```
restart
add force a 0
add force b 0
add force cin 0
run 10 ns
add force a 1
run 10 ns
add force a 0
add force b 1
run 10 ns
add force a 1
run 10 ns
add force a 0
add force b 0
add force cin 1
run 10 ns
add force a 1
run 10 ns
```

add_force a 0 add_force b 1 run 10 ns

add_force a 1 run 10 ns