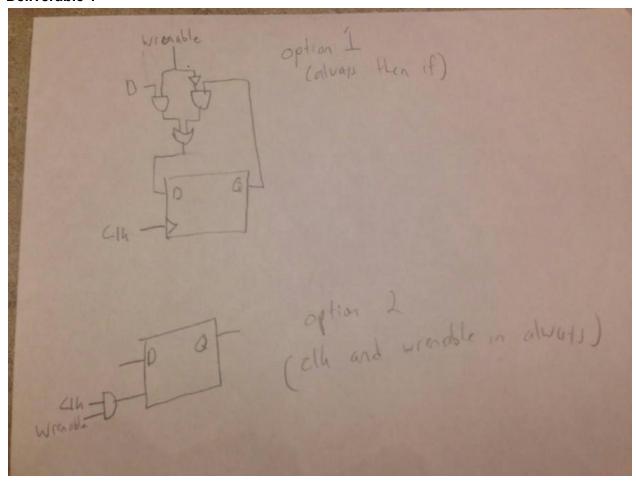
Deliverable 1



Deliverable 6

The behavior we're looking for here is:

- 1. If <u>enable</u>=1, <u>out</u> should be 0 for all bits except the nth bit where n is defined by the address.
- 2. If enable = 0, out should be 0 for all bits.

The code uses <<, which is a left bit shift. For example, X<<Y is shifting the value of X Y bits to the left and setting all undefined bits as 0. So, if <u>enable</u> is 0, then the bit shift will simply put that 0 at the nth bit and fill in the rest of the 31 bits with 0 (since <u>out</u> has 32 bits), resulting in the <u>out</u> we want. If <u>enable</u> is 1, the 1 is shifted to the nth bit, and the rest of <u>out</u> is filled in with 0s.