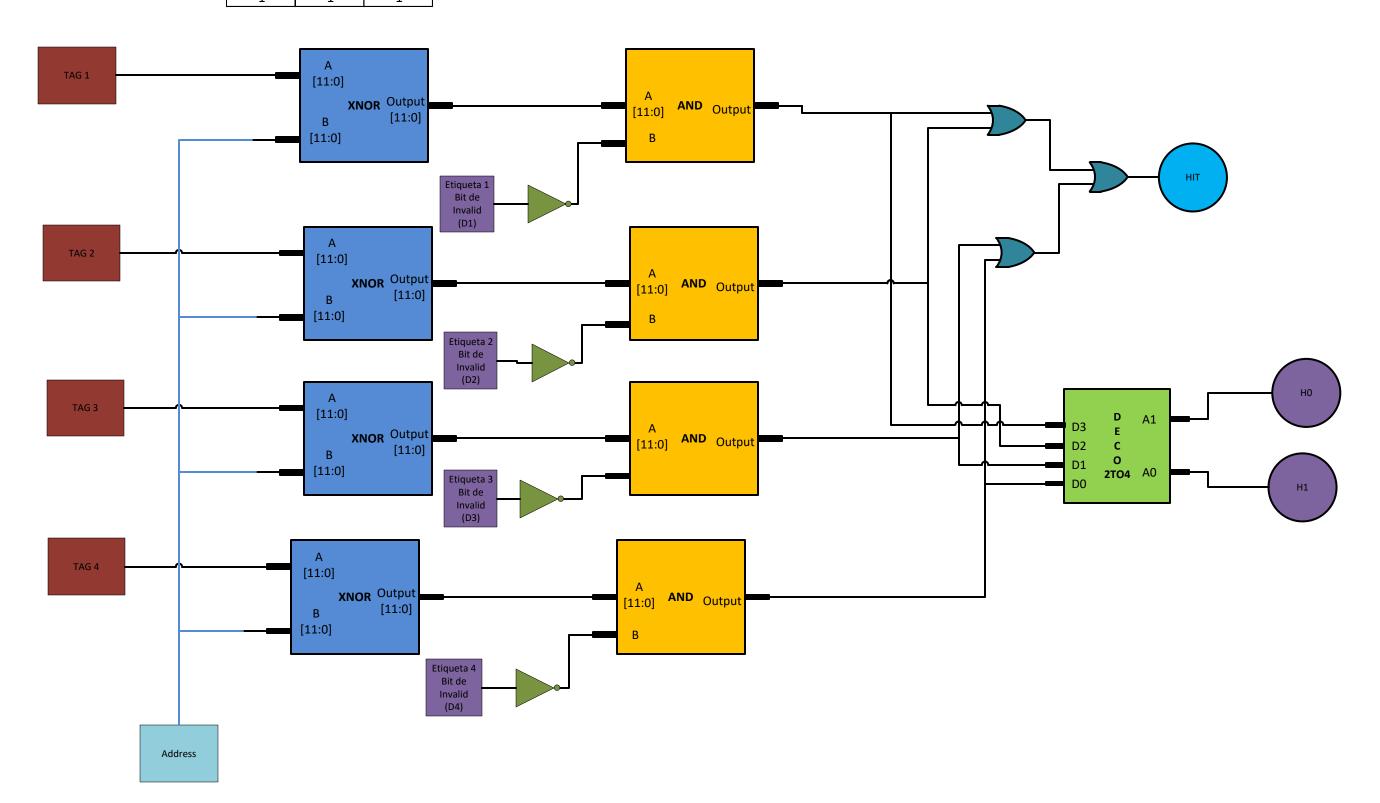


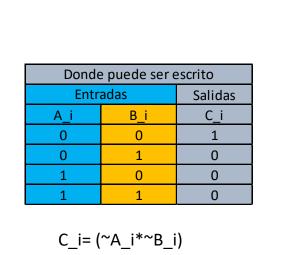
Logica Hit/Miss

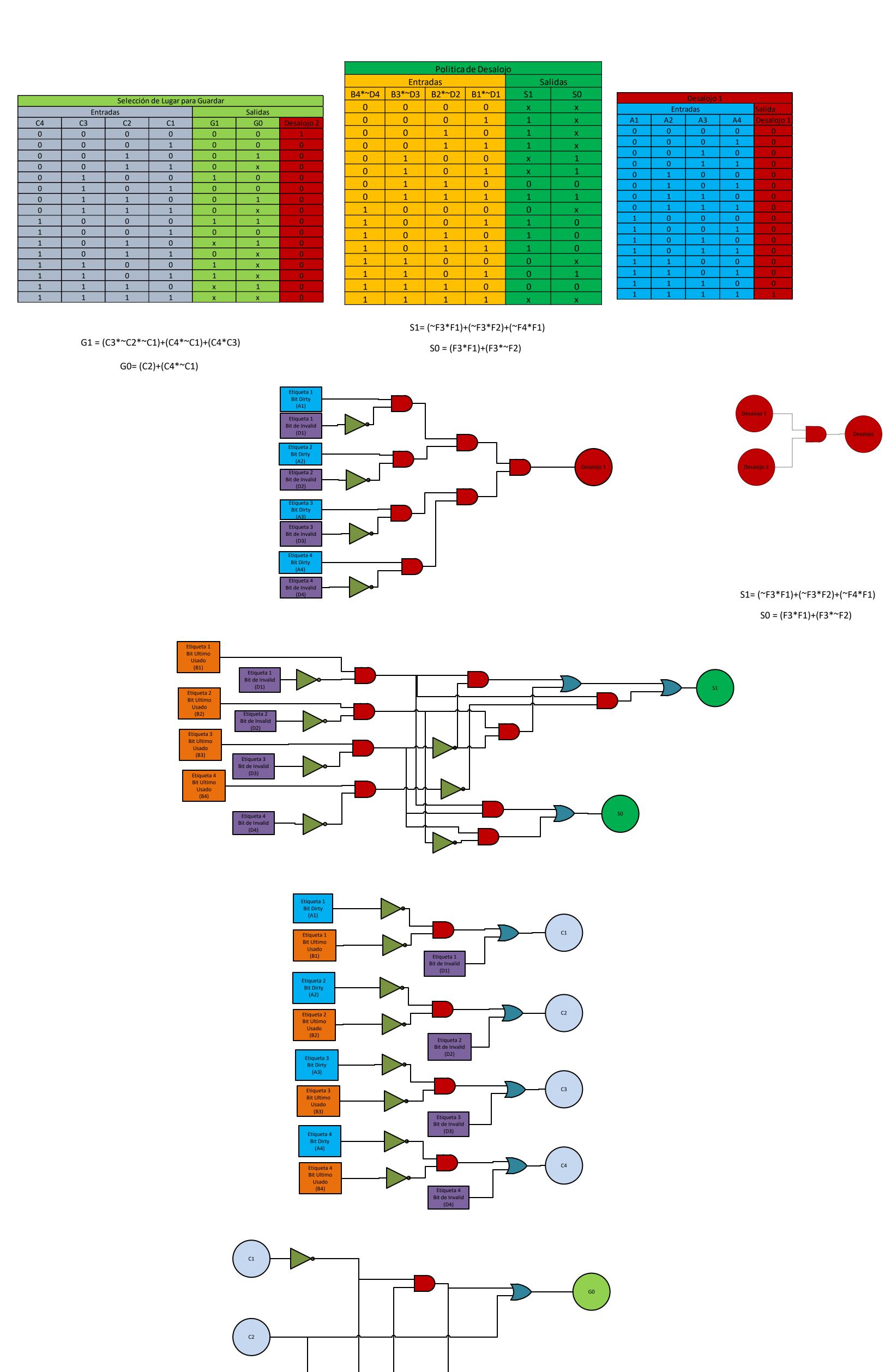
XNOR					
A_i	B_i	Output_i			
0	0	1			
0	1	0			
1	0	0			
1	1	1			

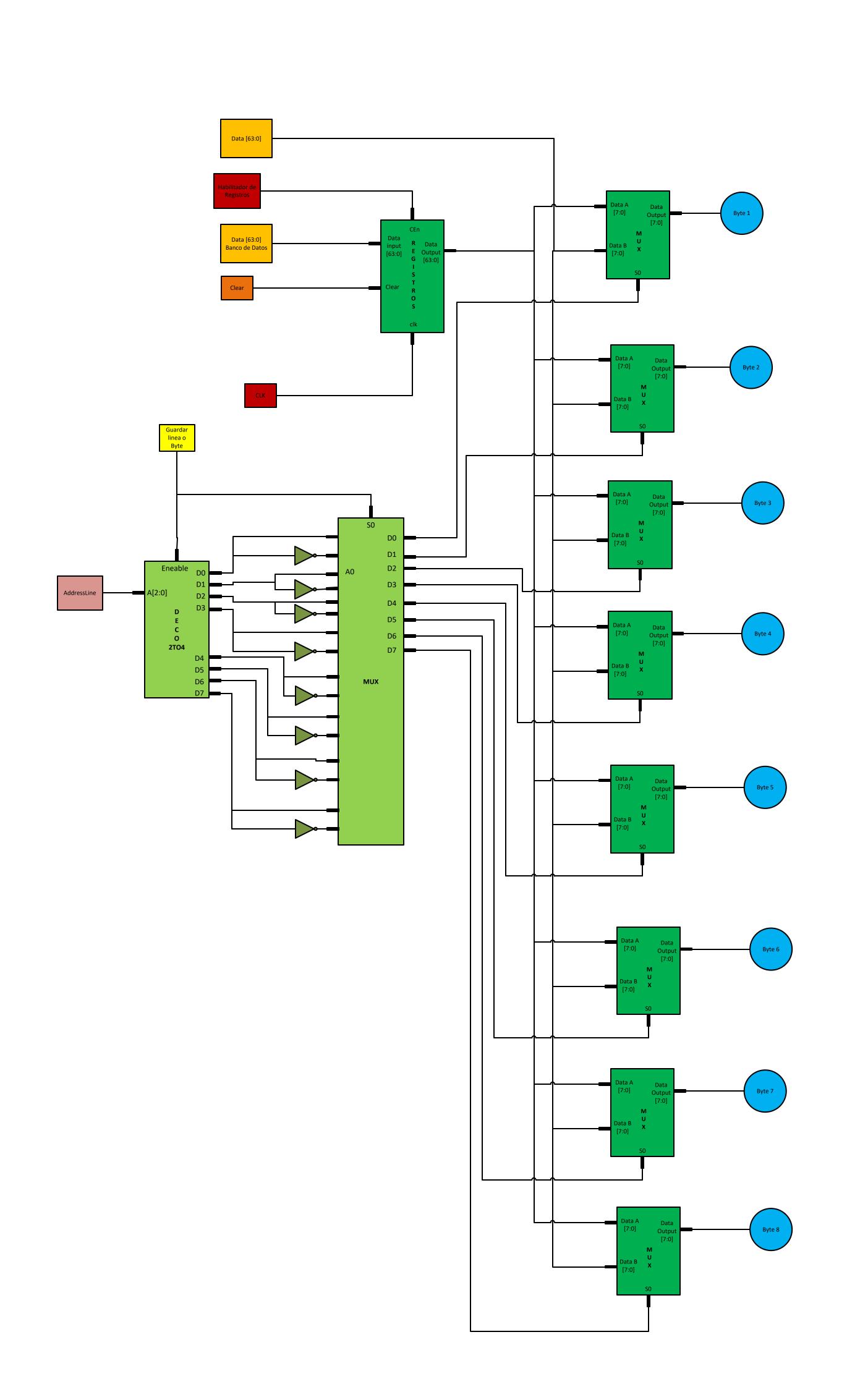


Selección de Lugar para Guardar							
B4	B3	B2	B1	G1	G0		
0	0	0	0	0	0		
0	0	0	1	0	1		
0	0	1	0	1	X		
0	0	1	1	1	х		
0	1	0	0	0	х		
0	1	0	1	1	1		
0	1	1	0	1	1		
0	1	1	1	1	1		
1	0	0	0	Х	0		
1	0	0	1	0	1		
1	0	1	0	1	0		
1	0	1	1	1	0		
1	1	0	0	0	1		
1	1	0	1	0	1		
1	1	1	0	0	0		
1	1	1	1	х	х		

G1 = (~B4*B2)+(~B4*B3*B1)+(~B3*B2) G2 = (~B2*B1)+(B3*~B2)+(~B4*B3)







C4

