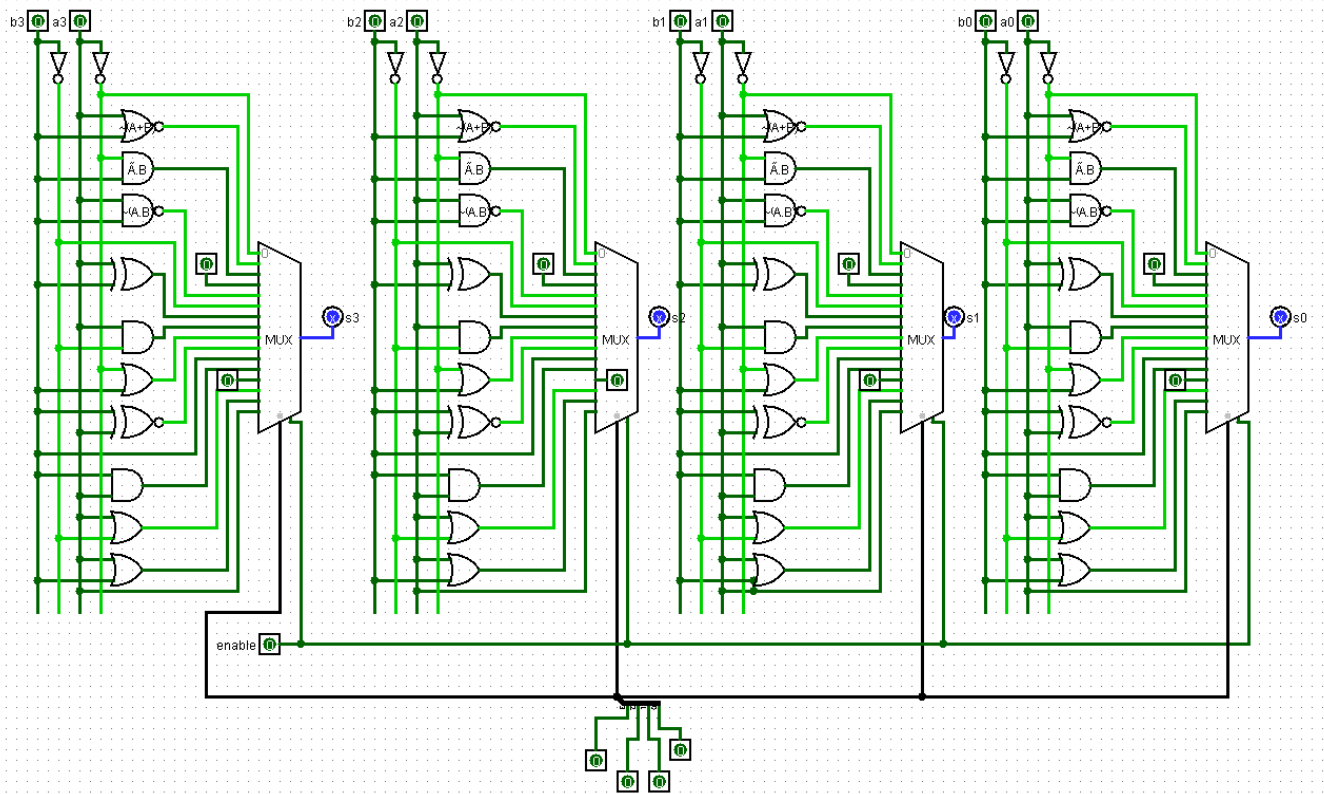
A = 0000; B = 0000; S = 0010



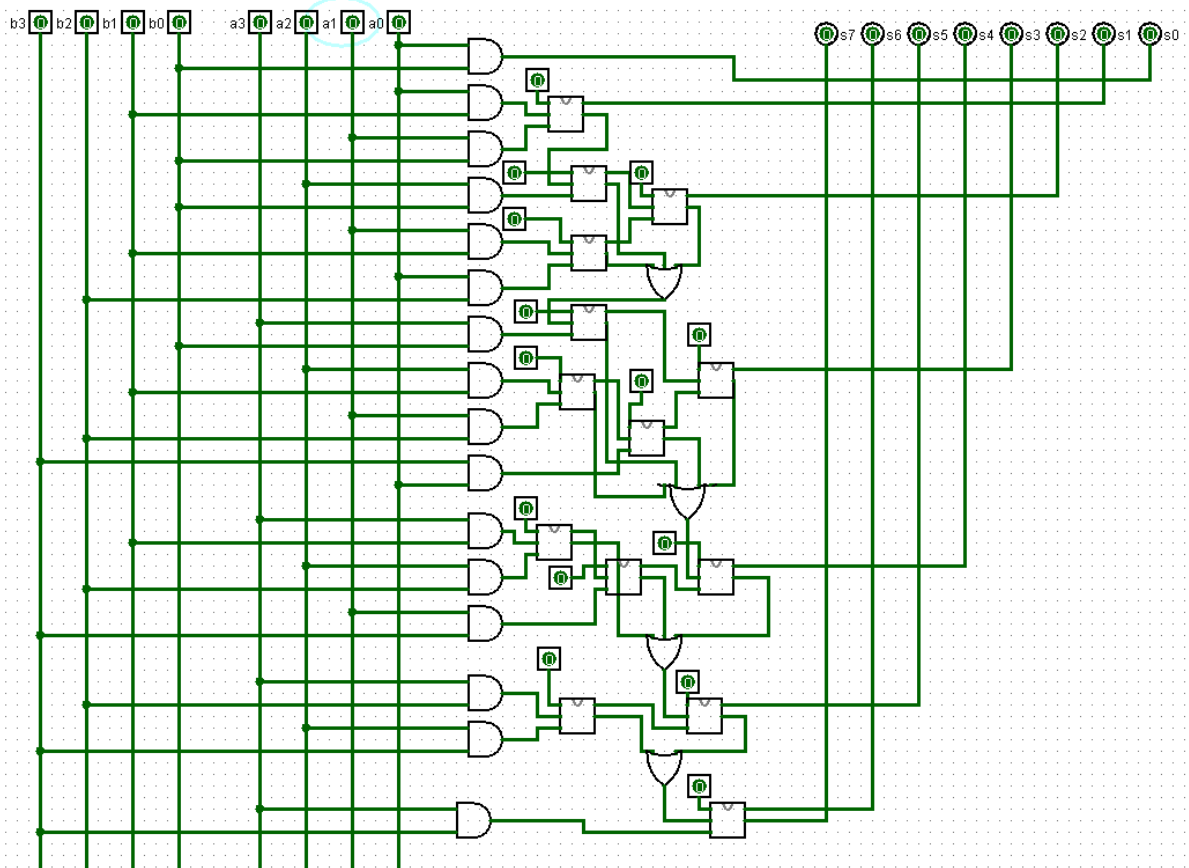
ALU (Logisim - Circuito externo)



ALU (Logisim - Parte interna/subcircuito)



Multiplicador 4 bits



Somador 1 bit

