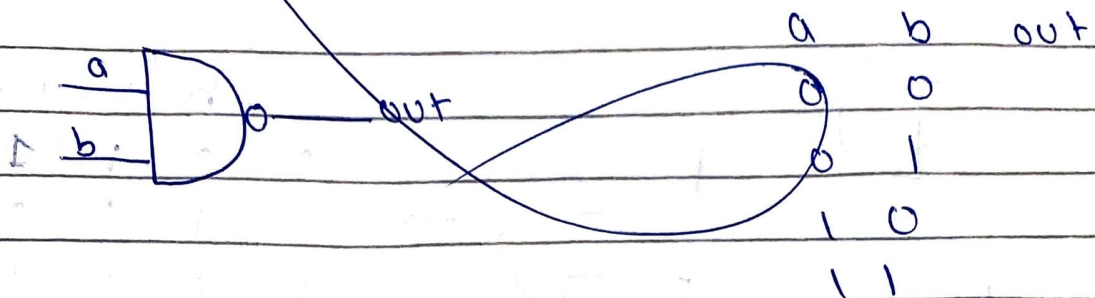
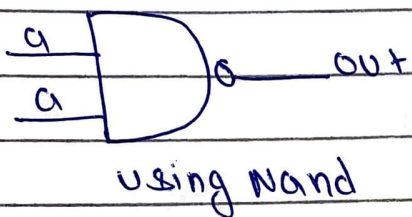
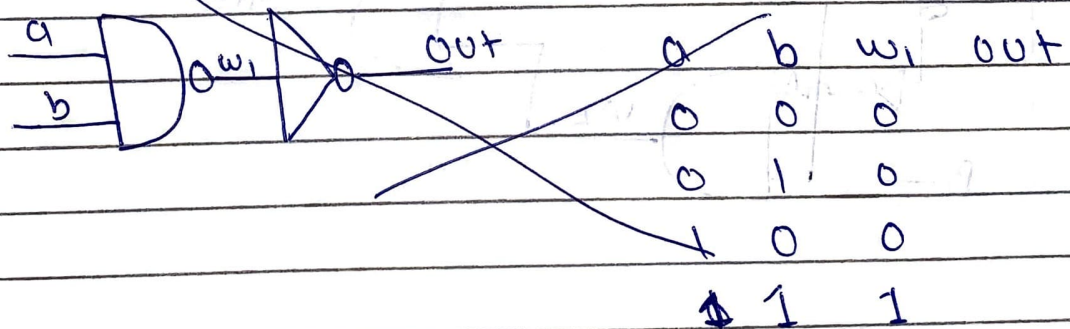
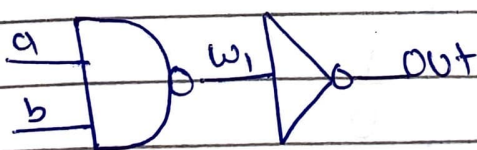


NOT Gate

NOT Gate ($y = \bar{a}$)

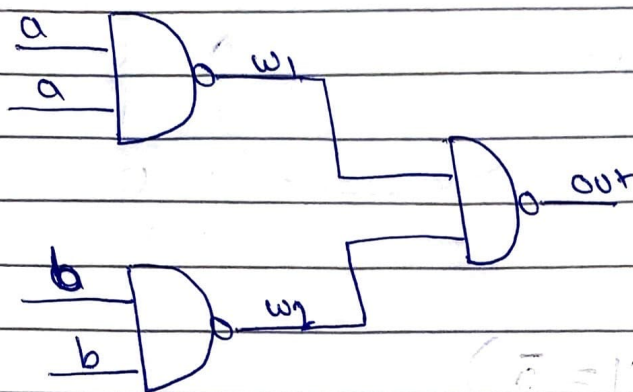
a	a	out
0	0	1
1	1	0

AND Gate

AND Gate ($y = a \cdot b$)

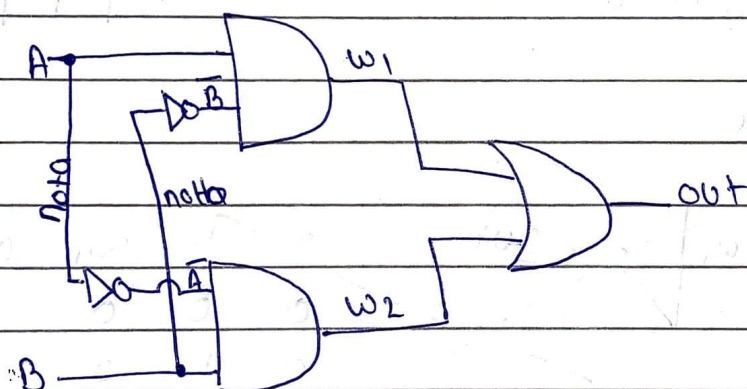
a	b	w ₁	out
0	0	1	0
0	1	1	0
1	0	1	0
1	1	0	1

OR Gate ($y = a + b$)



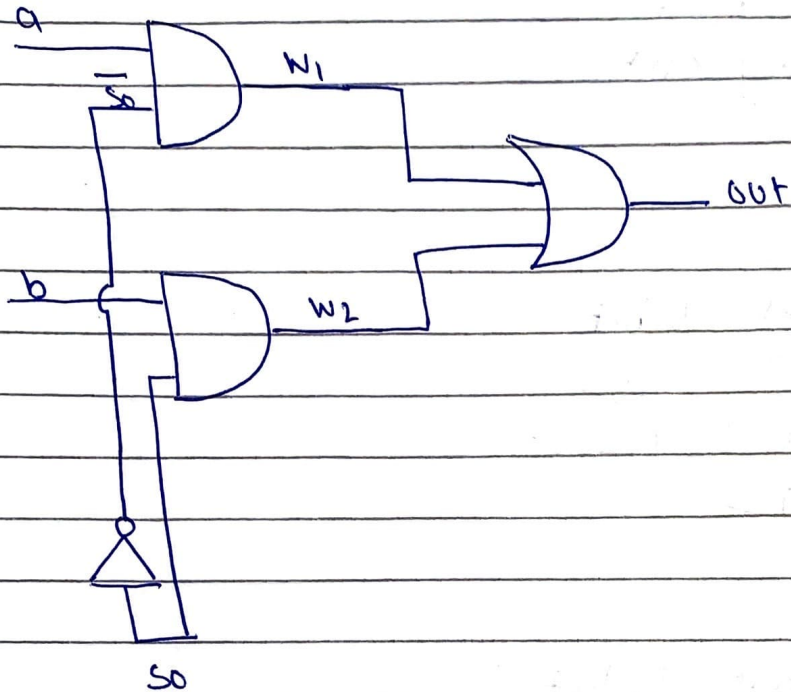
a	b	w ₁	w ₂	out
0	0	1	1	0
0	1	1	0	1
1	0	0	1	1
1	1	0	0	1

XOR Gate ($y = A\bar{B} + \bar{A}B$)



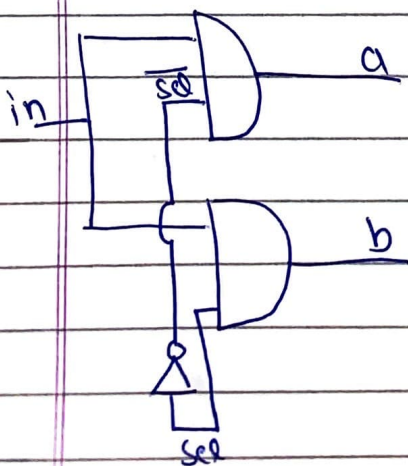
A	\bar{A}	B	\bar{B}	w ₁	w ₂	out
0	1	0	1	0	0	0
0	1	1	0	0	1	1
1	0	0	1	1	0	1
1	0	1	0	0	0	0

MUX ($y = \bar{s}_0 a + s_0 b$)



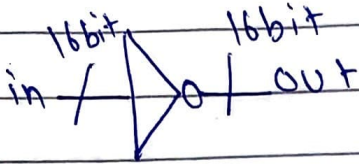
s_0	a	b	out
0	1	0	1
1	0	1	1
0	0	1	0
1	1	0	0

DMUX ($a = \bar{s}_{el} \cdot in$, $b = s_{el} \cdot in$)

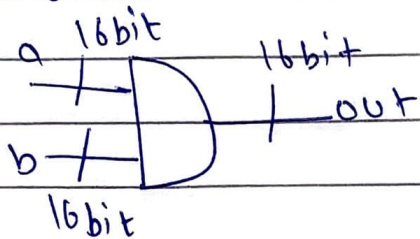


sel	in	a	b
0	1	1	0
1	0	0	1

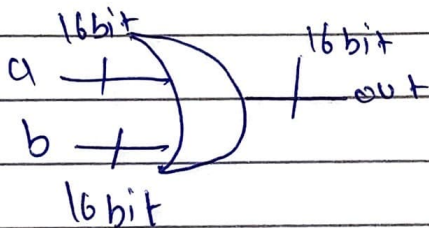
NOT Gate 16-bit



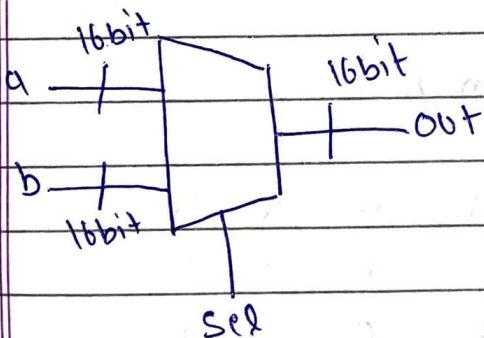
AND Gate 16 bit



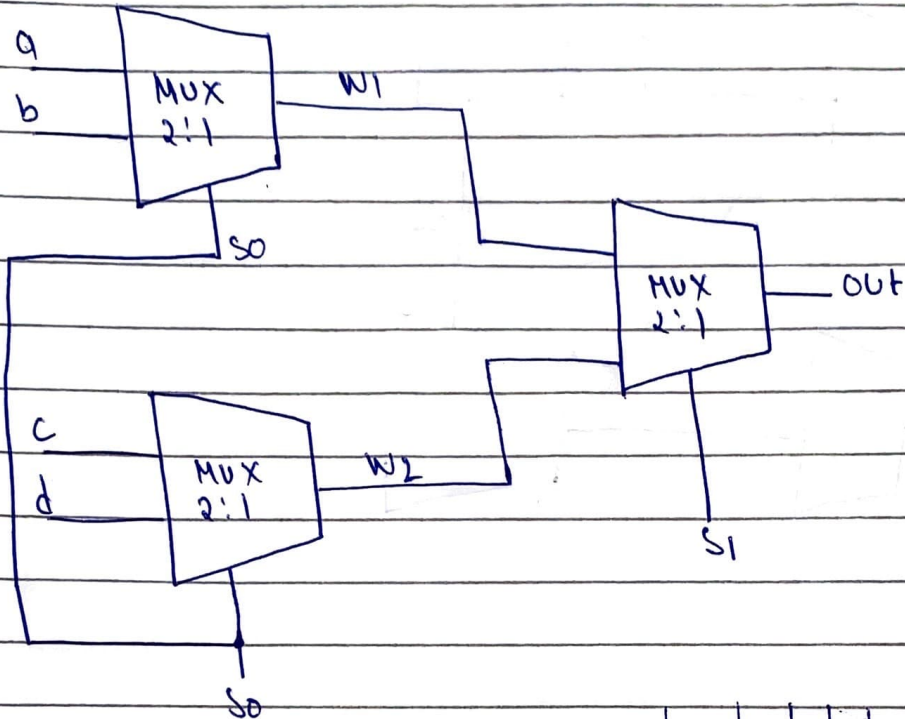
OR Gate 16 bit



MUX 16 bit

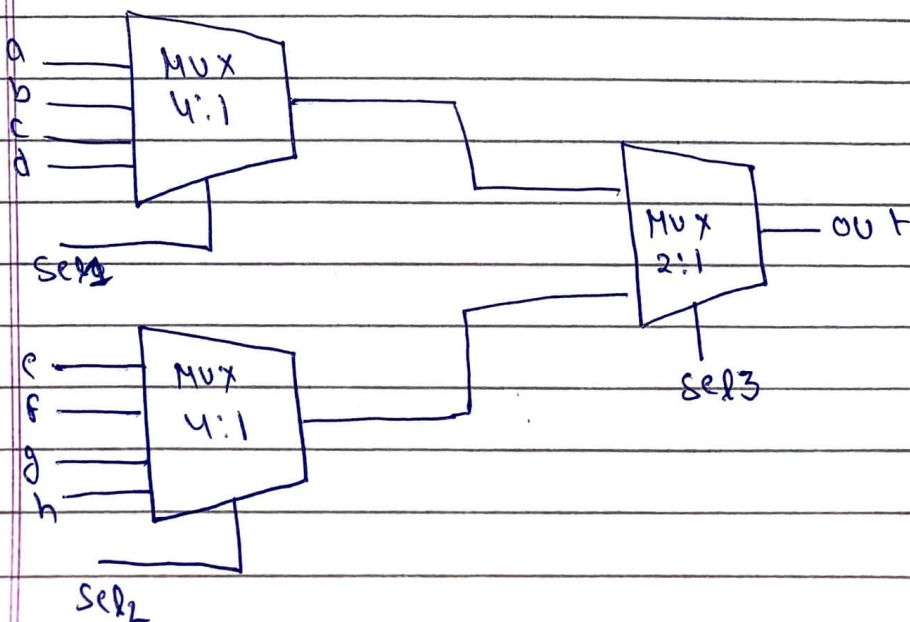


MUX 4:1 16 bit

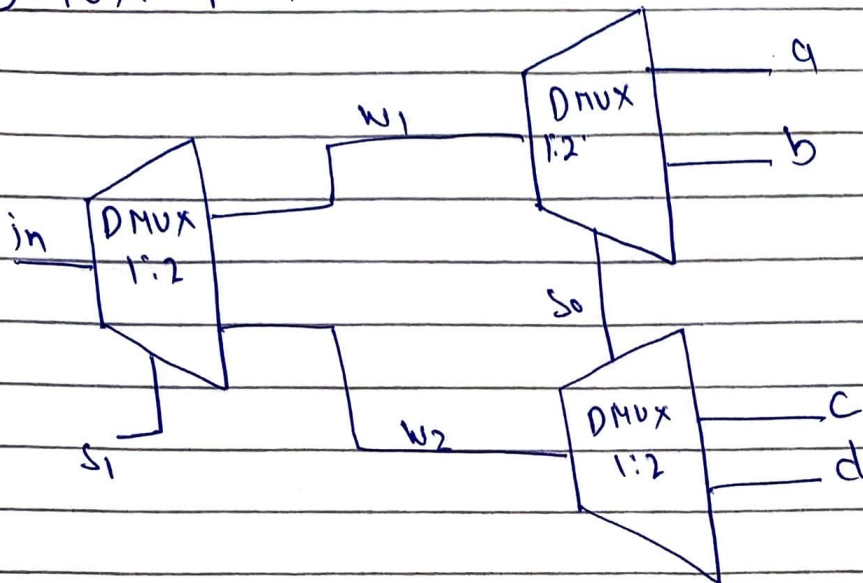


	S ₀	S ₁	a	b	c	d	Out
$Out = \bar{S}_0 \bar{S}_1 a + \bar{S}_0 S_1 b + S_0 \bar{S}_1 c + S_0 S_1 d$	0	0	1	0	0	0	a
$= \bar{S}_0 (\bar{S}_1 a + S_1 b) + S_0 (\bar{S}_1 c + S_1 d)$	0	1	0	1	0	0	b
	1	0	0	0	1	0	c
	1	1	0	0	0	1	d

MUX 8:1 16 bit



DMUX 1:4



DMUX 1:8

