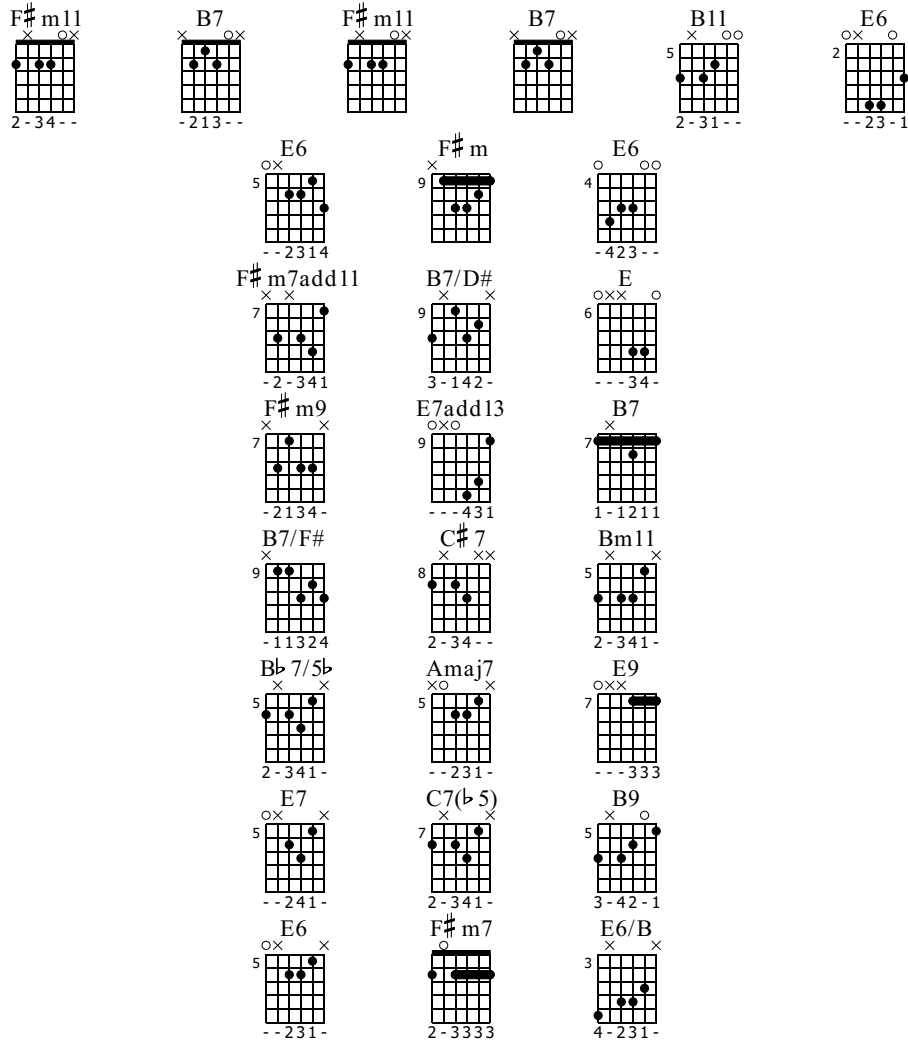
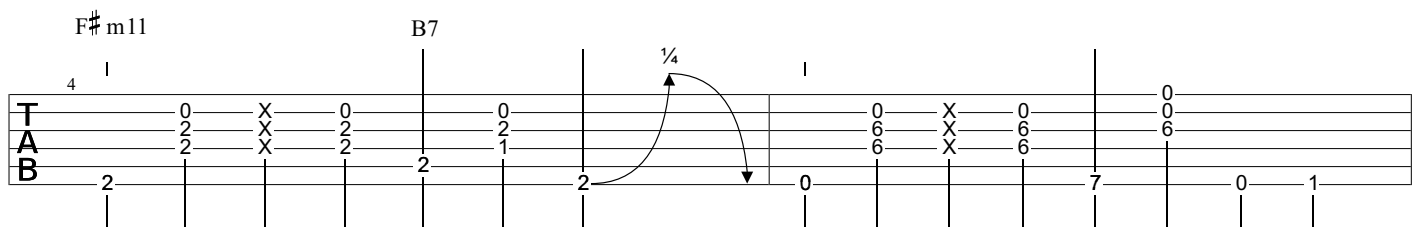
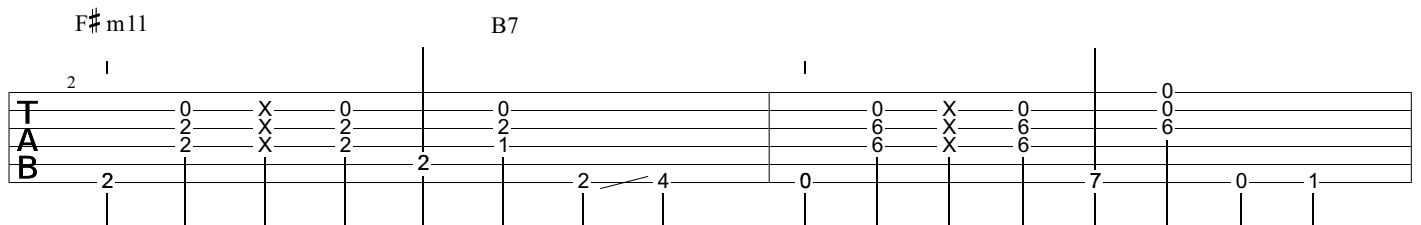
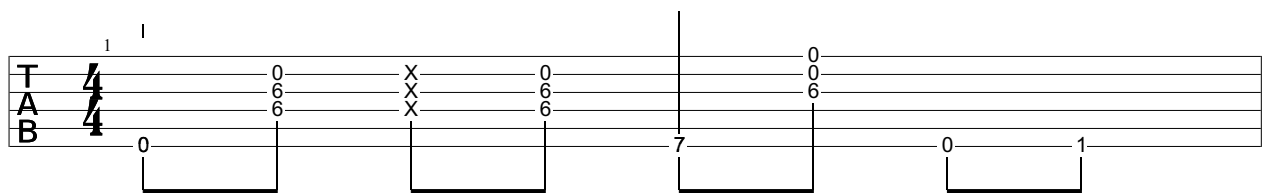


Life is Good! - Sciortino François

Fingerstyle Guitar



Standard tuning



6 | 1

TAB

0 2 2 X 0 2 2 0 2 1 2 2 4 0 6 6 X 0 6 6 0 0 6 7 0 1

A

8 | 1

TAB

0 2 2 X 0 2 2 0 0 6 7 0 0 4 0 0 6 6 X 0 6 6 0 0 1

B11 E6

10 | 1

TAB

2 2 0 0 2 0 4 0 4 0 X 0 6 6 0 0 1

12 | 1

TAB

2 2 0 0 2 0 4 0 7 5 6 X 5 6 6 0 7 5

E6

14 | 1

TAB

9 11 11 10 9 9 7 7 1/2 0 0 6 X 0 6 6 0 0 6 7 0 1

F#m

16 | 1

TAB

0 2 2 X 0 2 2 0 0 6 6 X 0 6 6 0 0 6 7 7 0 6 6

B

18 | 1

TAB

0 7 6 6 0 0 9 10 7 7 10 X 10 9 X 9 9 (0) 10 11 X 11 9 X 9 11 10 11 11 9 11 10

E6 F#m7add11 B7/D#

[illegible]

TAB
 B7 B7/F#
 7 10 9 10 9 (0) (0) 7 8 7 11 9 12 10 10 9 9 X X 9 7 9 0 X X 9 7

C# 7

30

TAB

10 9 9

X X

10 9 9

11 10 9

9 7 9

9 10 0

0

The image displays a musical score for the song "The Sound of Silence" by Simon & Garfunkel. It includes a guitar part with a treble clef and a bass part with a bass clef. The guitar part features a key signature of one sharp (F#) and a 3/4 time signature. The score is divided into two systems. The first system contains measures 1 through 4, and the second system contains measures 5 through 8. The guitar part is written in standard notation with a key signature of one sharp and a 3/4 time signature. The bass part is written in standard notation with a key signature of one sharp and a 3/4 time signature. The guitar part includes a guitar tablature (TAB) line with fret numbers (0, 2, 4, 5, 6, 7) and a guitar neck diagram showing the fretboard. The bass part includes a bass tablature (TAB) line with fret numbers (0, 2, 4, 5, 6, 7) and a bass neck diagram showing the fretboard. The score is for a guitar and bass duo.

44 (5) 4 0 4 6 0 2 0

Jouer de 5 à 35

I

0 6 6 0 6 0 0 6

0 7 0 1

F#m7

49

TAB

2 1 2 1 0 7 6 7 6 7 2 1 2 1

The diagram illustrates the internal logic of a 16-bit ALU, specifically focusing on the propagation of carry bits from the E6/B and B7 positions. The ALU is divided into two main sections: E6/B (bits 52 to 63) and B7 (bits 64 to 75).

Bit Patterns:

- E6/B:** The input bits are 5, X, 5, 5, X, 5, 6, X, 6, 6, X, 6. The output bits are 0, 7, 2, 2, 2, 2, 0, 7.
- B7:** The input bits are 2, X, 2, 0, X, 0, 6, X, 6, 5, X, 5, 6, X, 6. The output bits are 2, 2, 1, 6, 6, 6, 7.

Logic Gates:

- AND gates:** The first two AND gates take inputs from the E6/B section. The first AND gate takes inputs from the 5th and 6th bits (5 and 6) and outputs 0. The second AND gate takes inputs from the 11th and 12th bits (6 and 6) and outputs 7. The next two AND gates take inputs from the B7 section. The third AND gate takes inputs from the 13th and 14th bits (6 and 5) and outputs 6. The fourth AND gate takes inputs from the 15th and 16th bits (6 and 6) and outputs 6.
- OR gates:** The first two OR gates take inputs from the E6/B section. The first OR gate takes inputs from the 5th and 6th bits (5 and 6) and outputs 2. The second OR gate takes inputs from the 11th and 12th bits (6 and 6) and outputs 2. The next two OR gates take inputs from the B7 section. The third OR gate takes inputs from the 13th and 14th bits (6 and 5) and outputs 7. The fourth OR gate takes inputs from the 15th and 16th bits (6 and 6) and outputs 7.

Carry Propagation:

- The output of the first AND gate (0) is connected to the input of the first OR gate (2).
- The output of the second AND gate (7) is connected to the input of the second OR gate (2).
- The output of the third AND gate (6) is connected to the input of the third OR gate (7).
- The output of the fourth AND gate (6) is connected to the input of the fourth OR gate (7).

55

TAB

57

TAB

59

TAB

62

TAB