Logic Gates

```
const NAND = (x, y) => {
  return !(x && y) ? 1 : 0;
};

const NAND = (0, 0) => {
  return !(not true && not true) ? 1 : 0;  -> 1/True.
};



const NOT = (n) => {
  return NAND(n, n);
};

const NOT = (0) => {
  return NAND(0, 0);  -> 1/True.
};



const AND = (x, y) => {
  return NAND(NAND(x, y), NAND(x, y));
};

const AND = (1, 1) => {
  return NAND(NAND(1, 1), NAND(1, 1));
      NAND(0, 0)); -> True
};



const OR = (x, y) => {
  return NAND(NAND(x, x), NAND(y, y));
};

const OR = (1, 0) => {
  return NAND(NAND(1, 1), NAND(0, 0));
      NAND(0, 1) -> True;
};
```

```
const XOR = (x, y) => {
  return NAND(NAND(x, NAND(x, y)), NAND(NAND(x, y),
y));
};

const XOR = (1, 0) => {
  return NAND(NAND(1, NAND(1, 0)), NAND(NAND(1, 0),
0));
      NAND(NAND(1, 1), NAND(1, 0));
      NAND(0, 1); -> True
};
```