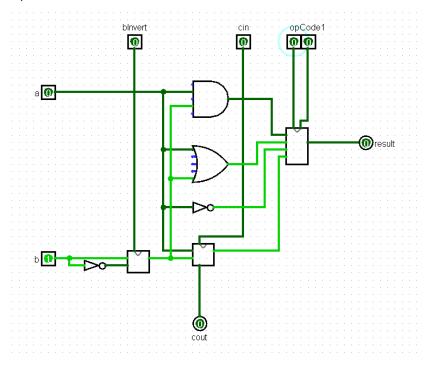
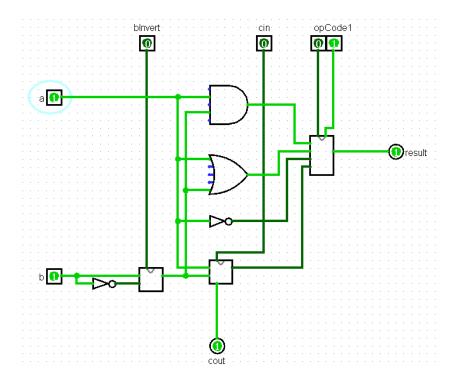
EP02

Testes ULA 1 Bit:

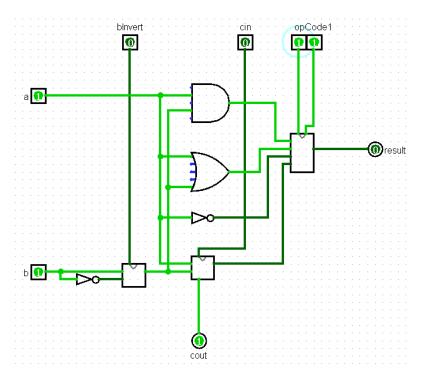
AND(0,1);



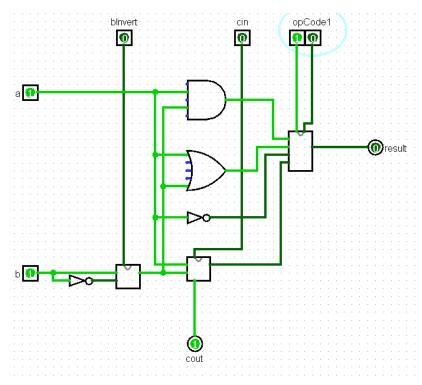
OR(1,1);



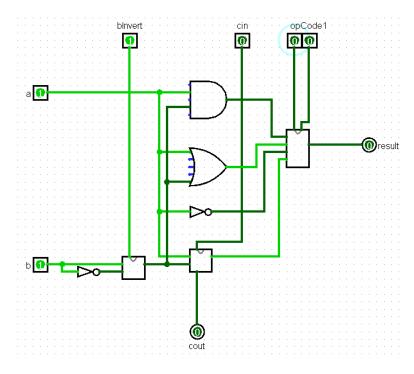
SOMA(1,1);



NOT(1);

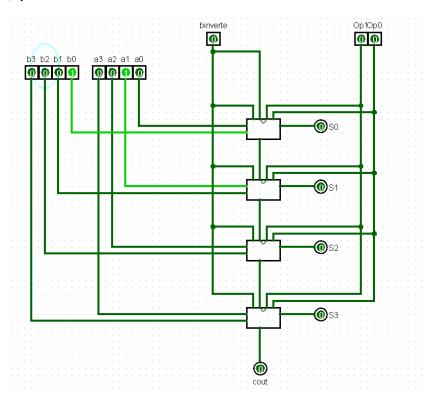


SOMA(1,-1);

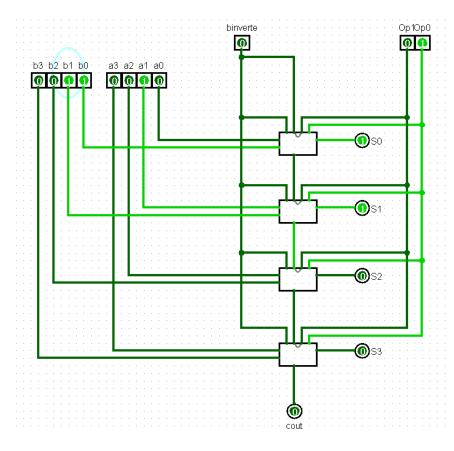


Testes ULA 4 Bit

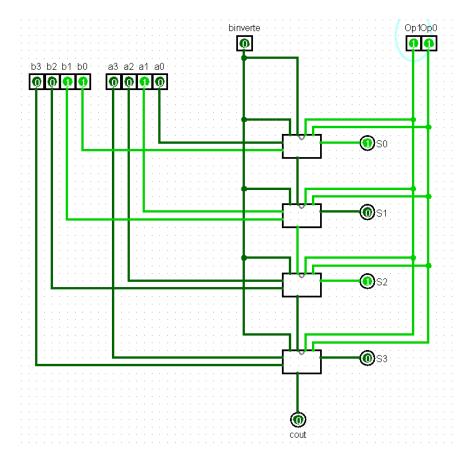
AND(2,1)



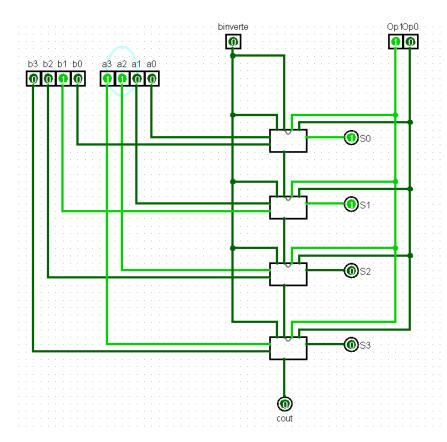
OR(2,3)



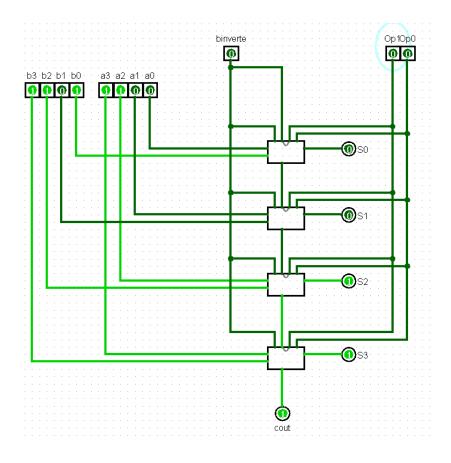
SOMA(2,3)



NOT(12,3)



AND(12,13)



Preenchendo a tabela

Intrução realizada	Binário	Hexa	Resultado(Binario)
AND(A,B)	0010 0001 00	0X084	0000
OR(A,B)	0010 0011 01	0x08D	0011
SOMA(A,B)	0010 0011 11	0x08F	0101
NOT(A)	1100 0011 01	0x30D	0011
AND(A,B)	1100 1101 00	0x334	11100

LEDs ARDUINO

Ex1 - Semáforo

```
Programa 01
Semiforo

// Definiquo de valores para variáveis
int led10 = 10;
int led12 = 12;
int led13 = 13;
int led13 = 13;
int led13 = 13;

// Rotina executada 1 vez e que em geral configura entradas e saídas
void setup() {
    // configura os pinos como saídas DIGITAIS.
    pinMode (led10, OUTEUT);
    pinMode (led10, OUTEUT);
}

// the loop soutine runs over and over again forever:
void loop()
    digitalMeria (led10, MIGH);
    delay(1000)
    digitalMeria (led10, MIGH);
    delay(1000)
    digitalMeria (led10, HIGH);
    delay(1000)
    digitalMeria (led10, HIGH);
    delay(1000)
    digitalMeria (led10, MIGH);
    delay(1000)
    digitalMeria (led10, LOW);
    delay(1000)
    digitalMeria (led10, HIGH);
    delay(1000)
    digitalMeria (led10, HIGH);
    delay(1000)
    digitalMeria (led10, HIGH);
    delay(1000)
    digitalMeria (led10, LOW);
    delay(1000)
    digitalMeria (led10, HIGH);
    delay(1000)
digitalMeria (led10, HIGH);
    delay(1000)
digitalMeria (led10, HIGH);
    delay(1000)
digitalMeria (led10, HIGH);
    delay(1000)
digitalMeria (led10, HIGH);
    delay(1000)
digitalMeria (led10, HIGH);
delay(1000)
digitalMeria (led10, HIGH);
delay(1000)
digitalMeria (led10, HIGH);
delay(1000)
digitalMeria (led10, HIGH);
delay(1000)
digitalMeria (led10, HIGH);
delay(1000)
digitalMeria (led10, HIGH);
delay(1000)
digitalMeria (led10, HIGH);
delay(1000)
digitalMeria (led10, HIGH);
delay(1000)
digitalMeria (led10, HIGH);
delay(1000)
digitalMeria (led10, LOW);
delay(1000)
digitalMeria (led10, HIGH);
delay(1000)
digitalMeria (led10, HIGH);
delay(1000)
digitalMeria (led10, HIGH);
delay(1000)
digitalMeria (led10, LOW);
```

