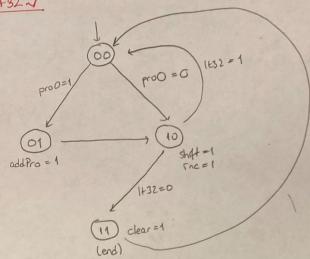
1. Mul+32~



0.1	0.0	2000	432	nt	_10	adelfo	state.	TAC	clr
-	10	Proc	×	1	0	0	1	1	0
0	0	1	×	0	1	1	0	0	0
			×						
1	0	X	0	1	1	0	0	0	1
1	0	X	1	0	0	0	0	0	0
			X						

11 = p1 p0 p00 + p1p0 + p1p0 tt32

10 = p1 p0 pro0 + p1po 1432

addfro = p1'p0'pro0 shift = p1'p0'pro0'+p1'p0 2 same. inc = p1'p0'pro0'+p1'p0 5 clr = p1'p0'lt32'

Bahadur Etkakiling

adder32.v

```
sub32.v
# time = 20, a =1111111111111111111111111111111, b=000000000000000111111111111111, sub=111111111111111111000000000000000
and32.v
or32 v
# time = 0, a =0101010101010101010101010101010101, b=000000000000000000000000, result=010101010101010101010101010101
# time = 40, a =00000000000000011111111111111111, b=00000000000001111111111111111, result=00000000000000001111111111111111
nor32 v
xor32 v
slt v
shift32.v
control32.v
# time = 0, previous_state = xx, pro0 = x, lt32 = x, next_state = xx, addPro = x, shift_inc = x, clr = x
# time = 5, previous_state = 00, pro0 = x, lt32 = x, next_state = xx, addPro = x, shift_inc = x, clr = 0
# time = 10, previous_state = 00, pro0 = 0, lt32 = 0, next_state = 10, addPro = 0, shift_inc = 1, clr = 0
# time = 15, previous_state = 10, pro0 = 0, lt32 = 0, next_state = 11, addPro = 0, shift_inc = 0, clr = 1
# time = 25, previous_state = 11, pro0 = 0, lt32 = 0, next_state = 00, addPro = 0, shift_inc = 0, clr = 0
# time = 30, previous_state = 11, pro0 = 1, lt32 = 0, next_state = 00, addPro = 0, shift_inc = 0, clr = 0
# time = 35, previous_state = 00, pro0 = 1, lt32 = 0, next_state = 01, addPro = 1, shift_inc = 0, clr = 0
# time = 40, previous_state = 00, pro0 = 1, lt32 = 1, next_state = 01, addPro = 1, shift_inc = 0, clr = 0
# time = 45, previous_state = 01, pro0 = 1, lt32 = 1, next_state = 10, addPro = 0, shift_inc = 1, clr = 0
datapath.v
```

mult32.v

```
time=395, multiplicand=0000000000000000000000000000011,
time=3910, multiplicand=00000000000000000000000000111,
time=3950, multiplicand=0000000000000000000000000111,
time=3950, multiplicand=000000000000000000000000111,
                 multiplier=0000000000000000000000000011,
multiplier=000000000000000000000000011,
multiplier=000000000000000000000000011,
multiplier=0000000000000000000000000011,
                              counter=21
```

alu32.v