Add16(a= ,b= ,out= );

ALU(x= ,y= ,zx= ,nx= ,zy= ,ny= ,f= ,no= ,out= ,zr= ,ng= );

And16(a= ,b= ,out= );

And(a= ,b= ,out= );

ARegister(in= ,load= ,out= );

Bit(in= ,load= ,out= );

CPU(inM= ,instruction= ,reset= ,outM= ,writeM= ,addressM= ,pc= );

DFF(in= ,out= );

DMux4Way(in= ,sel= ,a= ,b= ,c= ,d= );

DMux8Way(in= ,sel= ,a= ,b= ,c= ,d= ,e= ,f= ,g= ,h= );

DMux(in= ,sel= ,a= ,b= );

DRegister(in= ,load= ,out= );

FullAdder(a= ,b= ,c= ,sum= ,carry= );

HalfAdder(a= ,b= ,sum= , carry= );

Inc16(in= ,out= );

Keyboard(out= );

Memory(in= ,load= ,address= ,out= );

Mux16(a= ,b= ,sel= ,out= );

Mux4Way16(a= ,b= ,c= ,d= ,sel= ,out= );

Mux8Way16(a= ,b= ,c= ,d= ,e= ,f= ,g= ,h= ,sel= ,out= );

Mux(a= ,b= ,sel= ,out= );

Nand(a= ,b= ,out= );

Not16(in= ,out= );

Not(in= ,out= );

Or16(a= ,b= ,out= );

Or8Way(in= ,out= );

Or(a= ,b= ,out= );

PC(in= ,load= ,inc= ,reset= ,out= );

RAM16K(in= ,load= ,address= ,out= );

RAM4K(in= ,load= ,address= ,out= );

RAM512(in= ,load= ,address= ,out= );

RAM64(in= ,load= ,address= ,out= );

RAM8(in= ,load= ,address= ,out= );

Register(in= ,load= ,out= );

ROM32K(address= ,out= );

Screen(in= ,load= ,address= ,out= );

Xor(a= ,b= ,out= );