```
At time 500,
GO, NOT, w1, C
                           we have input A:1.
G2, AND, w1, A
                           Checking used gates: G0 has input C!= A
G1, AND2, w2, A, w1
                           G1 has input (A \& w1) = 0
G3, AND, w3, w2, w1
.stim:
                           At time 800.
500,A, 1
                           We have inputs A:1, B:1
800, B, 1
                            Checking used gates: G0 has input C != A & C != B
1300, C, 1
                            G1 has inputs (A \& w1) = 0
                           At time 1300.
                            We have inputs A:1, B:1, C:1
                            Checking used gates: G0 has input C == C (set a flag to call the function)
                            G1 has inputs (A & w1) != A,B,C
                            Flag logic gate go to function expression
                           At time 1300 - 1350.
                            evaluate output (delay gate)(get logic value) -> add output to cirlnputs (w1, 0, 1350) -> we can't pop the gate since
                           we will need to use it again
                           At time 1350,
                            We have inputs A:1, B:1, C:1, w1:0
                            Checking used gates: G0 has input C == C (don't do C again unless it changes)
                            G1 has inputs (A \& w1) == A, w1 (set a flag to call the function)
                            Flag logic gate go to function expression
                           At time 1350 - 1550,
                            evaluate output (delay gate)(get logic value) -> add output to cirInputs (w2, 0, 1550) -> we can't pop the gate
                           since we will need to use it again
                           At 1550.
                           Checking used gates,
                           G1 w1 & w2
```

.cir: