



### ALU Assignment

It is required to design a simple 4-bit Arithmetic Logic Unit (ALU).

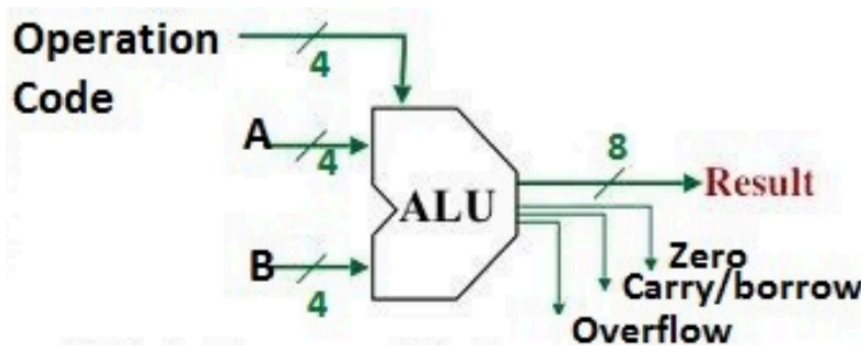
#### Inputs:

- Operands: Two 4-bit inputs A, B.
- Opcode: One 4-bit input (Used to specify the operation).

#### Outputs:

- 8 bits** representing the output of the operation.
- Flags** for arithmetic operations:
  - The Zero flag
  - The Carry/Borrow flag (both are represented using the same bit)
  - The Overflow flag.

Operation type	Operation code	Operation
<b>Arithmetic</b>	0000	<b>Add A + B:</b> the result, the zero flag, carry and overflow bits should be displayed if any of them happened
	0001	<b>Subtract A - B:</b> the result, the zero flag, borrow, and overflow bits should be displayed if any of them happened
	0010	<b>Subtract B - A:</b> the result, the zero flag, borrow, and overflow bits should be displayed if any of them happened
	0011	Multiply A * B
<b>Logic</b>	0100	Bit-wise <b>AND</b> (A AND B)
	0101	Bit-wise <b>OR</b> (A OR B)
	0110	Bit-wise <b>XOR</b> (A XOR B)
	0111	Bit-wise <b>NAND</b> (A NAND B)
<b>Bit-wise Operations</b>	1000	Display A in <b>two's complement</b>
	1001	Display A in <b>one's complement</b>
	1010	Shift A <b>left logical</b>
	1011	Shift A <b>right logical</b>
	1100	Shift A <b>left Arithmetic</b>
	1101	Shift A <b>right Arithmetic</b>
	1110	Shift A <b>left circular</b>
	1111	Shift A <b>right circular</b>



**Policy:**

- You must work with your lab team on this assignment.
- Try optimizing and minimizing the total number of gates required.
- Search for the terms you don't understand.
- If 2 or more copies are discovered, all copies will lose submission marks and will be given a penalty of 25% of submission marks. Hence, it is better to deliver nothing than to deliver a copy. No late submission is allowed.

**Deliverables:**

**You should deliver a digital report (You don't have to print it) containing the following:**

1. Truth Tables.
2. Steps of minimization.
3. Circuit Diagrams (Logisim) (You don't have to use tinker cad or wire it physically)