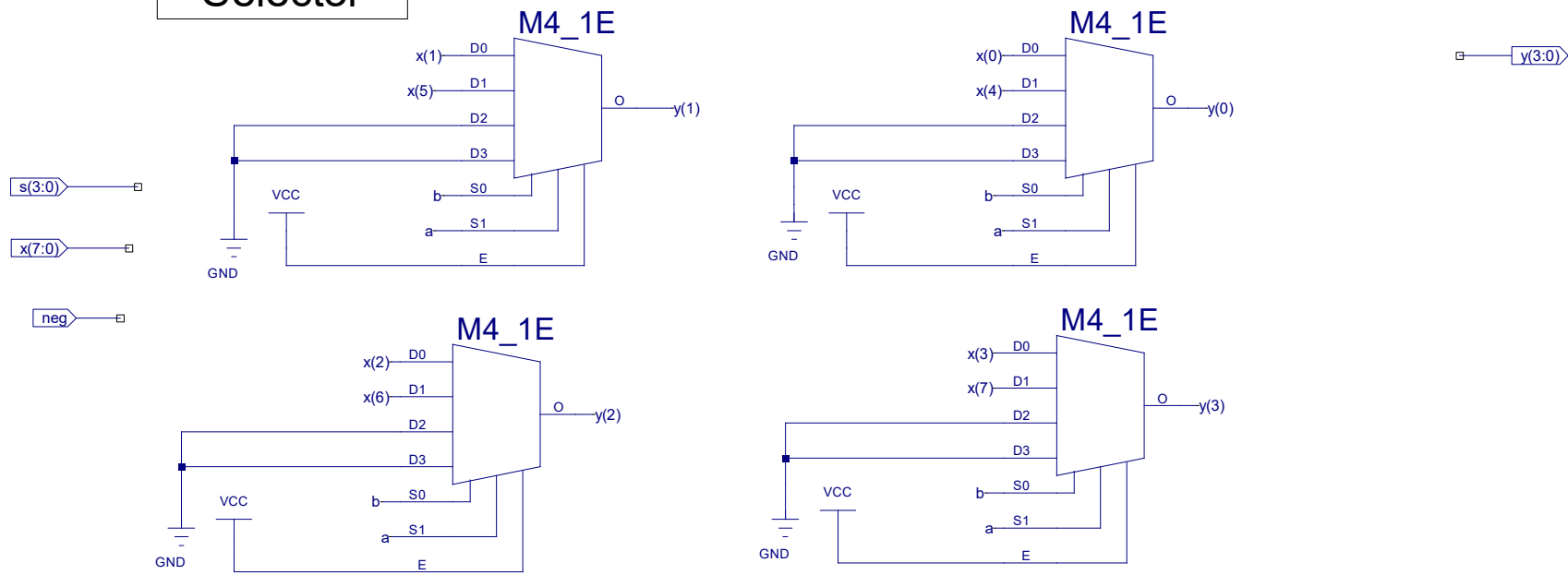


# Selector



## Selectors for muxes logic:

