```
add force b 0
add force cin 0
run 10ns
add force a 0
add_force b 0
add force cin 1
run 10ns
add_force a 0
add force b 1
add force cin 0
run 10ns
add force a 0
add force b 1
add force cin 1
run 10ns
add_force a 1
add_force b 0
add force cin 0
run 10ns
add force a 1
add force b 0
add force cin 1
run 10ns
add_force a 1
add_force b 1
add force cin 0
run 10ns
add force a 1
add force b 1
add force cin 1
run 10ns
```

restart

add_force a 0