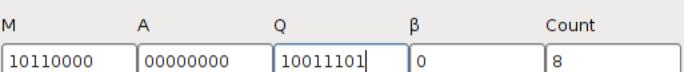
Initialize Booth's Algorithm for the multiplication of -80 (M) and -100 (Q)
You may use at most 8 bits to represent binary values Make sure to be consistent with the number of bits in each of the three registers

Evergise 1 for Booth's Multiplication

<u>C</u>ancel



<u>o</u>K