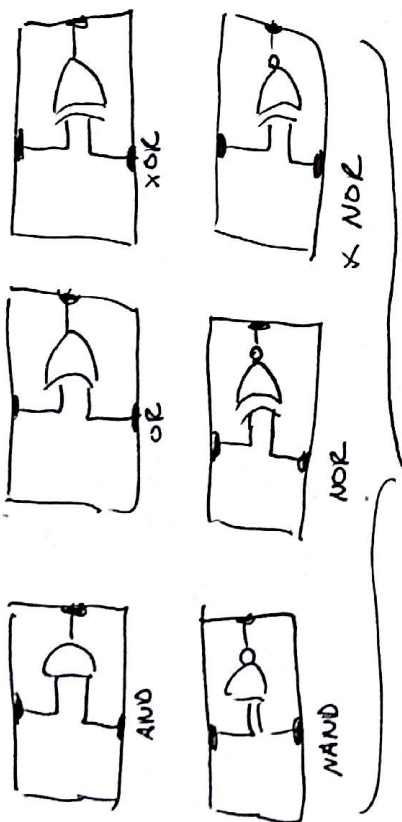


GATES



Alternative



* use with top

3 gates

would reduce total # of blocks but increases block real estate.

SOURCES & SINKS * need clear way to differentiate the two



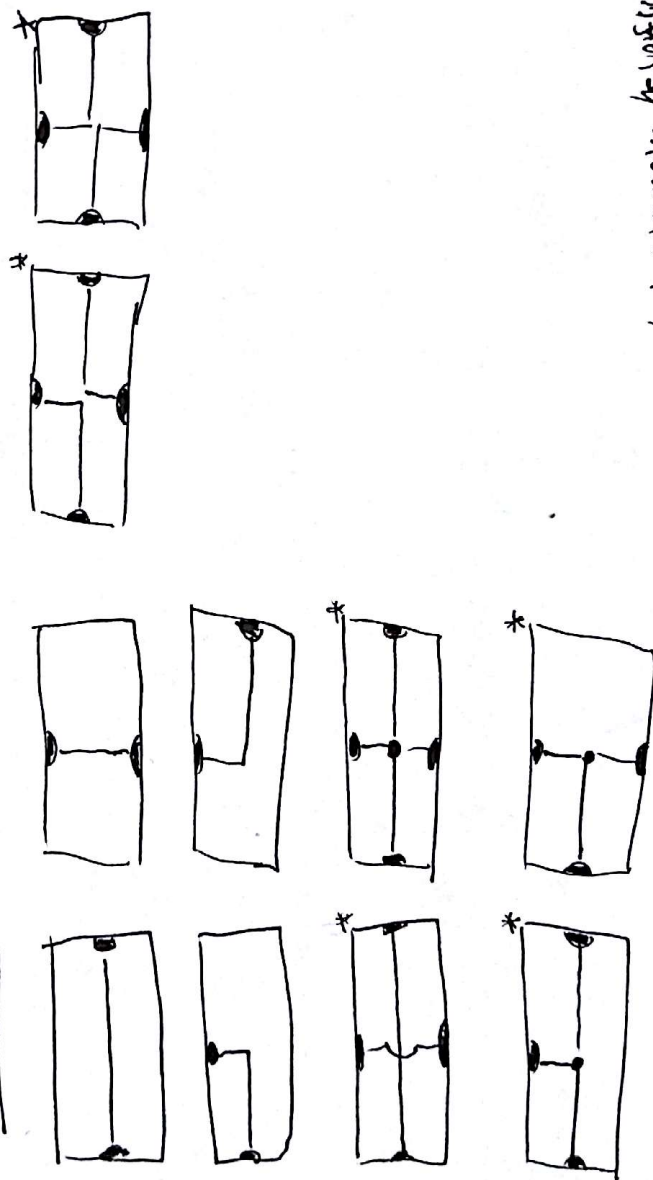
Fixed # of i.e. channel unique sources. unlimited # of same source per channel

Just a light for now. can be expanded if HDL transcription is done.

final notes on design:

- 1) each gate will have 3 inputs:
- 2) minimum space for 1-bit full adder = 6x5
- 3) desired final grid size 7x7

Connectors



* Not necessary, but extremely helpful and reduces circuit complexity.