



ALU Out

C <sub>2</sub>	C <sub>1</sub>	C <sub>0</sub>	out
0	0	0	and
0	0	1	or
0	1	0	add
0	1	1	sub
1	0	0	xor
1	0	1	nor
1	1	0	shift
1	1	1	sit

- AdderSub
- Barrel Shifter
- N And
- N or
- Negative Checker
- implementation
- test bench
- N not
- N xor
- N Mux
- 16 Shift
- Zero Checker
- N 8:1 Mux