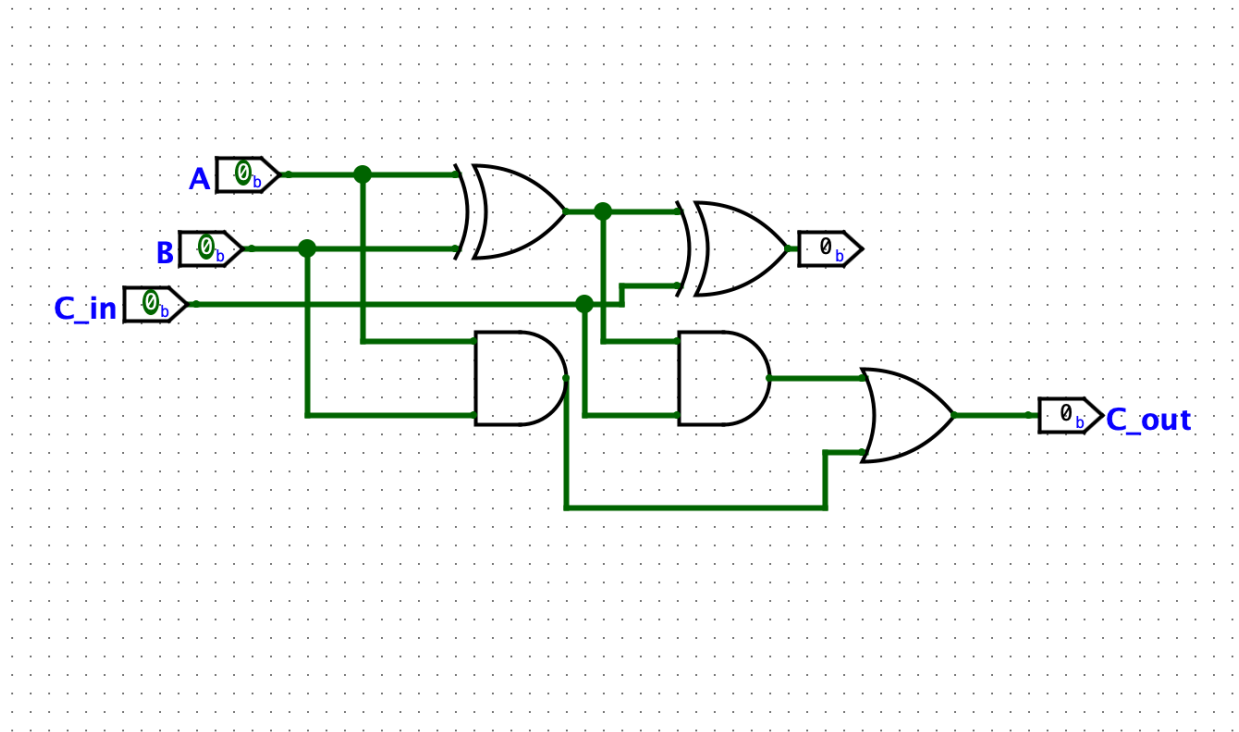
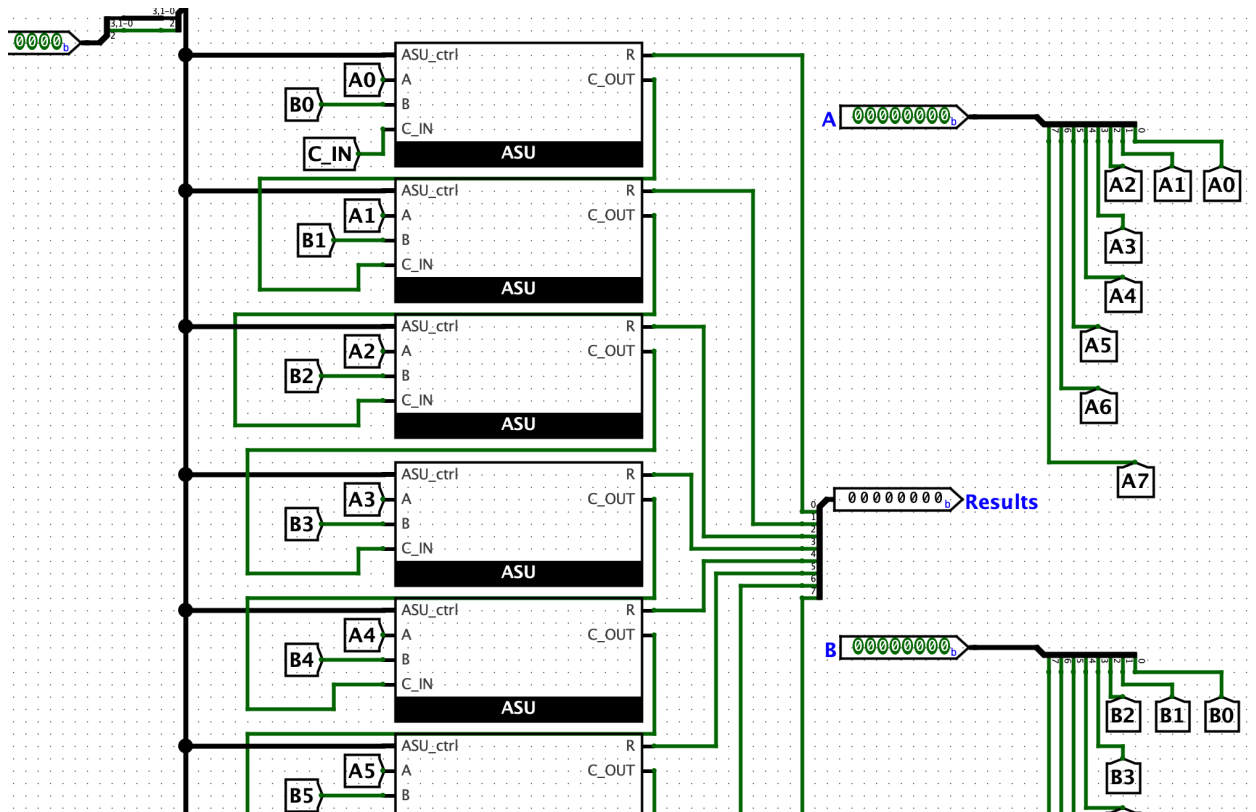
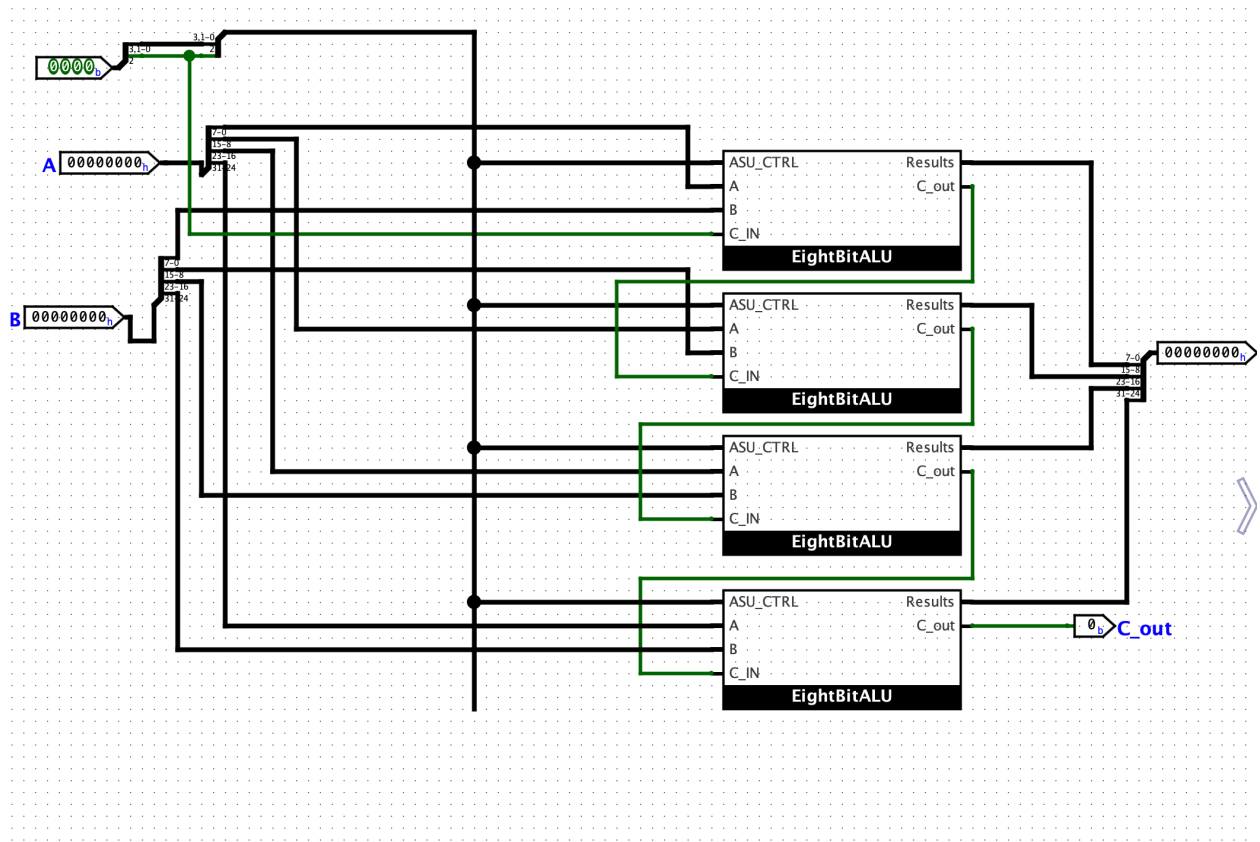


# One Bit Adder



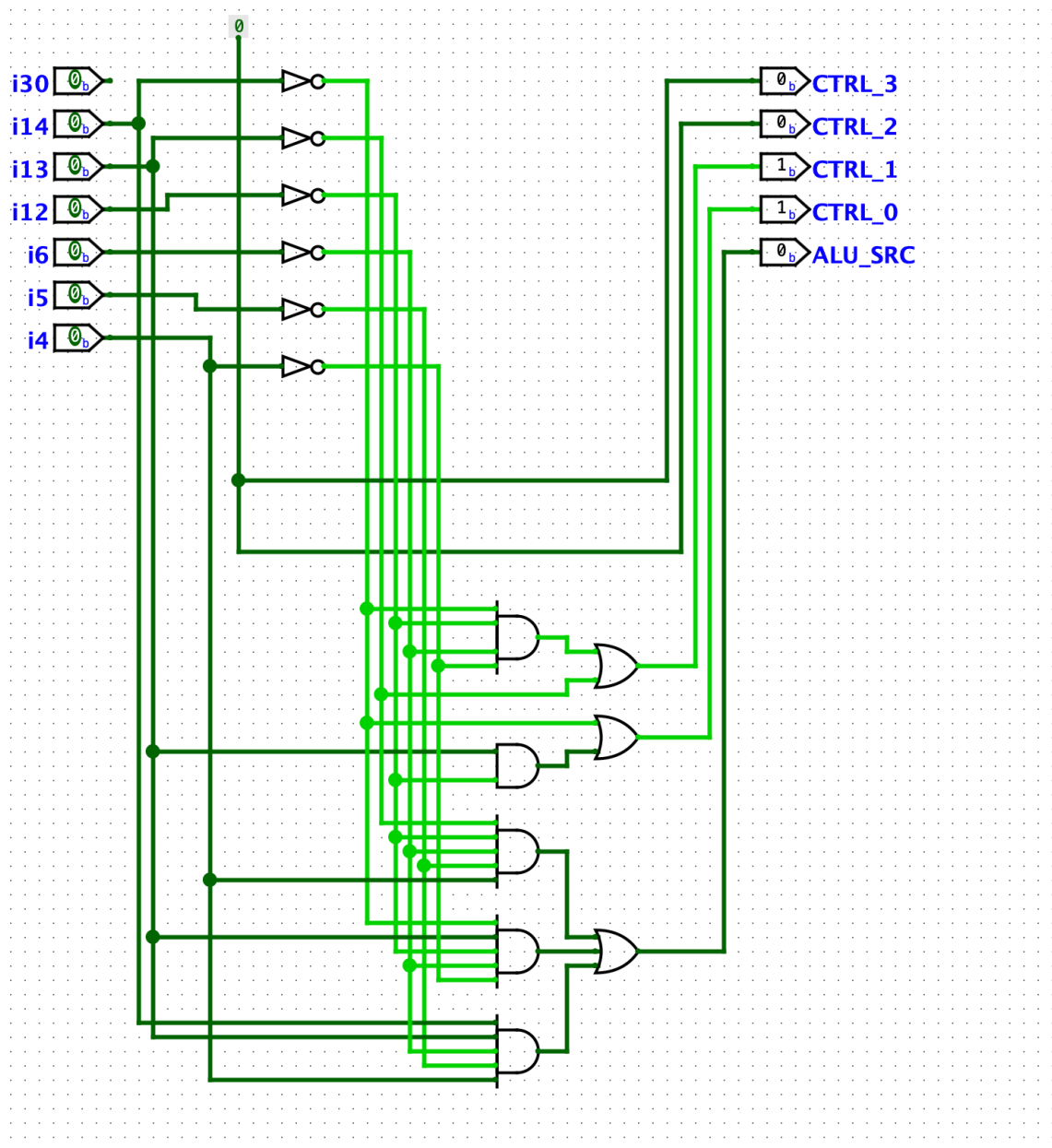
## 8 bit ALU



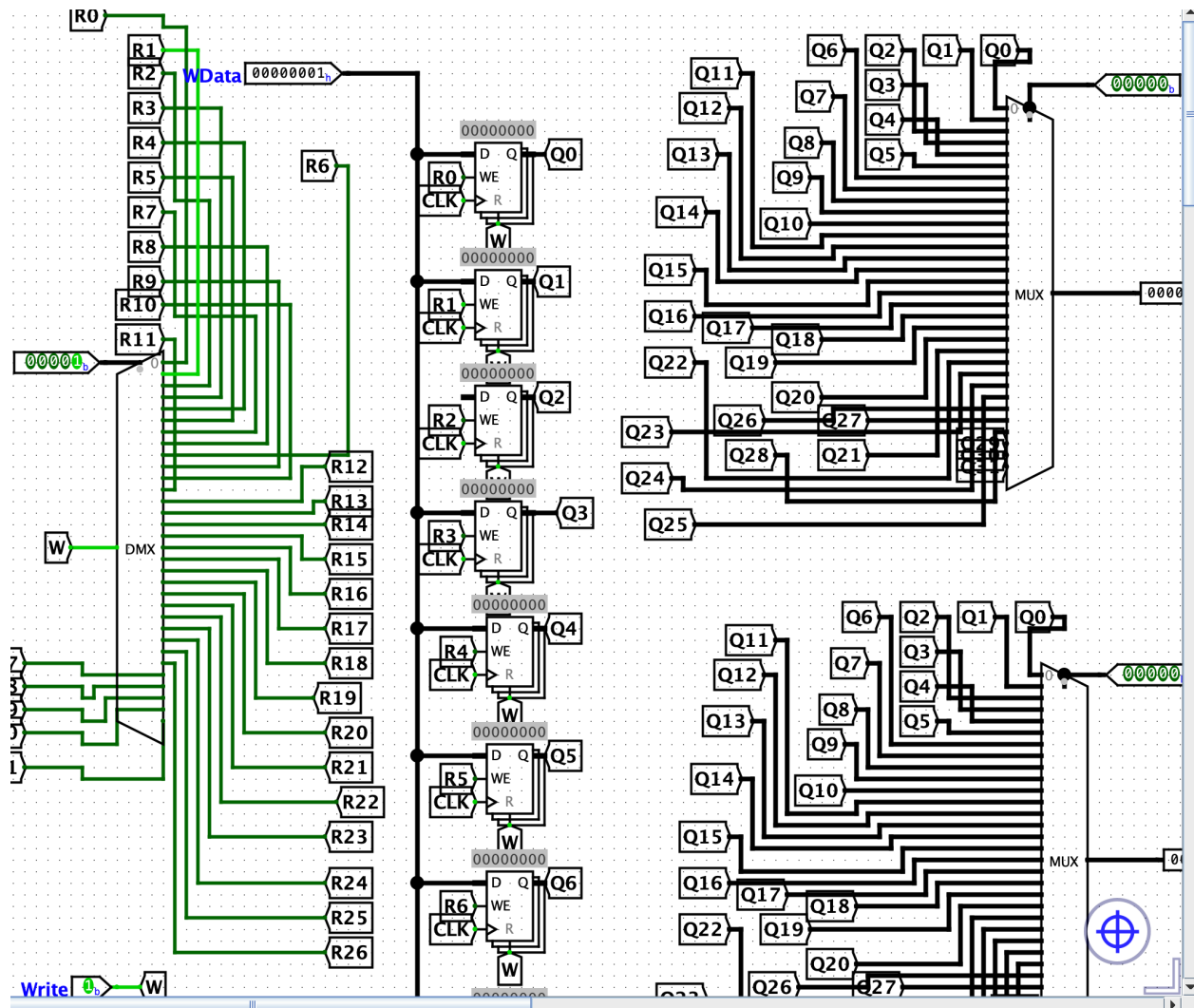


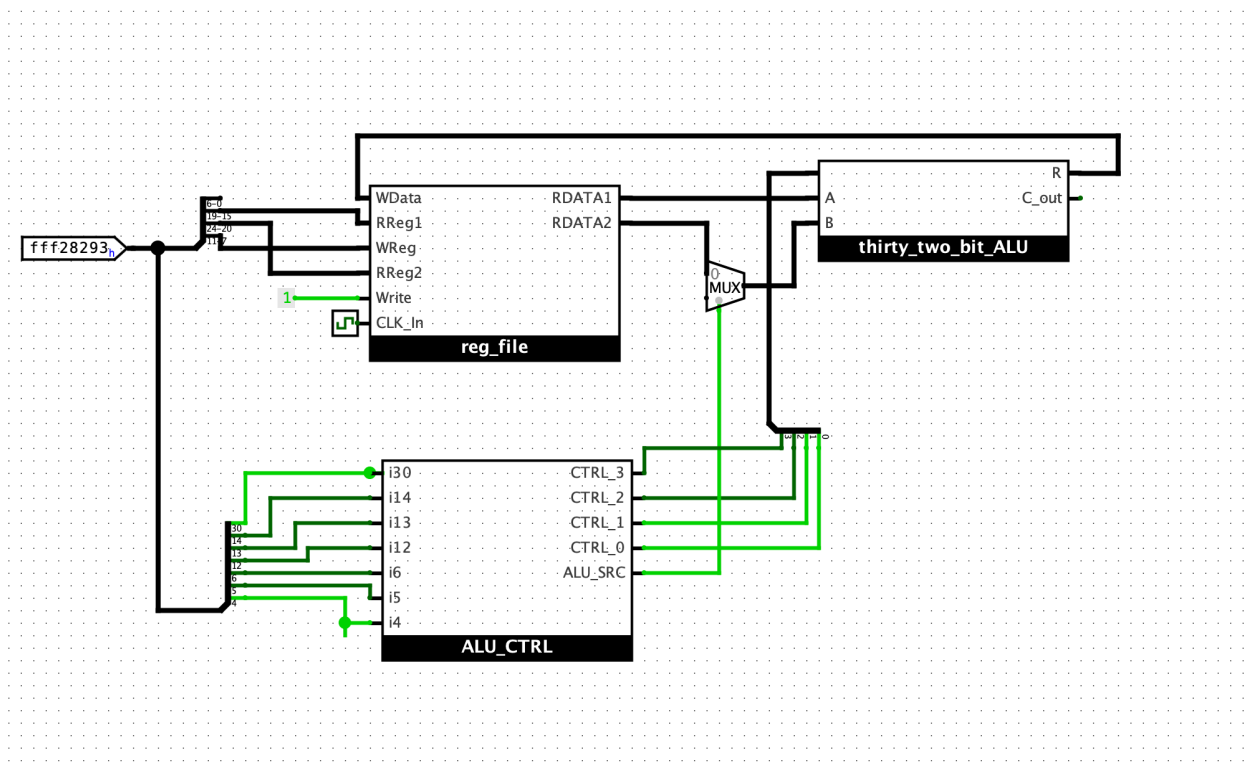
32 Bit ALU

# ALU CTRL



## 32 bit REG FILE





Final Data Path & Ctrl