

**Task1:**

START:

INP

STA NUM

INP

OR NUM

OUT

HALT

NUM: .data 1 0

---

```
EXECUTING...
Enter Inputs, the first of which must be an Integer: 1
Enter Inputs, the first of which must be an Integer: 0
Output: 1
EXECUTION HALTED NORMALLY due to the setting of the bit(s): [HALT-BIT]
```

The OR gate outputs 1 if at least one input is 1.

Since one input is 1, the result is 1.

**Task2:**

START:

INP

STA NUM

INP

NAND NUM

OUT

HALT

NUM: .data 1 0

```
EXECUTING...
Enter Inputs, the first of which must be an Integer: 0
Enter Inputs, the first of which must be an Integer: 1
Output:  -1
EXECUTION HALTED NORMALLY due to the setting of the bit(s): [HALT-BIT]
```

NAND gives the opposite result of the AND gate.

Since one input is 0 and other is 1, AND gives 0, so NAND gives 1.

**Task3:**

START:

INP

STA NUM

INP

NOR NUM

OUT

HALT

NUM: .data 1 0

---

EXECUTING...

Enter Inputs, the first of which must be an Integer: 0

Enter Inputs, the first of which must be an Integer: 1

Output: -2

EXECUTION HALTED NORMALLY due to the setting of the bit(s): [HALT-BIT]

NOR is the inverse of the OR gate.

Since one input is 1 and other is 0, so OR gives 1 and NOR gives 0.

**Task4:**

START:

INP

STA NUM

INP

XOR NUM

OUT

HALT

NUM: .data 1 0

```
EXECUTING...
Enter Inputs, the first of which must be an Integer: 1
Enter Inputs, the first of which must be an Integer: 0
Output: 1
EXECUTION HALTED NORMALLY due to the setting of the bit(s): [HALT-BIT]
```

XOR gives 1 only when the inputs are different.

Since one input is 1 and other is 0, so the result is 1.

**Task5:**

START:

INP

STA NUM

NOT NUM

OUT

HALT

NUM: .data 1 0

```
EXECUTING...
```

```
Enter Inputs, the first of which must be an Integer: 1
```

```
Output: -2
```

```
EXECUTION HALTED NORMALLY due to the setting of the bit(s): [HALT-BIT]
```

The NOT gate inverts the input value.

Since the input is 1, the result becomes 0.