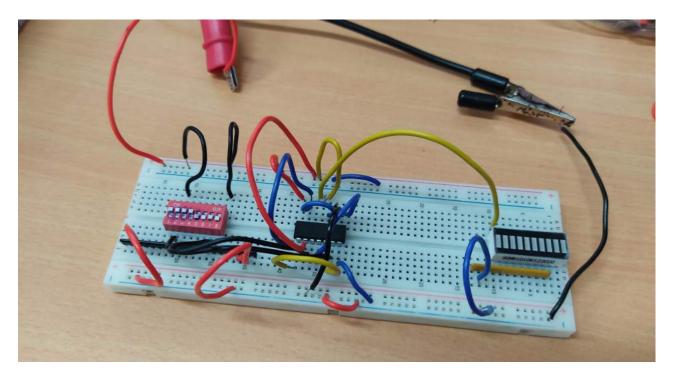
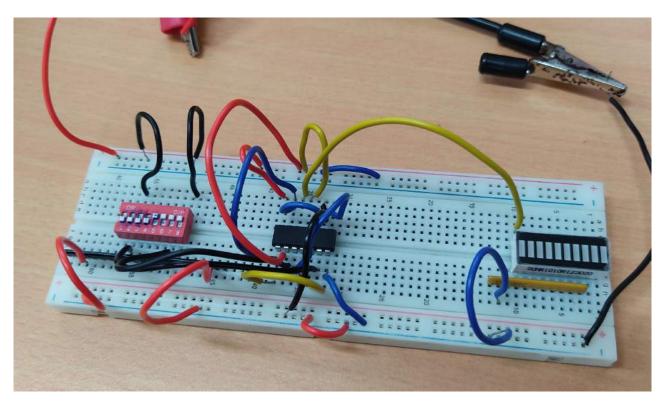
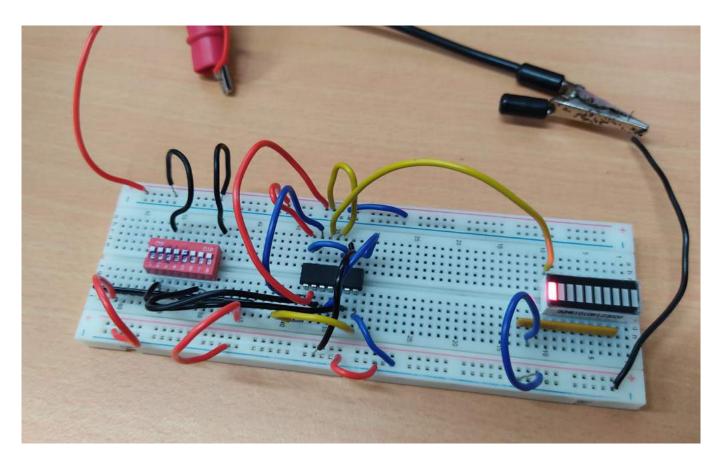
AND:



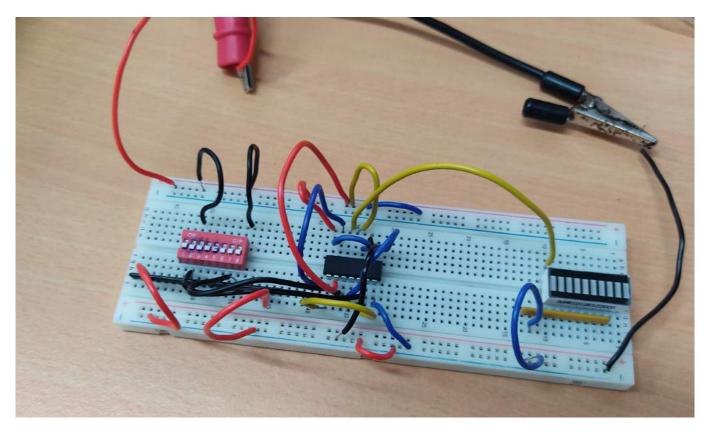
1_0 -> 0



0_1 -> 0

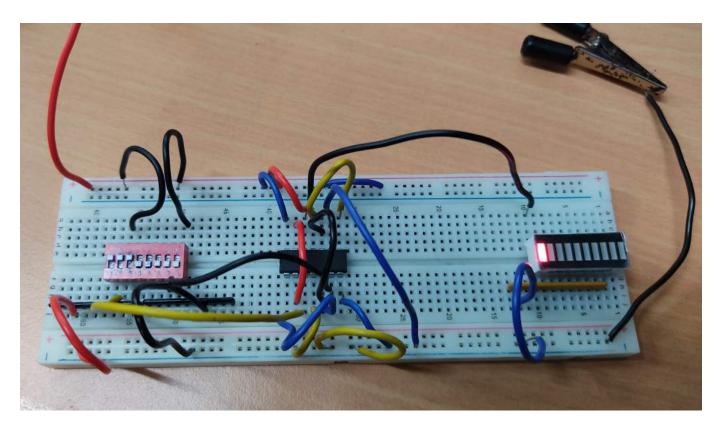


1_1 -> 1

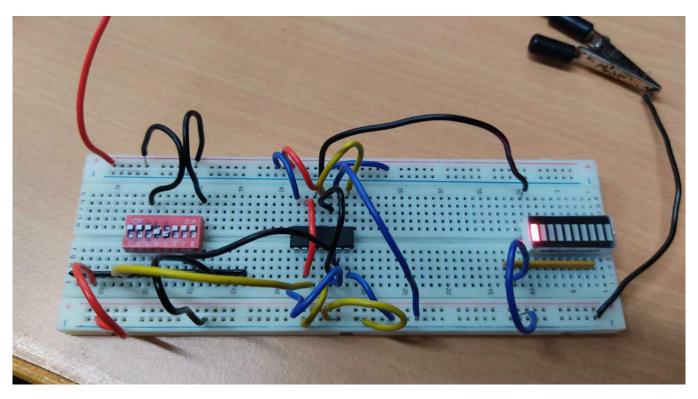


0_0 -> 0

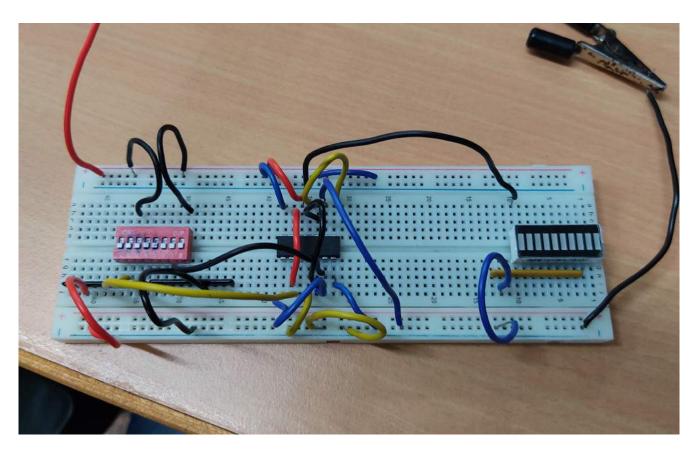
OR:



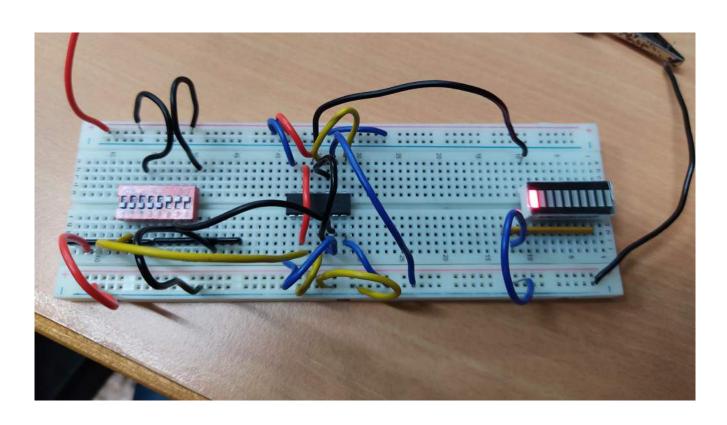
1_0 -> 1



1_1 -> 1

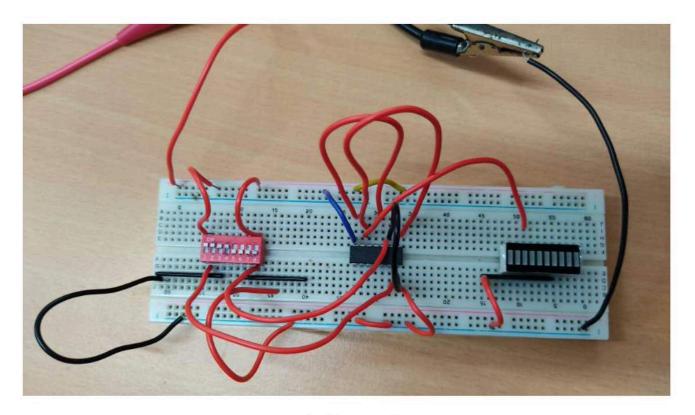


0_0 -> 0

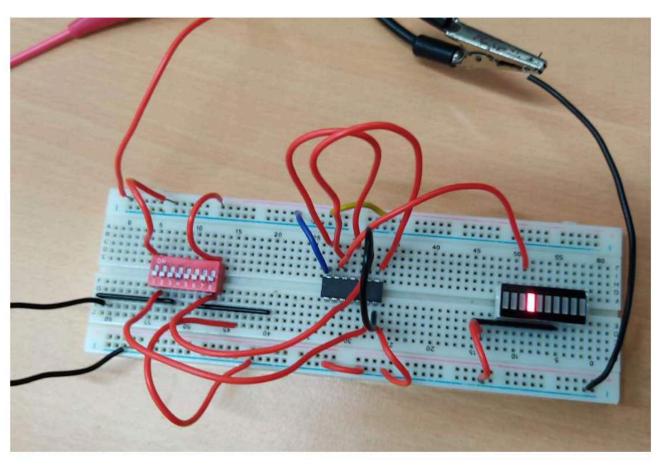


0_1 -> 1

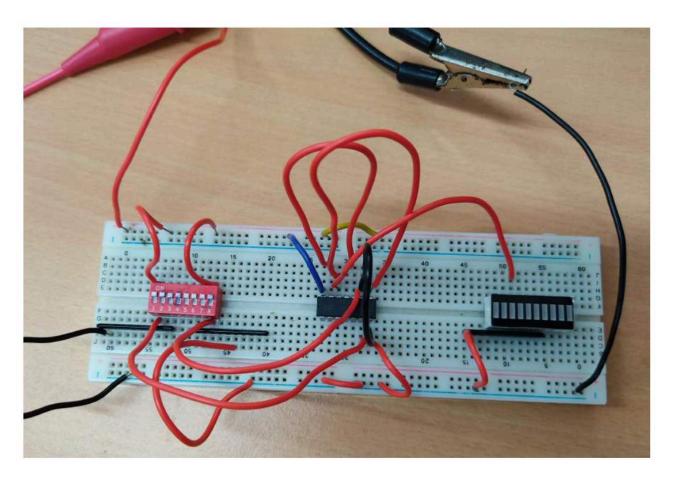
NOR:



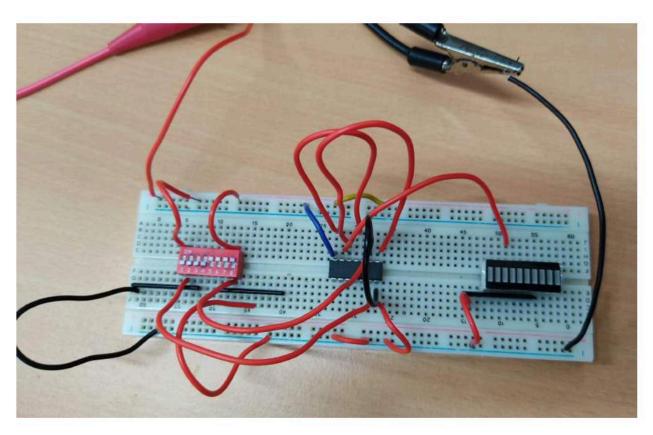
1_0 -> 0



0_0 -> 1

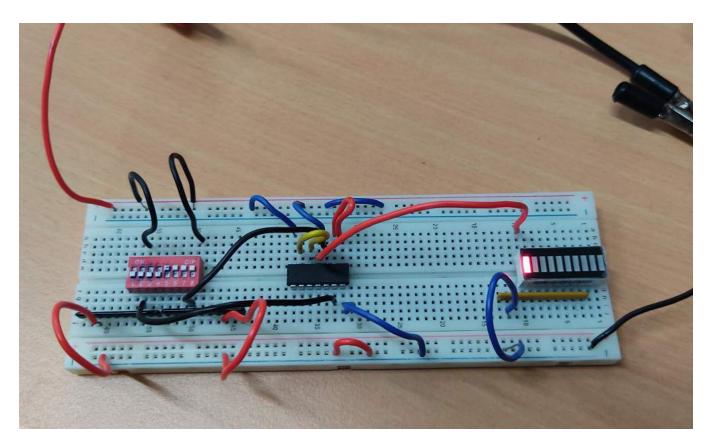


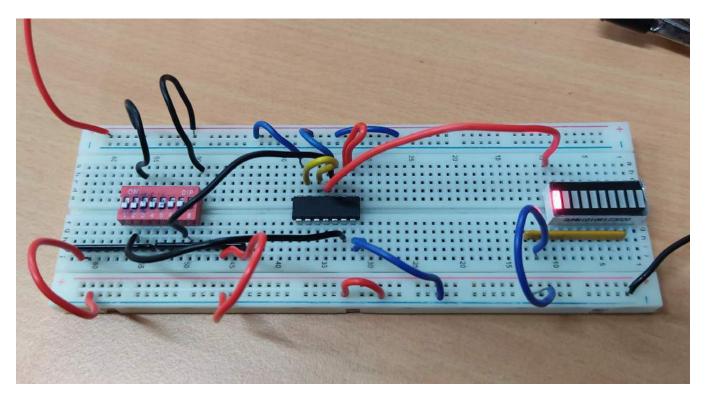
1_1 -> 0



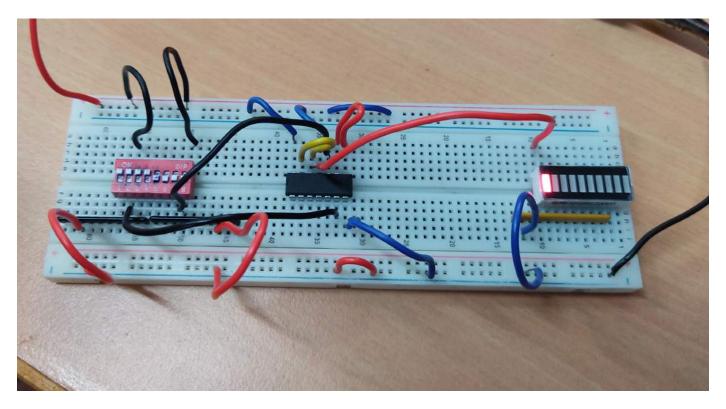
0_1 -> 0

NAND:

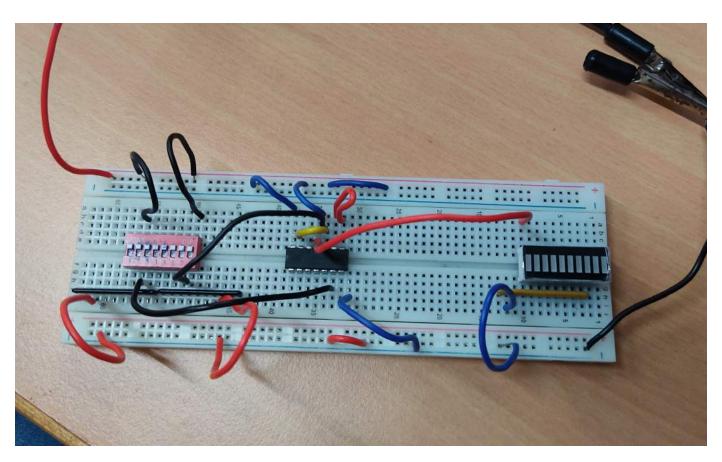




0_0 -> 1

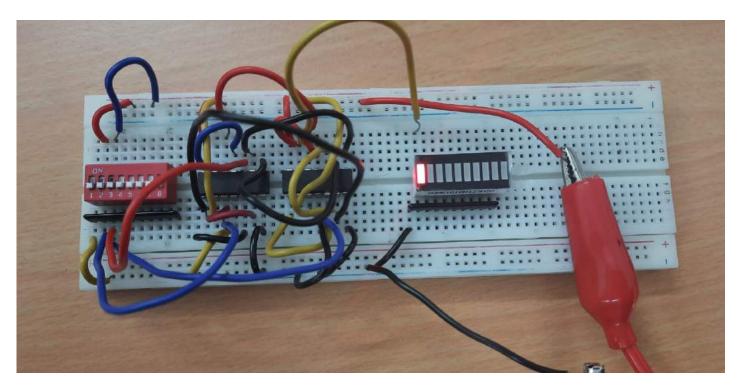


1_0 -> 1

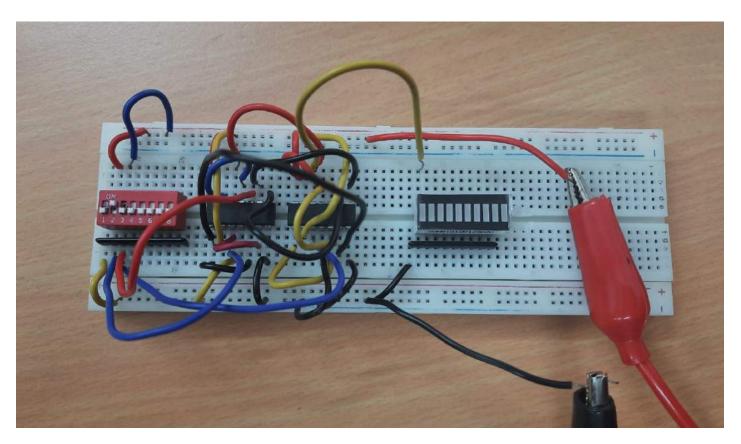


1_1 -> 0

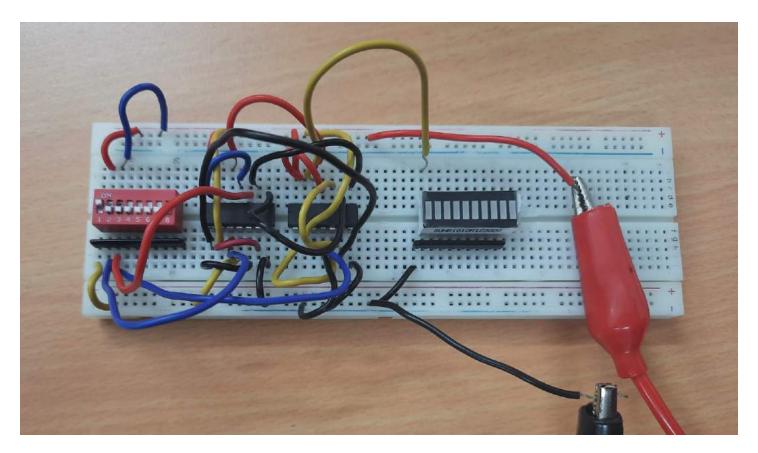
XNOR:



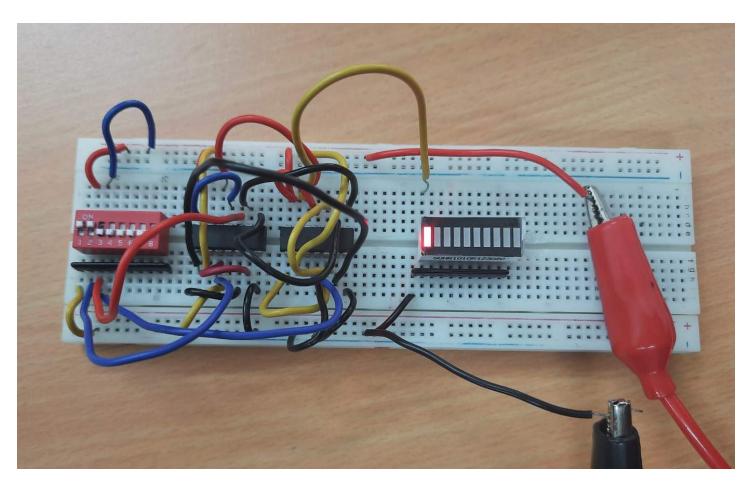
0_0 -> 1



0_1 -> 0

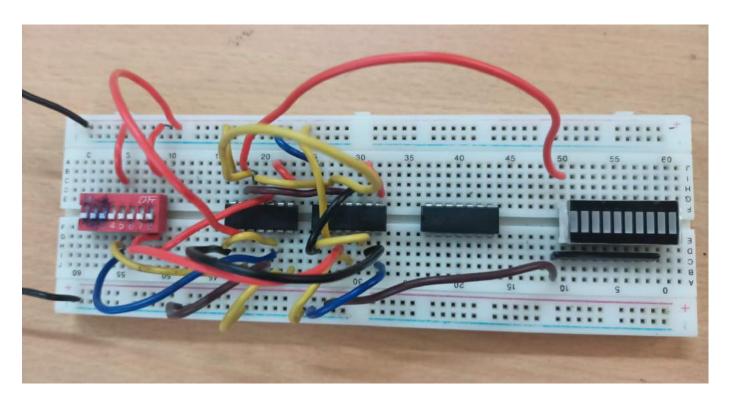


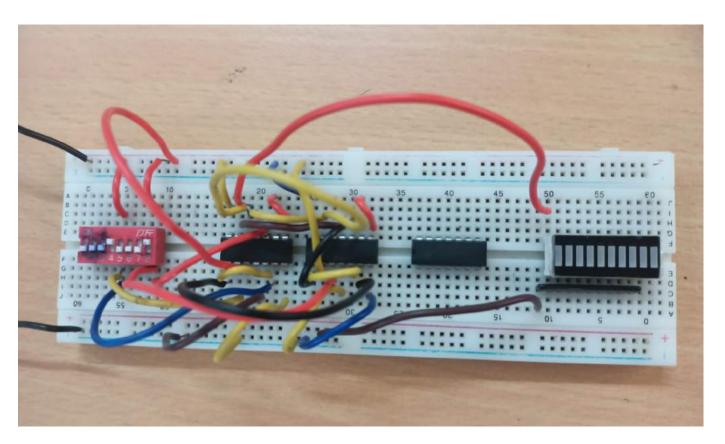
1_0 -> 0



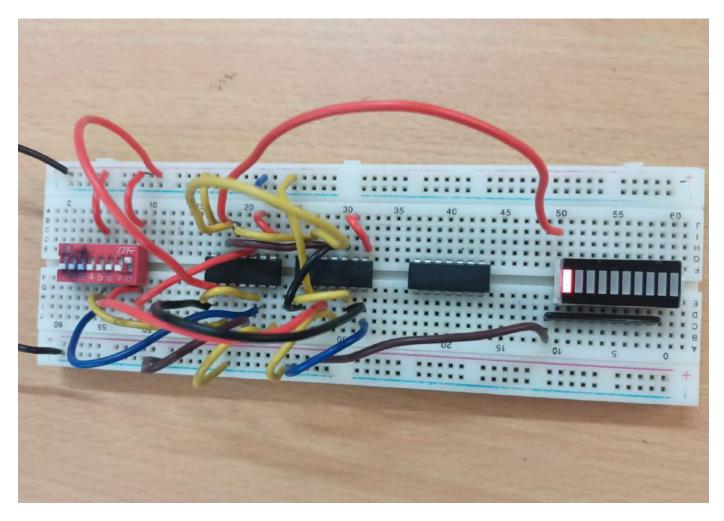
1_1 -> 1

XOR:





1_1 -> 0



0_1 -> 1