5) Un sistema toma de entrada un dígito decimal, lo multiplica por dos, le suma cuatro y retorna el resultado en hexadecimal.

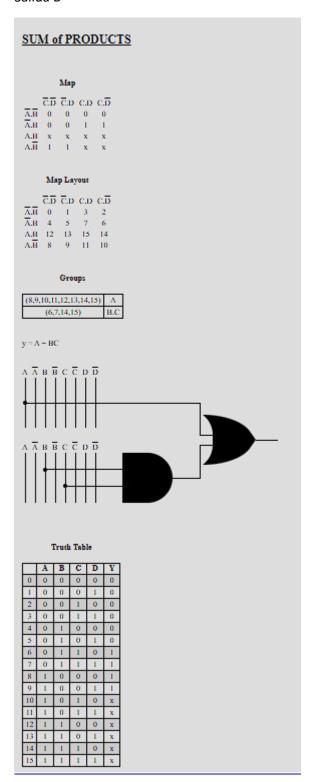
Tablas de verdad

Aquí están las tablas de verdad las A.... representan la primera parte del display y las A1... la segunda parte.

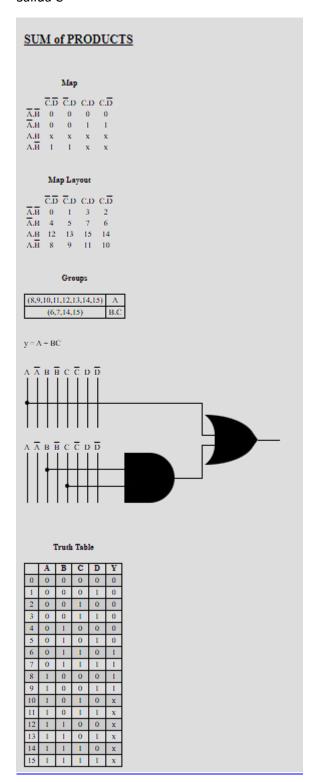
Salida A, D, E, F y G. su valor siempre será apagado.

SU	M	of F	PRO	DU	J C T	<u>ΓS</u>		
		Ma	ıp					
	~ =	=			
Ā.Ē		C 0		D C				
A.E	0							
A.E	x							
A.Ē	0	0	2	2	×.			
	M	ap L	ayou	t				
	C.Ī	5 <u>C</u> .:	D C.	D C				
Ā.Ē		1						
	4			7 (
A.E	12	13		5 1				
A.E	8	9	1	1 1	0			
Gro	ups							
y = 0)							
y = ()							
y = ()							
y = (Fruth	ı Tab	le				
y = (1				v	ı		
y = (Truth	Tab	le D 0	Y 0			
	A	В	C	D	_			
0	A 0	B	C	D	0			
0 1 2 3	A 0 0 0 0 0 0	B 0 0 0 0	0 0 1	D 0 1 0	0			
0 1 2 3 4	A 0 0 0 0 0 0 0	0 0 0 0	0 0 1 1	0 1 0 1	0 0 0 0			
0 1 2 3 4 5	A 0 0 0 0 0 0 0 0 0	B 0 0 0 0	0 0 1 1 0	D 0 1 0 1 0	0 0 0 0			
0 1 2 3 4 5	A 0 0 0 0 0 0 0 0 0 0 0	B 0 0 0 0 1 1	C 0 0 1 1 0 0	D 0 1 0 1 0	0 0 0 0 0			
0 1 2 3 4 5 6 7	A 0 0 0 0 0 0 0 0 0 0 0 0	B 0 0 0 0 1 1 1	C 0 0 1 1 0 0 1 1 1	D 0 1 0 1 0 1	0 0 0 0 0 0			
0 1 2 3 4 5 6 7	A 0 0 0 0 0 0 0 0 0 1	B 0 0 0 1 1 1 1	C 0 0 1 1 0 0 1 1 0 0	D 0 1 0 1 0 1 0	0 0 0 0 0 0 0			
0 1 2 3 4 5 6 7 8	A 0 0 0 0 0 0 0 0 1 1 1	B 0 0 0 1 1 1 1 0	C 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	D 0 1 0 1 0 1 0 1 0	0 0 0 0 0 0 0			
0 1 2 3 4 5 6 7 8 9	A 0 0 0 0 0 0 0 0 1 1 1 1	B 0 0 0 1 1 1 1 0 0	C 0 0 1 1 1 0 0 0 1 1 1 0 0 0 1 1	D 0 1 0 1 0 1 0 1 0 1 0 1 0 1 0 0 1 0 0 1	0 0 0 0 0 0 0 0 0 0 0			
0 1 2 3 4 5 6 7 8	A 0 0 0 0 0 0 0 0 1 1 1	B 0 0 0 1 1 1 1 0 0	C 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	D 0 1 0 1 0 1 0 1 0	0 0 0 0 0 0 0 0 0 0 0 0 x			
0 1 2 3 4 5 6 7 8 9 10	A 0 0 0 0 0 0 0 1 1 1 1 1 1 1	B 0 0 0 1 1 1 1 0 0	C 0 0 1 1 0 0 1 1 0 0 1 1	D 0 1 0 1 0 1 0 1 0 1	0 0 0 0 0 0 0 0 0 0 0			
0 1 2 3 4 5 6 7 8 9 10 11	A 0 0 0 0 0 0 0 1 1 1 1 1 1 1 1	B 0 0 0 1 1 1 1 0 0 0	C 0 0 1 1 1 0 0 0 1 1 1 0 0 0 0 1 1 1 1	D 0 1 0 1 0 1 0 1 0 1 0 1	0 0 0 0 0 0 0 0 0 0 0 0 x x			

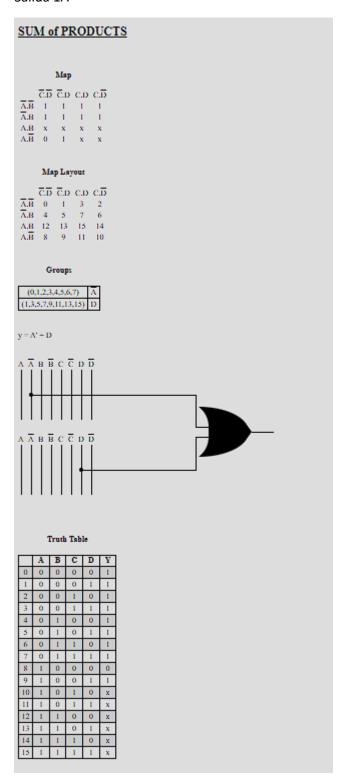
Salida B



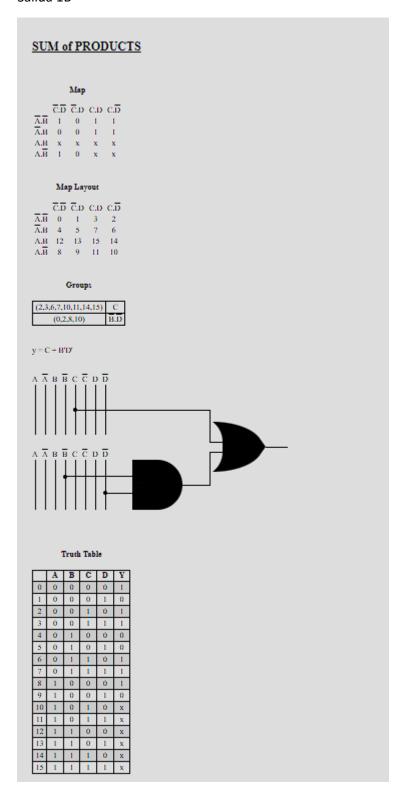
Salida C



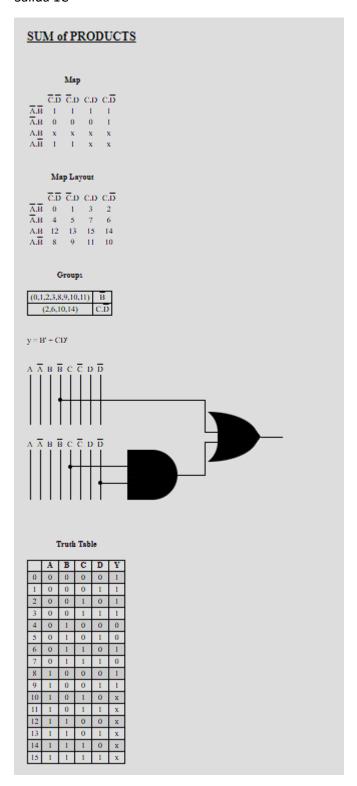
Salida 1A



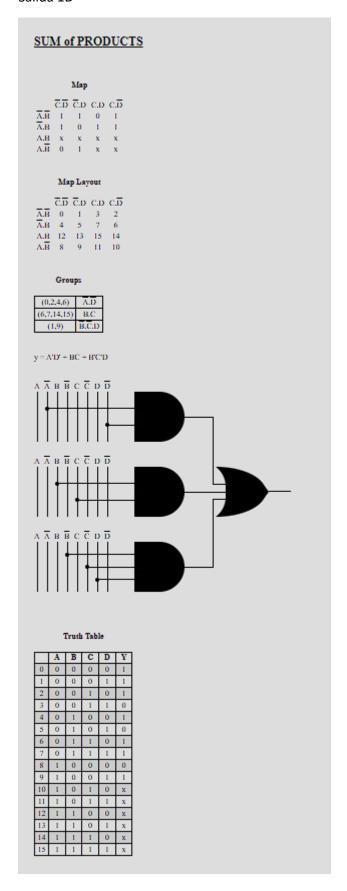
Salida 1B



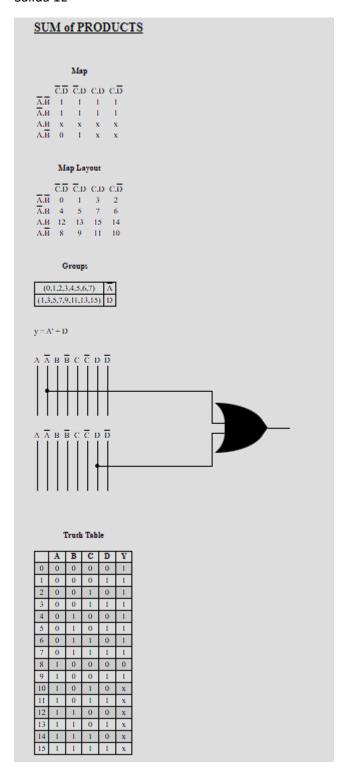
Salida 1C



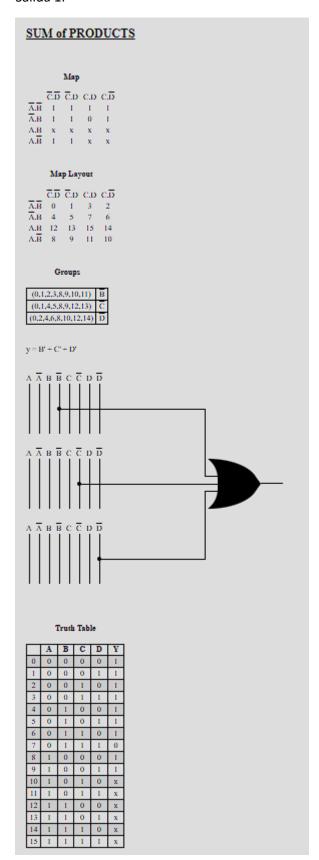
Salida 1D



Salida 1E



Salida 1F



Salida 1G

