

		i1			
i2	and	0	1	x	z
	0	0	0	0	0
	1	0	1	x	x
	x	0	x	x	x
	z	0	x	x	x

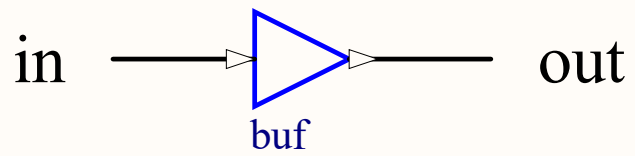
		i1			
i2	or	0	1	x	z
	0	0	1	x	x
	1	1	1	1	1
	x	x	1	x	x
	z	x	1	x	x

		i1			
i2	xor	0	1	x	z
	0	0	1	x	x
	1	1	0	x	x
	x	x	x	x	x
	z	x	x	x	x

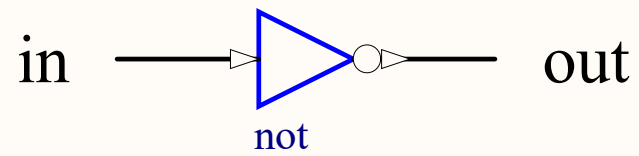
		i1			
i2	nand	0	1	x	z
	0	1	1	1	1
	1	1	0	x	x
	x	1	x	x	x
	z	1	x	x	x

		i1			
i2	nor	0	1	x	z
	0	1	0	x	x
	1	0	0	0	0
	x	x	0	x	x
	z	x	0	x	x

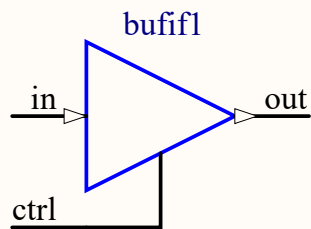
		i1			
i2	xnor	0	1	x	z
	0	1	0	x	x
	1	0	1	x	x
	x	x	x	x	x
	z	x	x	x	x



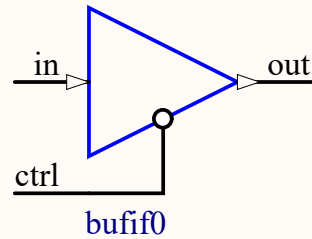
buf	in	out
	0	0
	1	1
	x	x
	z	x



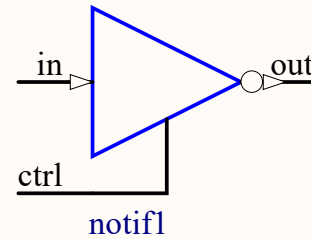
not	in	out
	0	1
	1	0
	x	x
	z	x



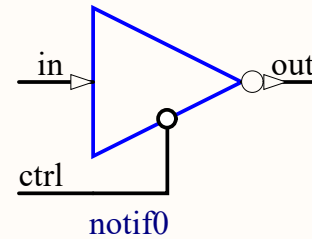
		ctrl			
bufif1		0	1	x	z
in	0	z	0	L	L
	1	z	1	H	H
	x	z	x	x	x
	z	z	x	x	x



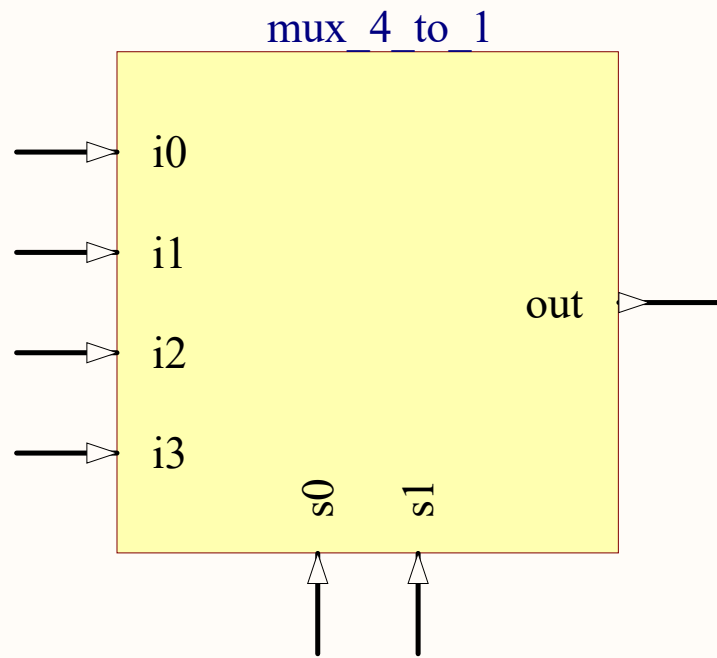
		ctrl			
bufif0		0	1	x	z
in	0	0	z	L	L
	1	1	z	H	H
	x	x	z	x	x
	z	x	z	x	x



		ctrl			
notif1		0	1	x	z
in	0	z	1	H	H
	1	z	0	L	L
	x	z	x	x	x
	z	z	x	x	x



		ctrl			
notif0		0	1	x	z
in	0	1	z	H	H
	1	0	z	L	L
	x	x	z	x	x
	z	x	z	x	x



mux_4_to_1		
s1	s0	out
0	0	i0
0	1	i1
1	0	i2
1	1	i3

