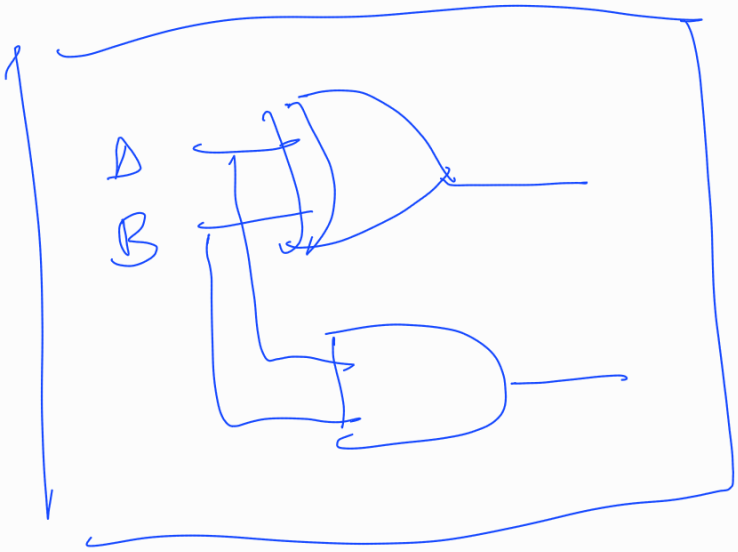
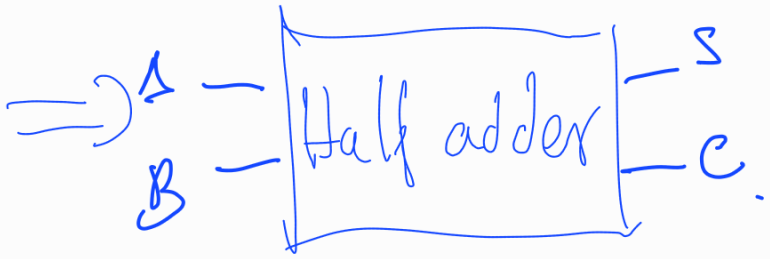




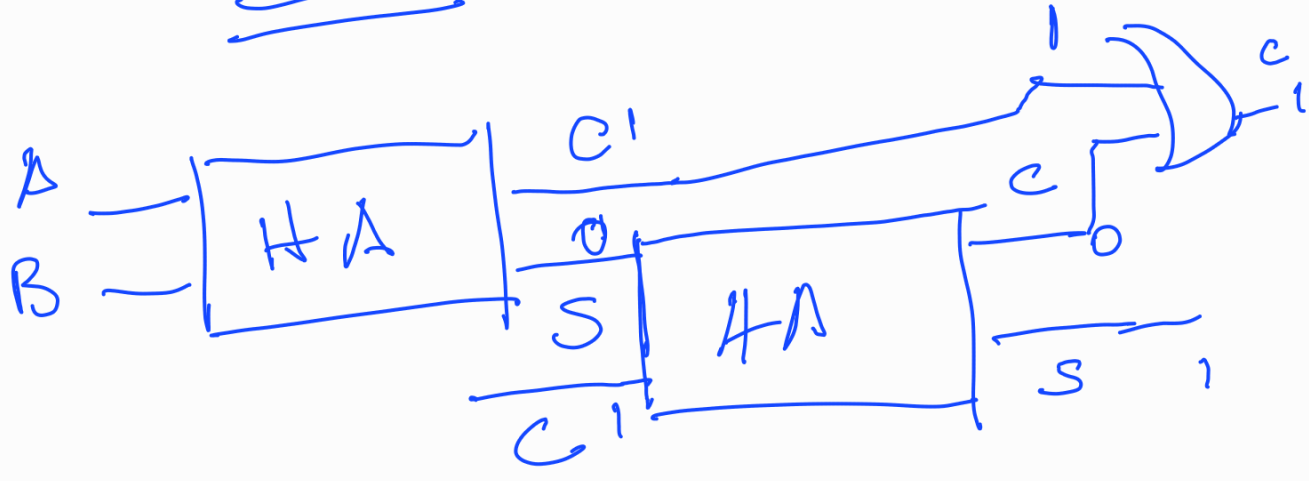
A

B

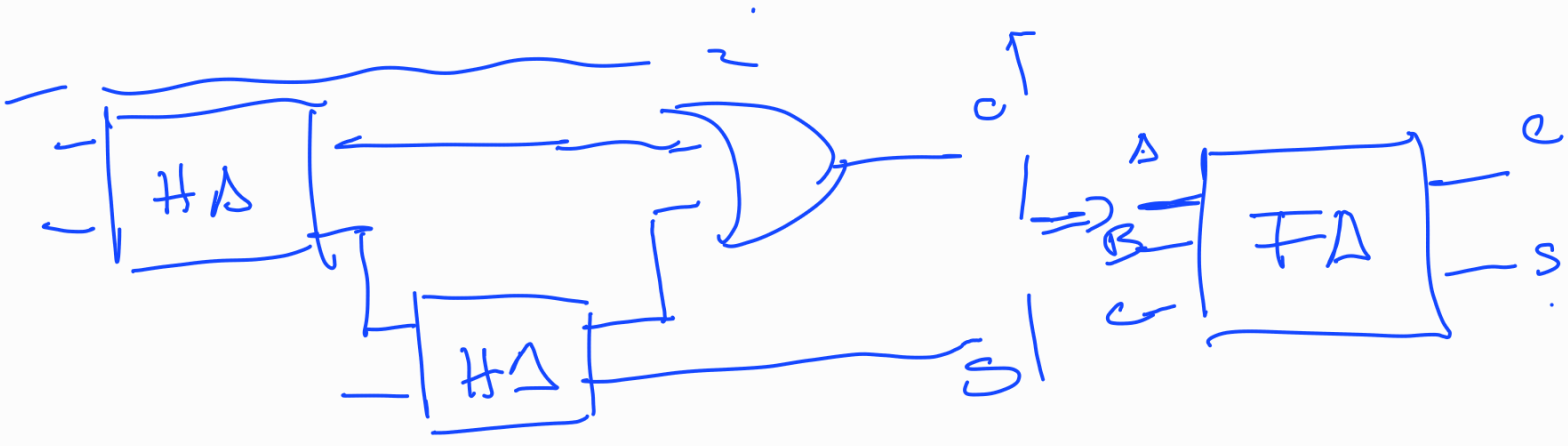
C

A + B + C

(A + B) + C



C	S
1	0
1	1

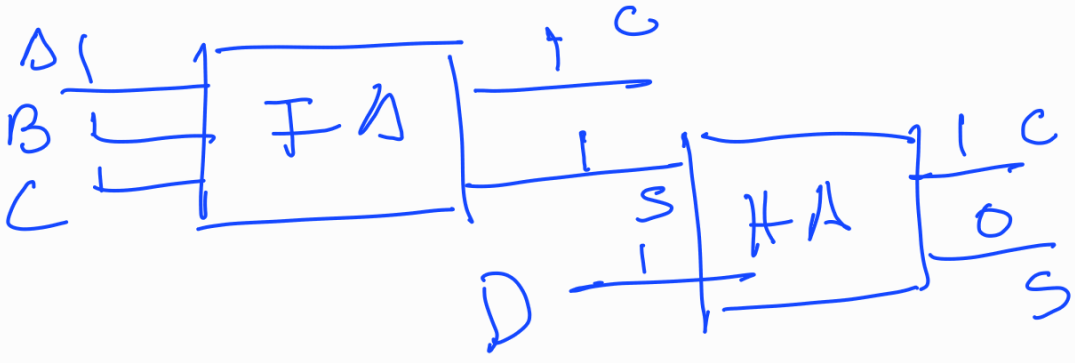


$(A+B+C)+D$

min 0 ms. ls

max 4 → 100

3 bits



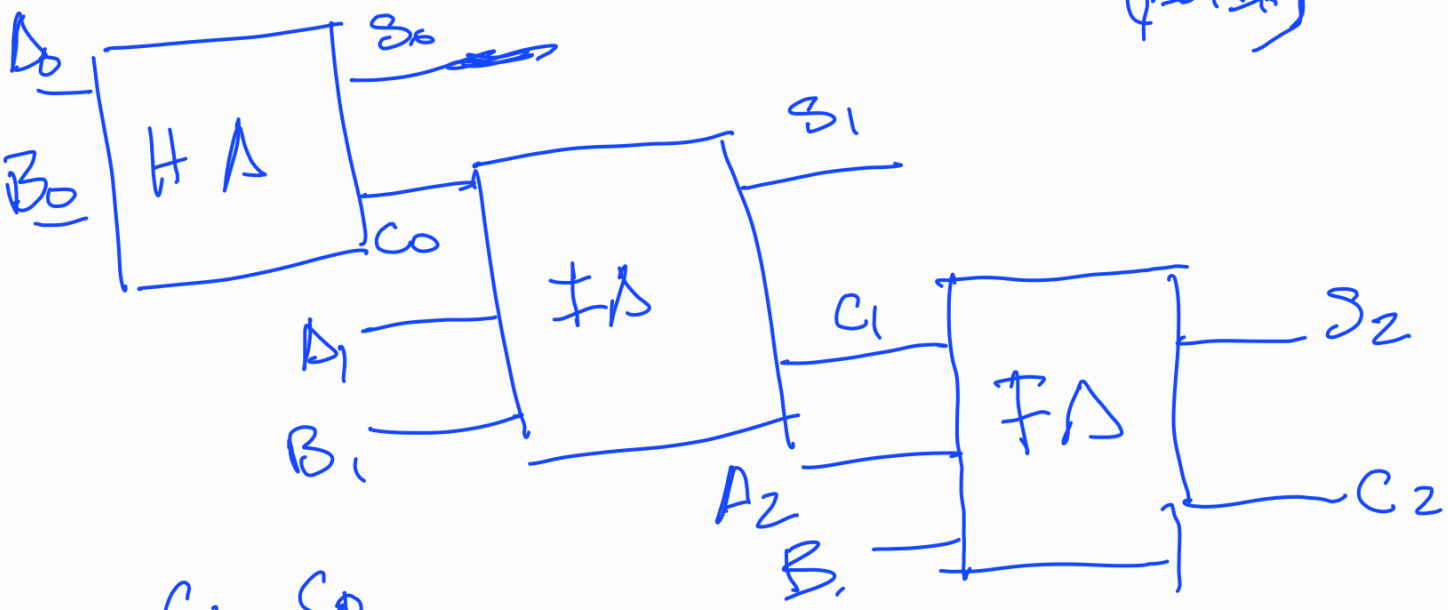
no funciona

A + B

A : $A_2 A_1 A_0$
B : $B_2 B_1 B_0$

3-bit adder.

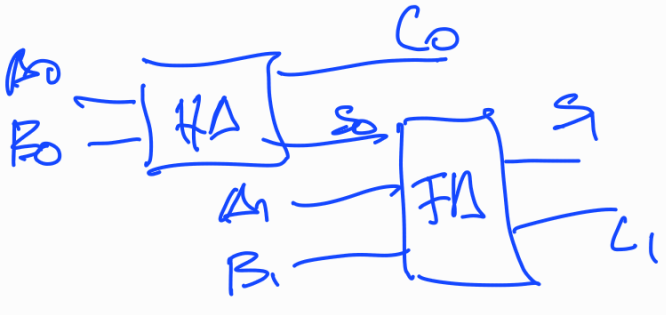
C_1 C_0
$A_2 A_1 A_0$
+ $B_2 B_1 B_0$
(A+B)



C_1 C_0
$A_2 A_1 A_0$
+ $B_2 B_1 B_0$
C_2 S_2 S_1 S_0

2bit
(A+B) + (C+D)
2-bits 2bit.

2bit
$A_1 A_0$
$B_1 B_0$



2bit adder.

4-bit adder

C_2 C_1 C_0

A_3 A_2 A_1 A_0

\+ B_3 B_2 B_1 B_0

C_3 S_3 S_2 S_1 S_0

∴ — — — — —

8-bits 0 — 255

Game levels 8-bit

level 255 11111111

level 256 100000000

8bits