ASSIGN	PS	NS																OUTPUTs*												
		0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	1	1	1	1	1
		0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1	0	0	0	0	1
		0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1	0
		0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0
00	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	S1	S0	0	0	0	0	0	0	0	0	0	0	0	0	0
01	S1	S0	S0	S0	S0	S0	S2	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	0	0	0	0	0	0	0	0	0	0	0	0	0
10	S2	S0	S0	S0	S0	S0	S0	S0	S0	S0	S3	S0	S0	S0	S0	S0	S0	0	0	0	0	0	0	0	0	0	0	0	0	0
11	S3	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	S0	0	0	0	1	0	0	0	0	0	0	0	0	0

* Z

	INPUT-VARs
1 1 1	A
1 1 1	B
0 1 1	C
1 0 1	D

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0 0 0
0 0 0
0 0 0
0 0 0
