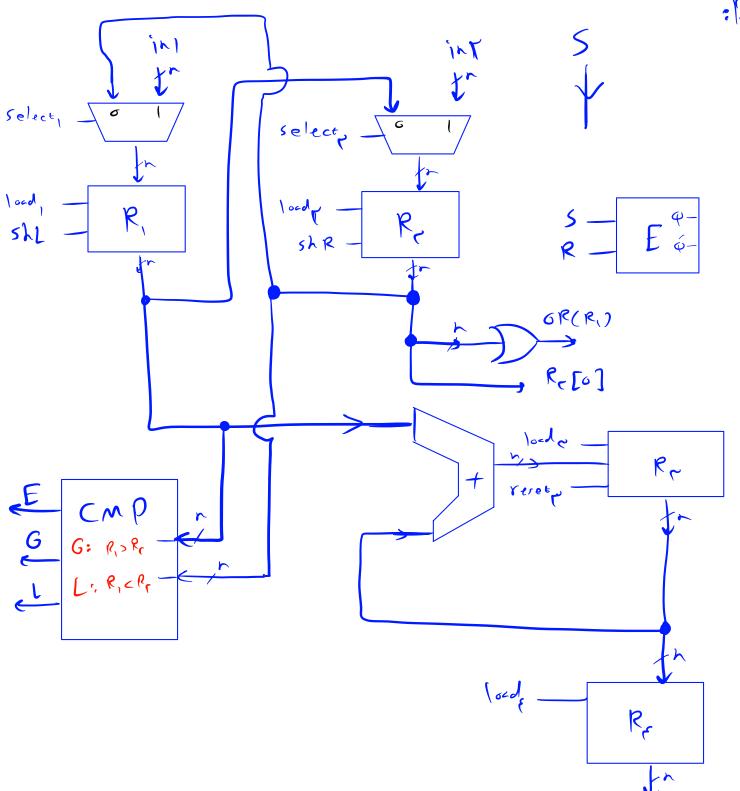
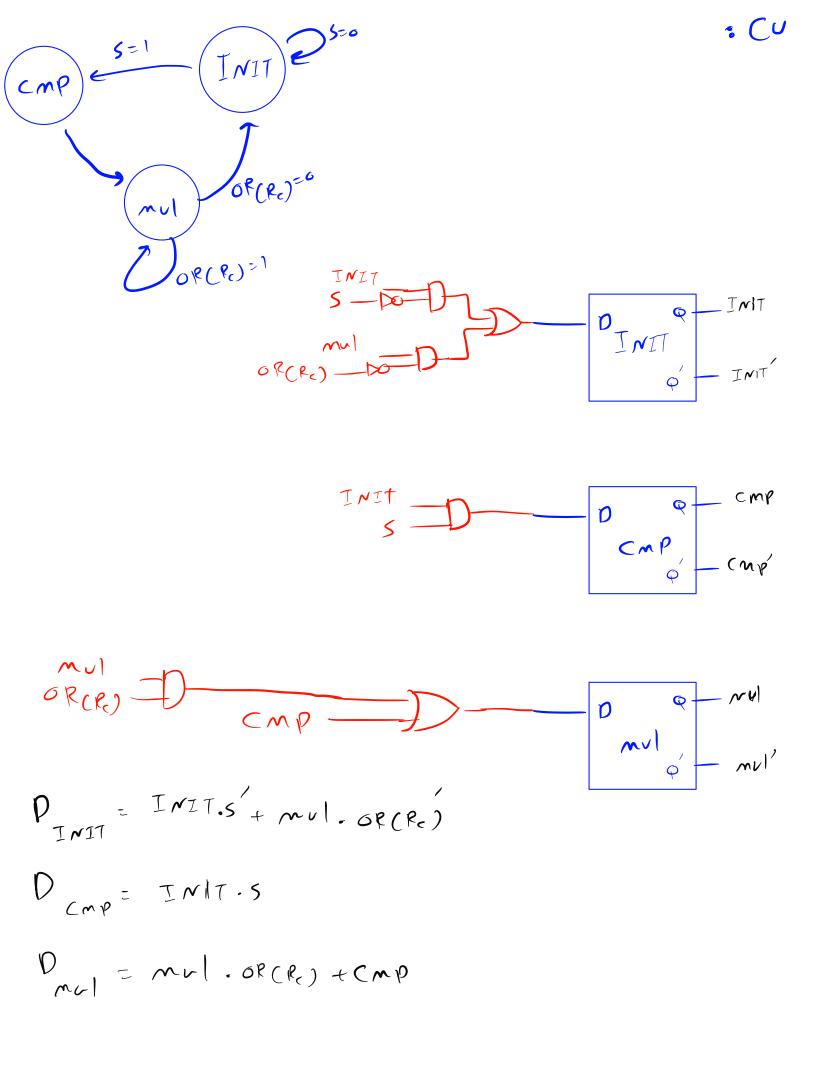


CLOCK	ASM BLOCK	R1	R2	R3	R4	E
1	INIT	-	0	-	-	1
2	CMP	110	1010	-	-	0
3	MUL	1010	110	0	-	0
4	MUL	10100	11	0	-	0
5	MUL	101000	1	10100	-	0
6	MUL	1010000	0	111100	-	0
7	INIT	10100000	0	111100	111100	1

110 x 1010 = 11 1100

حواب نمای





load = INIT.S + CMP.G

load = INIT.S + CMP.G

load = MUL. GR(Rc). Rc[0]

load = MUL. GR(Rc). Rc[0]

reset = CMP

select = INIT

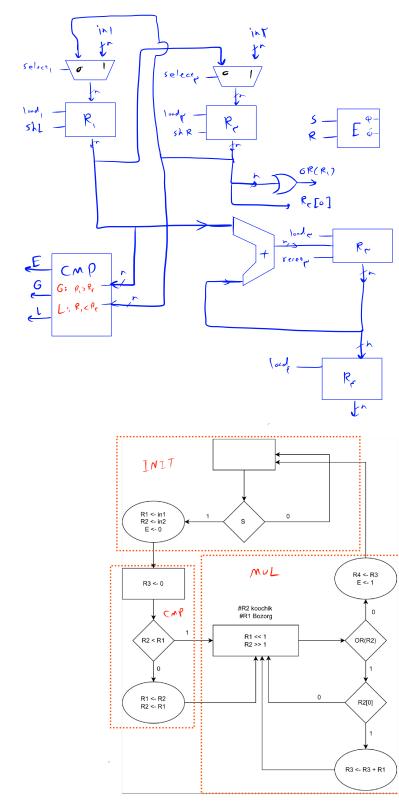
select = INIT

shR = MUL

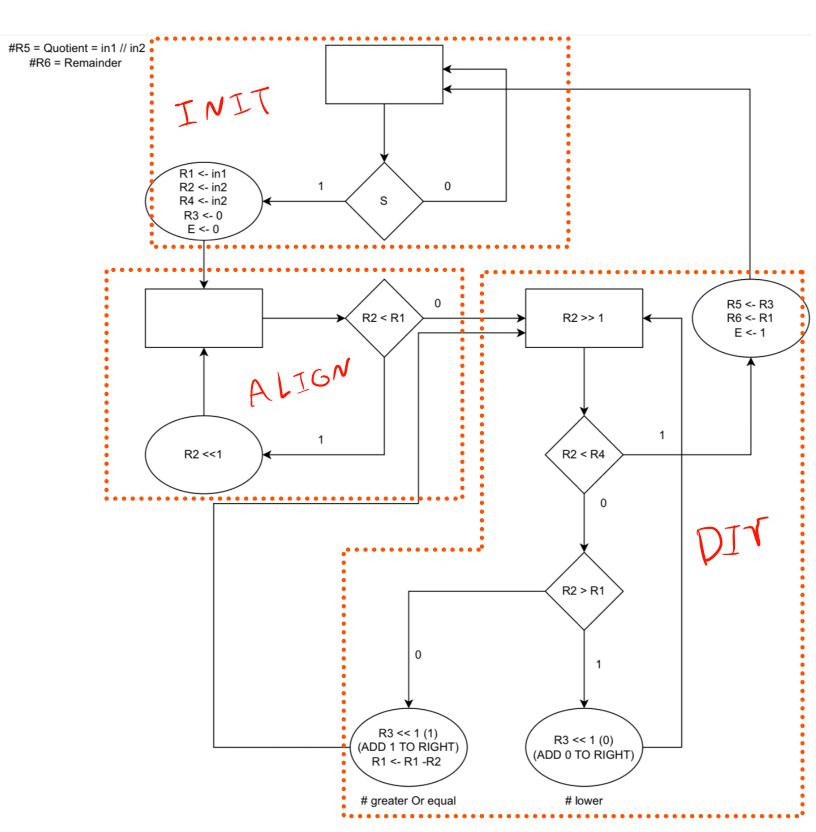
shL = MUL

S = MUL. OR(Rc)

R = INIT.S







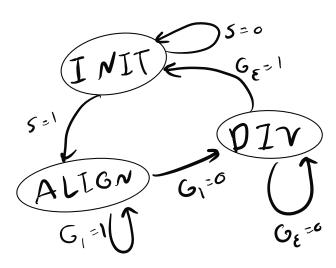
CLOCK	ASM BLOCK	R1	R2	R3	R4	R5	R6	Е
1	INIT	-	0	-	-	-	-	1
2	ALIGN	10011	101	0	101	-	-	0
3	ALIGN	10011	1010	0	101	-	-	0
4	ALIGN	10011	10100	0	101	-	-	0
5	DIV	10011	10100	0	101	-	-	0
6	DIV	10011	1010	0	101	-	-	0
7	DIV	01001	101	1	101	-	-	0
8	DIV	100	10	11	101	-	-	0
9	INIT	100	1	11	101	11	100	1
١	001116				<u>ئىسى</u>	خارم ،	منه	ē!

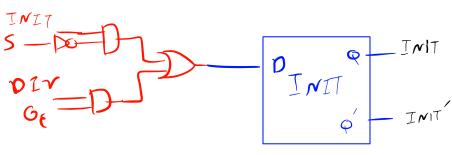
10011161

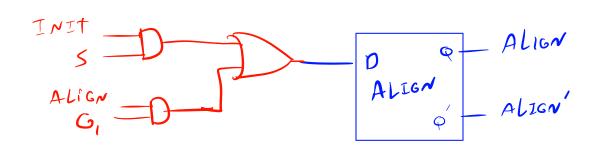
(66

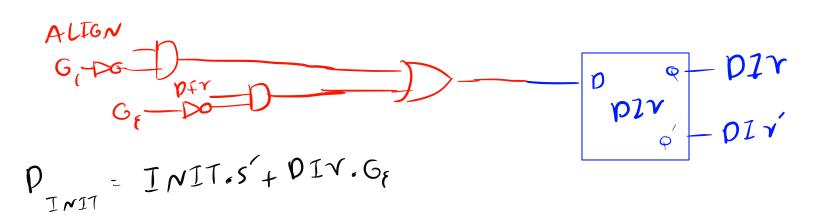
Add Right zero : DP e Add right one return RI-RC ARO ARZ reset-Rr Rp. R اع یا ہے int int loada R, Rs CWP CMP











L,= INIT. S+ DIr. G. G. Si= INIT' LC= INIT.S SREDIY SL = ALIGN. GI Ro= INIT.S AROS PIV. G. G. ARZ = DIr. G. G. Ls = INIT.S La = PIr. G L, = DIr. GF 5 = DIr. G.

R= INIT.S

