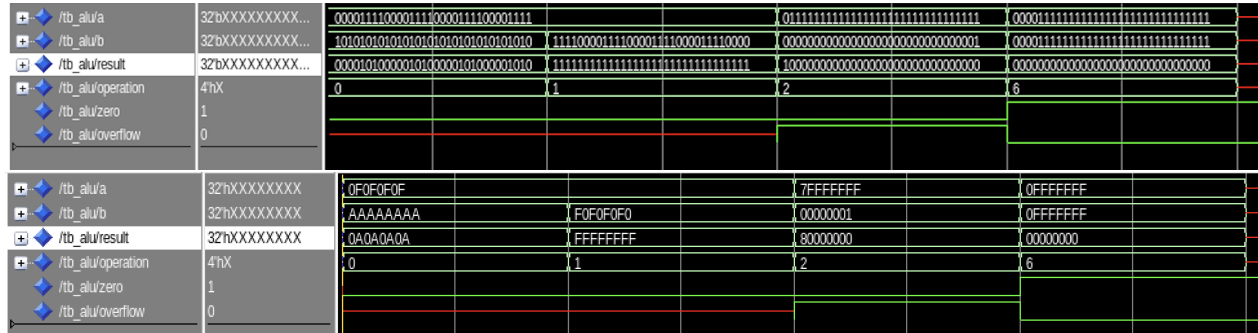
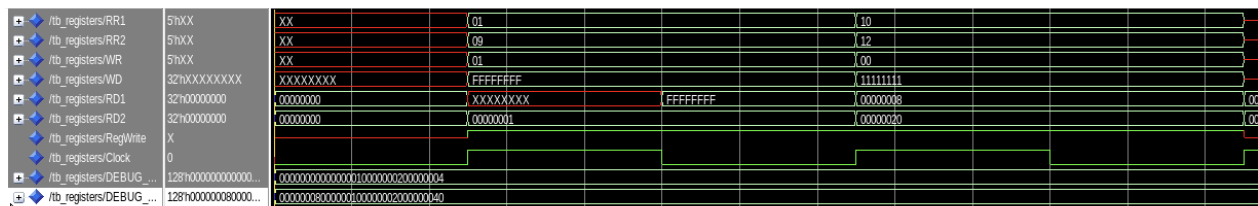


ADD

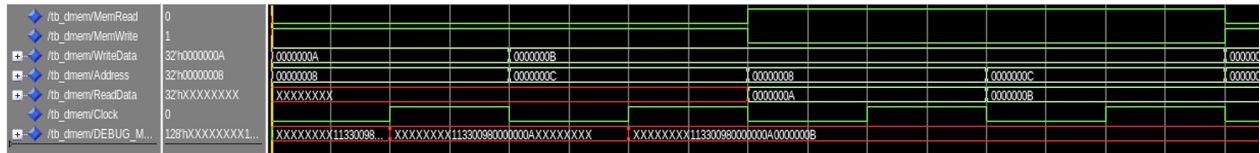


1. AND: two inputs are `0F0F0F0F` and `AAAAAAA`, the result should be `0A0A0A0A`, without any overflow or zero.
2. OR: two inputs are `0F0F0F0F` and `F0F0F0F0`, the result should be `FFFFFFF`, without any overflow or zero.
3. ADD: two inputs are `7FFFFFFF` and `00000001`, the result should be `80000000`. It overflows, but the result is not zero.
4. Subtract: two inputs are `0FFFFFFF` and `0FFFFFFF`, the result should be `00000000`. The result is zero without overflow.

REGISTERS



1. During the first clock period, we try to write `FFFFFFF` to address `00000001`, at the beginning of the second period, it succeed.
2. Then we try to write `11111111` to `00000000` at the next period, nothing changes because it is prohibited.



DMEM

1. In the first period, the MemWrite is 1 and MemRead is 0, so it just writes the data to address, 0000000A -j 00000008,
2. In the second period, the MemWrite is 1 and MemRead is 0, so it just writes the data to address, 0000000B -j 0000000C.
3. The next period, it reads out data from 00000008. The result is 0000000A;
4. The next period, it reads out data from 0000000C. The result is 0000000B.

Some of my work were inspired by Ruoxi.