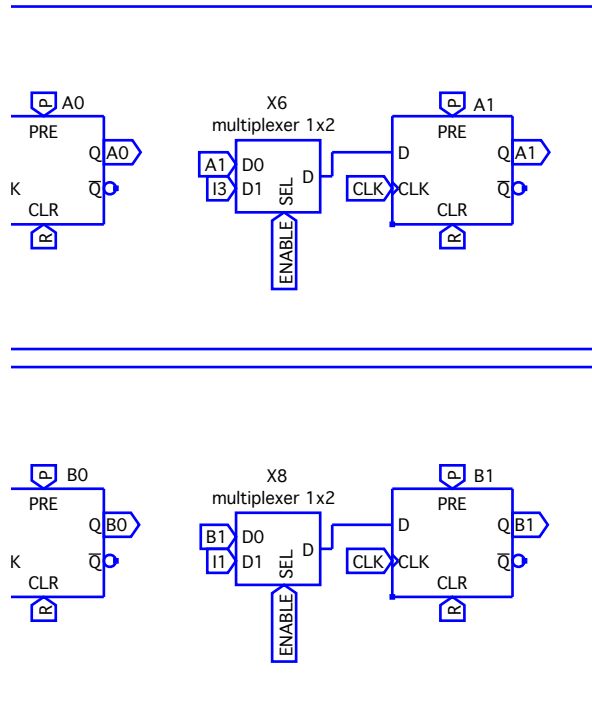
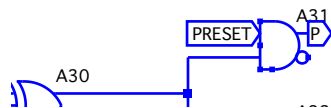


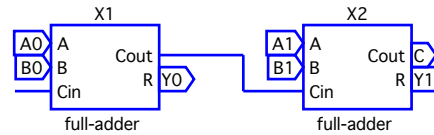
# REGISTERS



Se SET = 1 allora vengono impostati P = 0 e R = 0

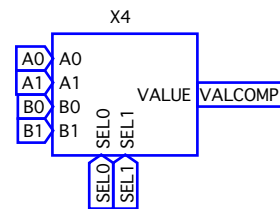


Sommatore a 2 bit

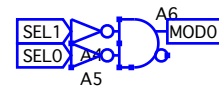
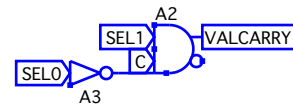


Comparatore numeri uguali

Ritorna 1 se MOD1 = 1 e i numeri sono uguali



VALCARRY = 1 se MOD2 = 1 e il CarryOut = 1



Casi possibili:

- se tutti i selettori sono a 0 perché allora salvo il valore precedente c
- se MOD0 = 1 allora salvo qualunc
- se MOD1 = 1 e i numeri sono ug
- se MOD2 = 1 e c'è un riporto in t

