1 Example Files

1.1 Example 1

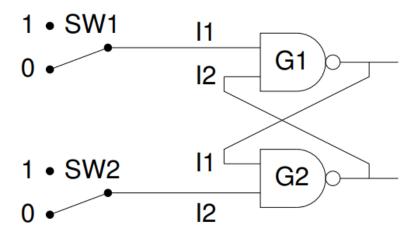


Figure 1: Example 1 - SR Latch

Listing 1: Code for example 1

```
[devices]G1,G2=NAND;SW1,SW2=SWITCH;[conns]SW1=G1.I1;SW2=G2.I2;G1=G2.I1;G2=G2.I2;[monit]G1,G2;
Listing 2: Obfuscated Code
```

1.2 Example 2

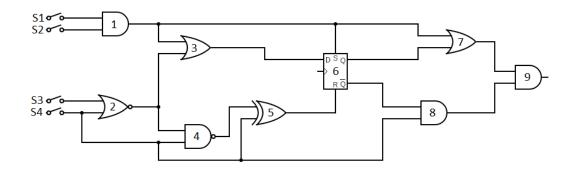


Figure 2: Example 2

```
[devices]
1
      G1, G8, G9 = AND;
                                 # Default 2 input AND gate
2
      G2 = NOR(2);
                                 # Can specify number of inputs but defaults to 2 if not specified
3
      G3, G7 = OR;
      G4 = NAND;
      G5 = XOR;
6
      SW1, SW2 = SWITCH;
                                 # Defaults to 0 which is "False"
      SW3, SW4 = SWITCH(0);
                                 \# Can be specified as 0 for "False" but defaults to 0 if not specified
9
10
      G6 = DTYPE;
11
      CLK1 = CLOCK(5);
                                 \# Clock of period 5 (Not shown in the diagram)
12
13
14
15 [conns]
16
17
      # Switch connections
      SW1 = G1.I1;
18
19
      SW2 = G1.I2;
      SW3 = G2.I1:
20
21
      SW4 = G2.I2;
22
      # Clock to DTYPE
23
      CLK1 = G6.CLK;
25
      G1 = G3.I1, G6.SET, G7.I1; # Can connect output to multiple inputs, SET is "S" in the diagram
26
      G2 = G3.I2, G4.I1;
27
            G6.DATA;
      G3 =
                                  # DATA is "D" in the diagram
28
      G4 =
29
            G5.I1:
      G5 = G6.CLEAR;
                                  # CLEAR is "R" in the diagram
30
31
32
      G6.Q = G7.I2;
                                   \# Need to specify which output of DTYPE since there are 2
      G6.QBAR: G8.I1;
33
34
35
      G7 = G9.I1;
      G8 = G9.12;
36
37
38
39 [monit]
      G9, G8;
40
      G6.DATA;
41
```

Listing 3: Code for Example 2

```
[devices]G1,G8,G9=AND;G2=NOR(2);G3,G7=OR;G4=NAND;G5=XOR;SW1,SW2=SWITCH;SW3,SW4=SWITCH(0);G6=DTYPE;CLK1=CLOCK(5);[conns]SW1=G1.I1;SW2=G1.I2;SW3=G2.I1;SW4=G2.I2;CLK1=G6.CLK;G1=G3.I1,G6.SET,G7.I1;G2=G3.I2,G4.I1;G3=G6.DATA;G4=G5.I1;G5=G6.CLEAR;G6.Q=G7I.2;G6.QBAR:G8.I1;G7=G9.I1;G8=G9.I2;[monit]G9,G8;G6.DATA;
```

Listing 4: Obfuscated Code for Example 2

1.3 Example 3

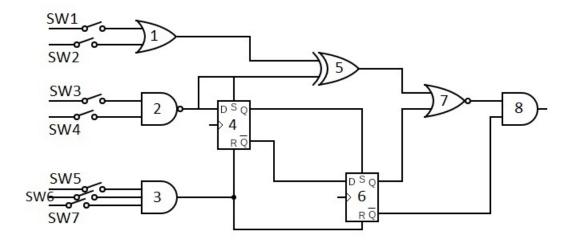


Figure 3: Example 3

```
[devices]
1
       G1 = OR;
       G2 = NAND;
       G3 = AND(3);
       G5 = XOR;
       G7 = NOR;
       G8 = AND;
       SW1, SW2 = SWITCH;
9
       SW3, SW4 = SWITCH;
SW5, SW6, SW7 = SWITCH;
10
11
12
       G4, G6 = DTYPE;
13
       CLK1 = CLOCK(10);
14
15
  [conns]
       SW1 = G1.I1;
17
       SW2 = G1.I2;
18
       SW3 = G2.I1;
19
       SW4 = G2.I2;
20
       SW5 = G3.I1;
21
       SW6 = G3.I2;
22
       SW7 = G3.I3;
23
24
       CLK1 = G4.CLK;
25
       CLK1 = G6.CLK;
26
27
       G1 = G5.I1;
28
       G2 = G4.DATA, G4.SET, G5.I2;
G3 = G4.CLEAR, G6.CLEAR;
29
30
       G4.Q = G6.SET;
31
       G4.QBAR = G6.DATA;
       G5 = G7.I1;
G6.Q = G7.I2;
33
34
35
       G6.QBAR= G8.I2;
       G7 = G8.I1;
36
37
38 [monit]
       G5, G7, G8;
39
       G6.QBAR;
```

Listing 5: Code for Example 3

1.4 Example 4 - JK Bistable

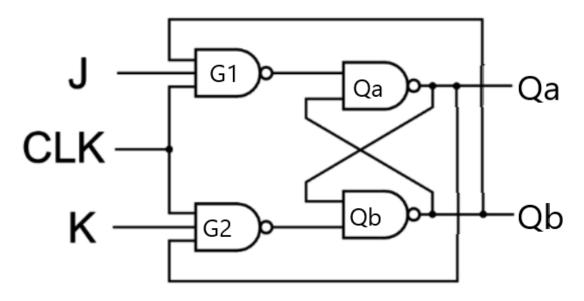


Figure 4: Example 4

```
1 # JK BISTABLE
3 [devices]
4 Qa, Qb = NAND;
5 G1, G2 = NAND(3);
6 \text{ CLK1} = \text{CLOCK(1)};
8 J = SWITCH;
9 K = SWITCH;
11 [conns]
12
13 CLK1 = G1.I1, G2.I1;
14 J = G1.I2;
15 \text{ K} = G2.I2;
16
17 Qa = G2.I3, Qb.I2;
18 Qb = G1.I3, Qa.I2;
19
20 G1 = Qa.I1;
21 G2 = Qb.I1;
22
23 [monit]
25 CLK1, Qa, Qb;
```

Listing 6: Code for Example 4

1.5 Example 5 - Counter

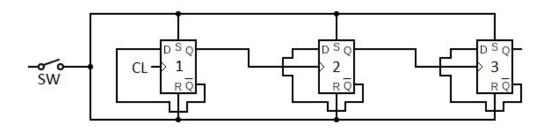


Figure 5: Example 5

```
1 # Counter
3 [devices]
4 SW = SWITCH;
_{5} CL = CLOCK(1);
6 D1 = DTYPE;
7 D2 = DTYPE;
8 D3 = DTYPE;
10 [conns]
11 CL = D1.CLK;
D1.Q = D2.CLK;
D2.Q = D3.CLK;
D1.QBAR = D1.DATA;
15 D2.QBAR = D2.DATA;
16 D3.QBAR = D3.DATA;
17 SW = D1.CLEAR;
18 SW = D2.CLEAR;
19 SW = D3.CLEAR;
20 SW = D1.SET;
21 SW = D2.SET;
SW = D3.SET;
23
24
25 [monit]
26 CL;
27 D1.Q;
28 D2.Q;
29 D3.Q;
```

Listing 7: Code for Example 4