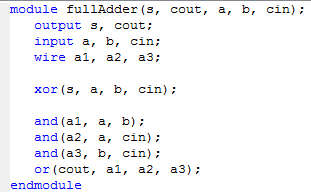
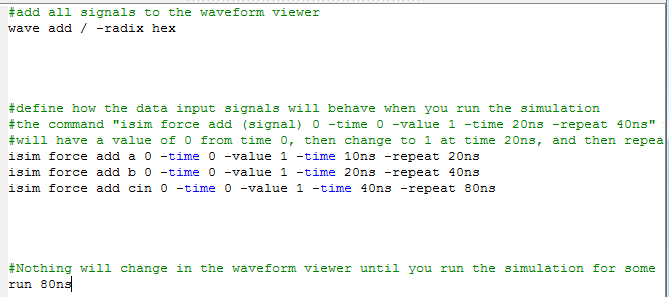
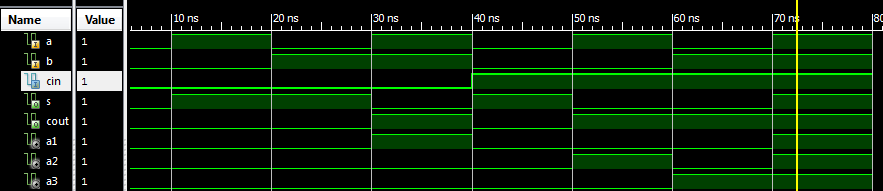
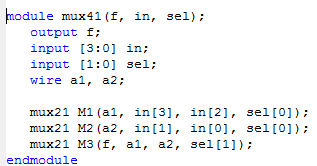
**Full Adder**

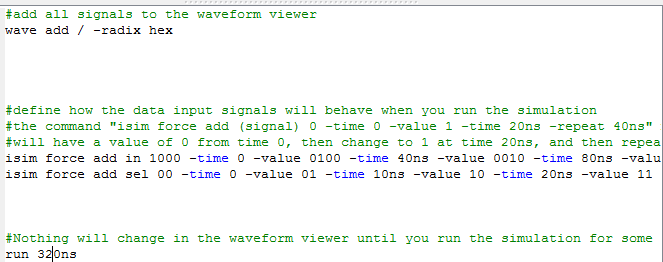


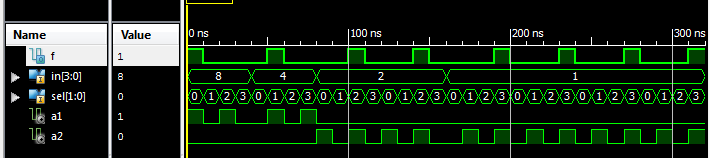




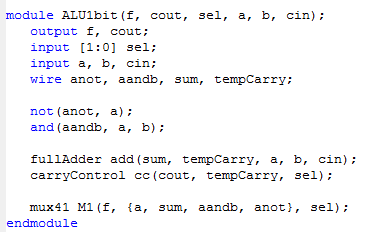
**4:1 MUX**

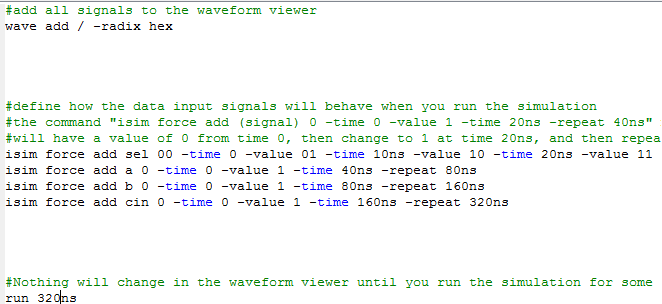


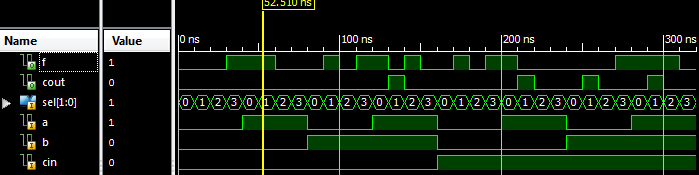




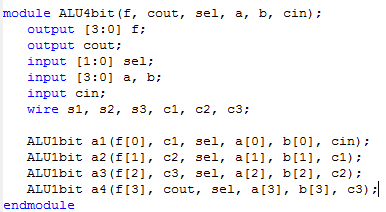
**1 Bit ALU**

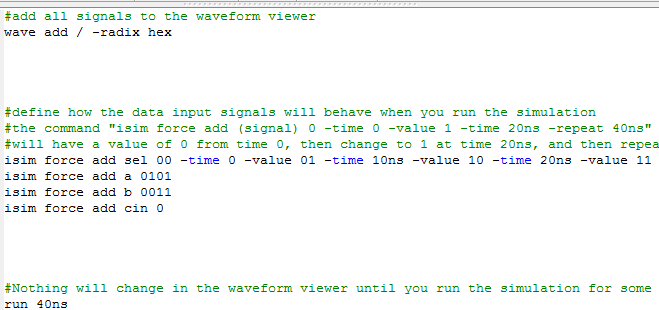


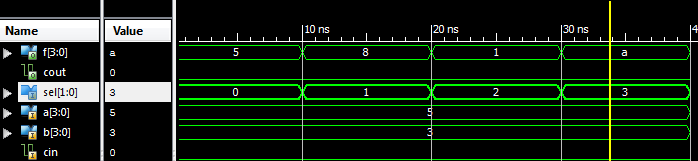


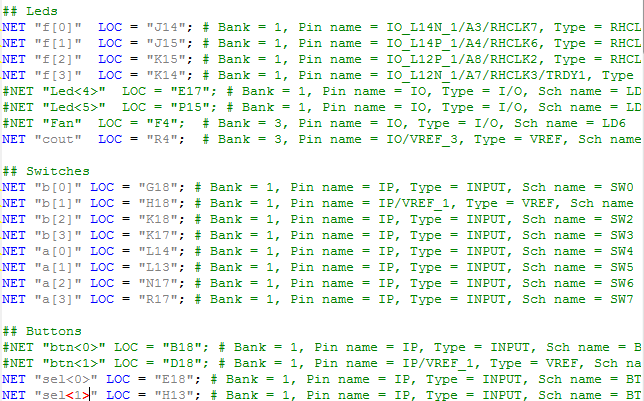


**4 Bit ALU**









**Anomalies:**

I had a strange error in my 4 bit ALU, but trying to simulate my full adder would fail. I just bagged the whole thing and started a new project from scratch and re-wrote it, and it worked the second time.