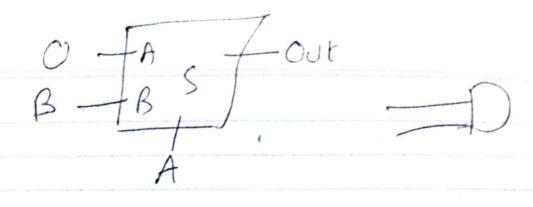
## 21-CP-26 M. Ibrahim

Design following  MUX only?  a) Inverter.	basic gates 2x1
Truth table: - Not gate  A OUT  O 1	Inverted S=0 Ou7=1
NOT Gate $A = Select$	Truth table $2x/1$
1-1A OUT - OUT 0-1B S	S A B OUT 0 0 0 0 0 0 1 0 0 1 0 1
A OUT	
b) 2-input and gal	7 7 7 1
Truth table And g	ate
	$\int Out = 0$ $\int when A = 0$
	J OUT=B When A=1



## 2-input or gate

## 2 -input xor gate

A B 
$$OUT$$

O O O O OUT = B

O O O O OUT = B'

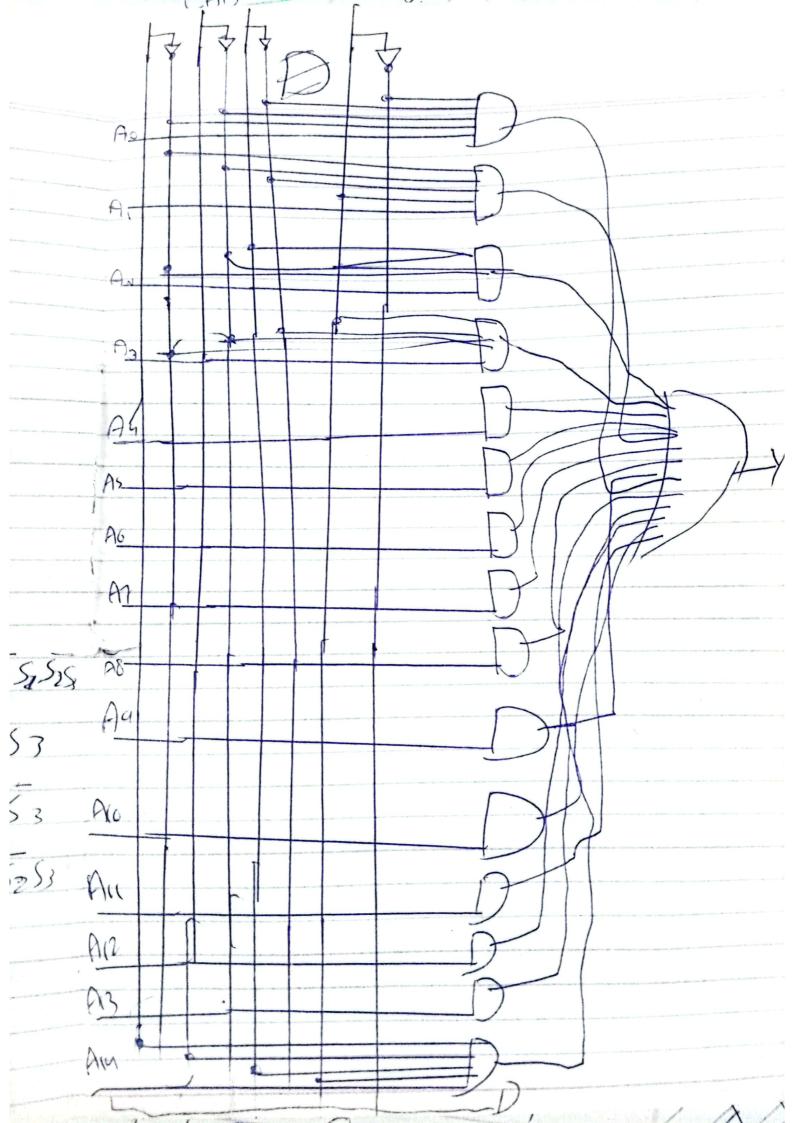
O O O O OUT = B'

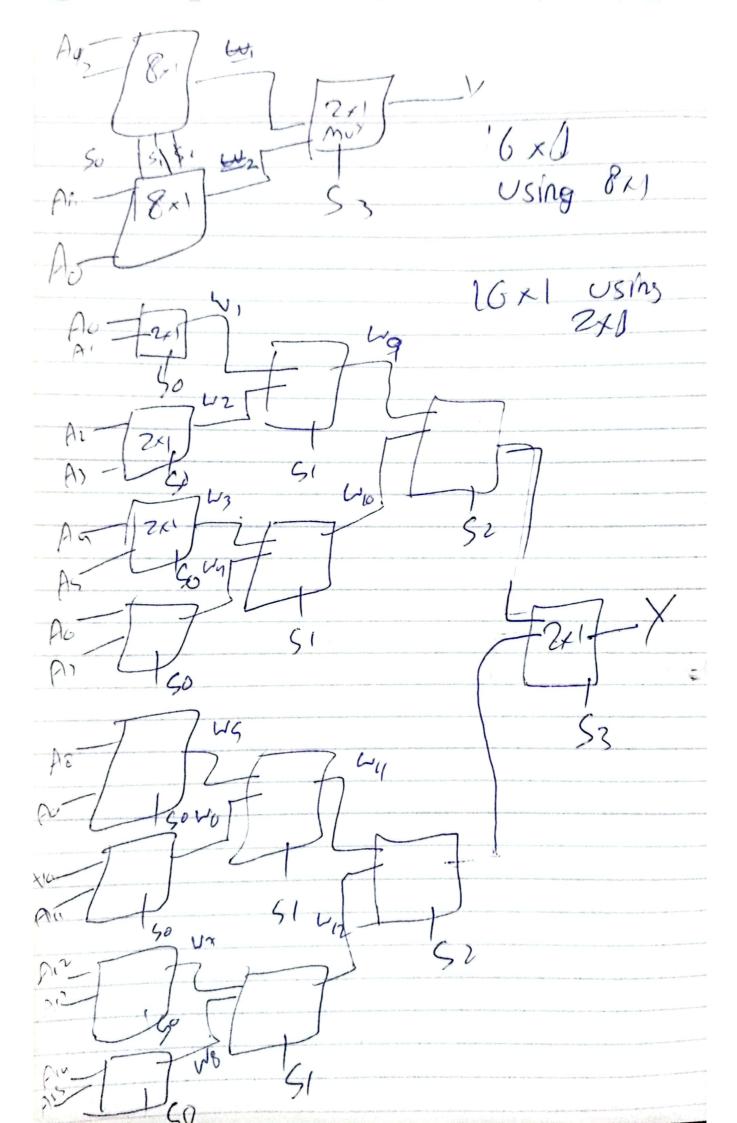
Uhen A=1

2 - input XNOR When A=03 OUT = B WHEN A = 1

Tosk 2 16 xll using 2x1
B I J

Inputs Outps 0 A Ay P AG AZ 00 A8 0 AG A90 Aid 0 A12 AIN AIS Y-A050515253+A150515253 + AZ SOSISISI+ A3 SOS, 5253 +A4 SOSIS + AS 50 S15253 + A65515253 + A750 S15253 + A8 55 SOS, SISS A A9 SOS, SISS A A10 SOS, SISS 3 +A11 SOS, 5253+ A17 SOSI 5253+ A1350515253 + A14 50 515253 + A15 50 515253



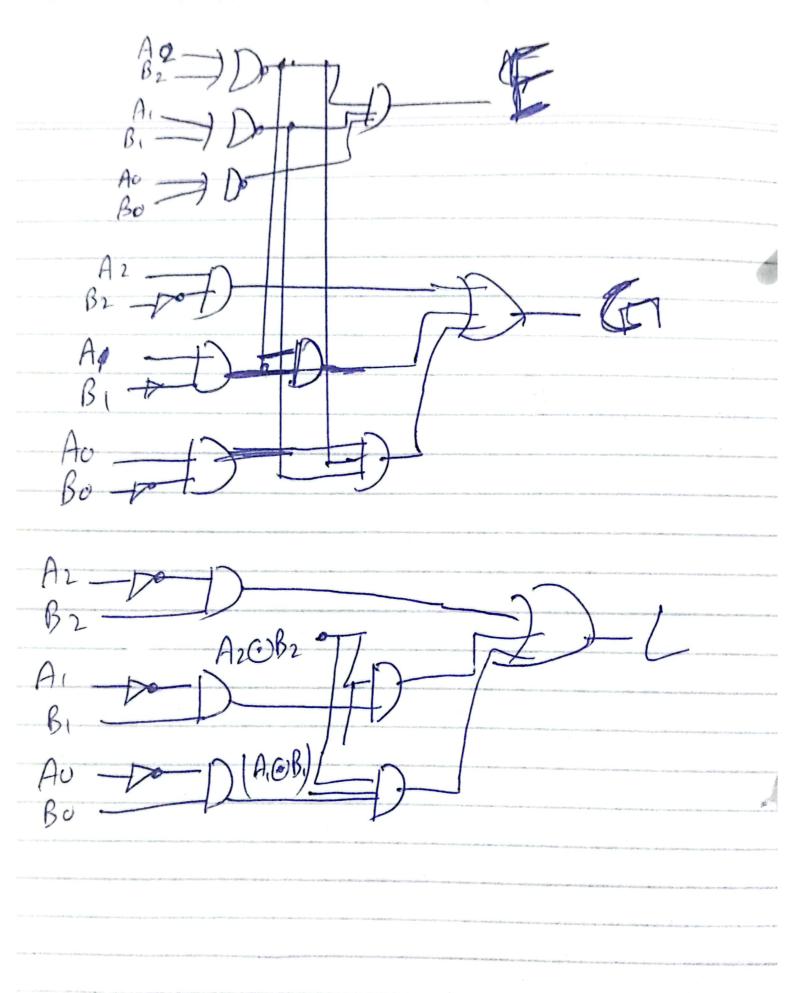


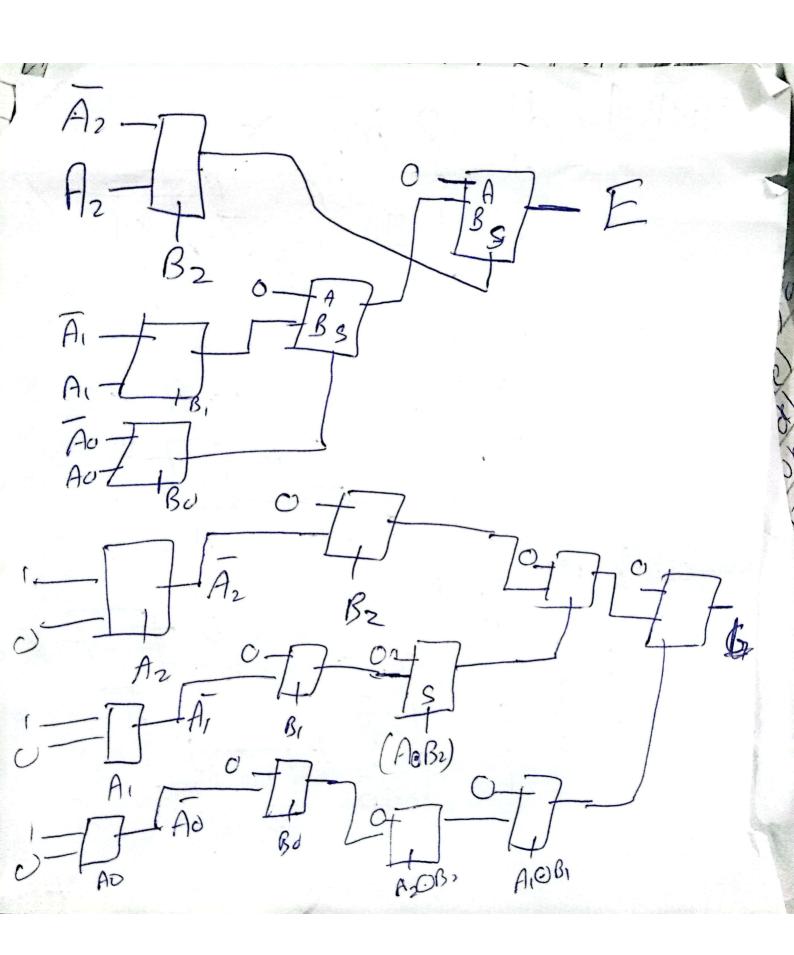
Tas 13
Tas 13
3-bit comparator

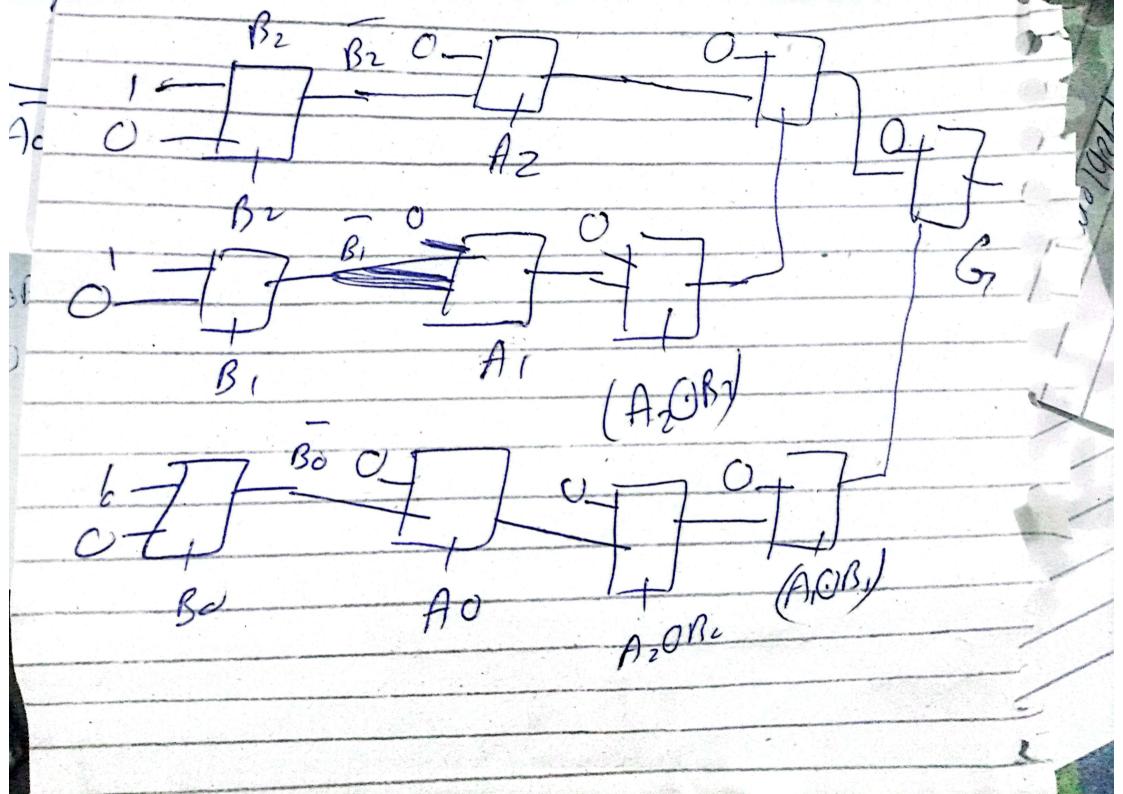
Truth Table ASB ALB A=B						
AO AL T	Az Bo	B1 B2	6 6	E		
	0	0 0	0 0			
	0 0	0 1	0 1	$\mathcal{O}$		
the the property of the property that the rest the theory of the court	0 0	10	0 1	0		
provide a laboral contrata de la constante de manda de la constante de la cons	3		0 1	O		
0 0 0		0	0 1	0		
0 0 0			0 1	$\mathcal{O}$		
0 0 0			) 1	0		
- 0 0	1 ,	₽ C	NAME OF THE OWN OWN OF THE OWN OWN OF THE OWN	0		
01 /	00	0 1	0	0		
0 0 1	0 0			/		
0 01	o $l$	0 0		0		
0 01	0 1	1 0		0		
001		0 0		0		
	10	1 0		0		
001	1 1 0	0		0		
001	1 , 1	^		0		
010	000		<u>c</u>			
and control of	000	The state of the s	U			
	0 1		and the second of the second of the second of the second of	1		
	01	The second of the second secon	3	1		
10,1	0		Control State or Section in the Control State of Control			
115	0	and the second s	σ	1		
and the same of the same of the same of	1 / 0		8			
0 10	tardis respensiva de colo de colo como con estrator o constituir en colo con estra colo con estra colo con esta A la colo con esta de colo colo colo colo con esta colo		0	en la francisco de la companya de la		

JA.B XNOR A 2 B2 + A2 B2 Az (1) Bz AI => AI (A) BI Au = Bo AO (F) Bo E = (A, OB). (A20B2). (A00B) (A ZEBZ AT ZB, Ao SBO) (A ZEBZ). (A) By. (Ao. Bo)

(A) 
$$A_2 = B_2$$
,  $A_1 > B_1$   
(A)  $A_2 = B_2$ ,  $A_1 = B_2$ ,  $A_0 > B_0$   
(A)  $A_2 = B_2$ ,  $A_1 = B_2$ ,  $A_0 > B_0$   
(A)  $A_2 = B_2$ ,  $A_1 = B_2$ ,  $A_0 > B_0$   
(A)  $A_2 = B_2$ ,  $A_1 = B_1$ 







Evan Panth P= ABBO + ABCD + ABCD LABCD + ABCD + ABCD +ABCD+ABCD XQ Y = XY + XY XOY= XY+XY

= AB(CD+(D)+AB(CD+(D) + AB((D+(D)+AB((D+(D)) = NB(COD) + AB(CD) + AB ((GD)+AB ((GD) = (COD) (AB+AB) + (COD) (AB+AB = (COO) (AOB) + ((DD) (AOB) = ((OD) (AOB) + ((OD) (AOB) = AOBOCOD

