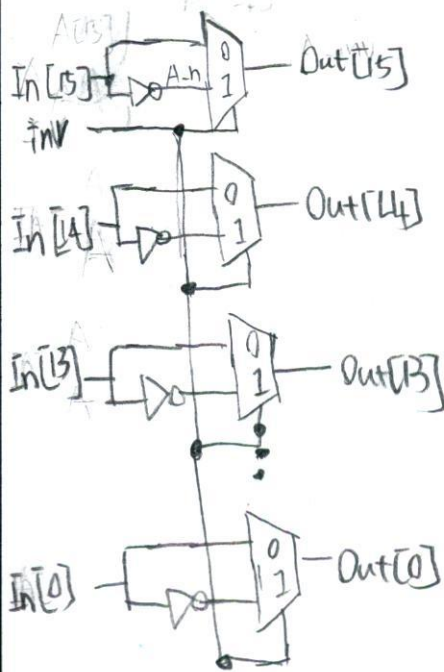
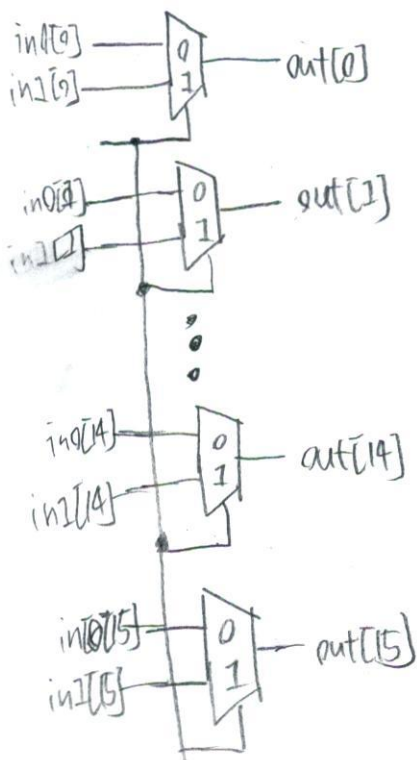


invert\_16bit.v

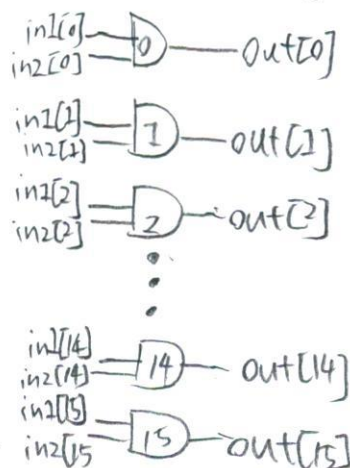


mux2\_1\_16bit.v



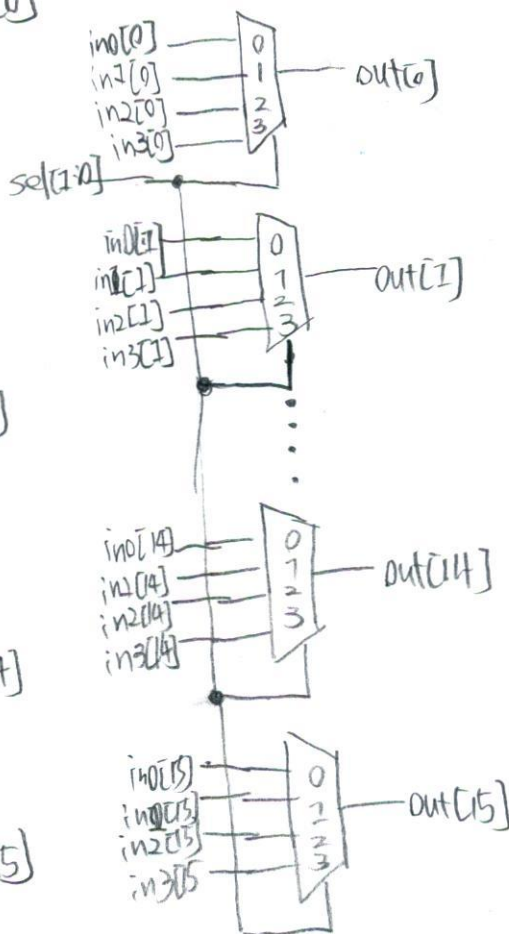
✓

and2\_16bit.v

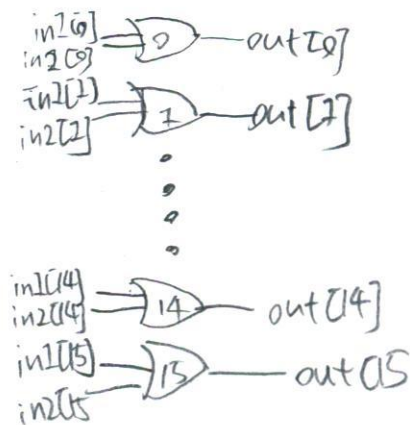


✓

mux4\_1\_16bit.v

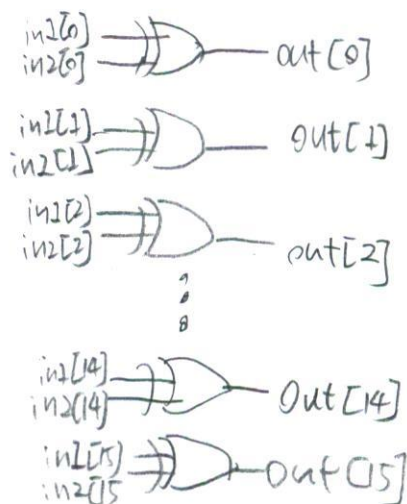


Or2\_16bit.v



✓

xor2\_16bit.v

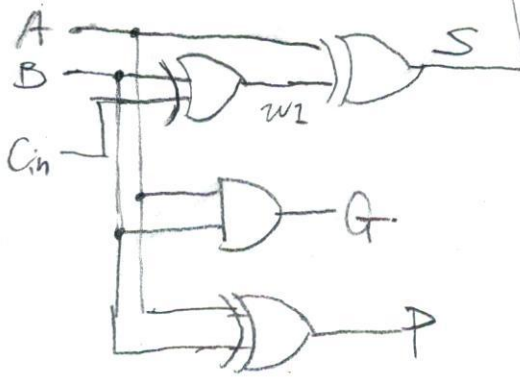


HW2\_2

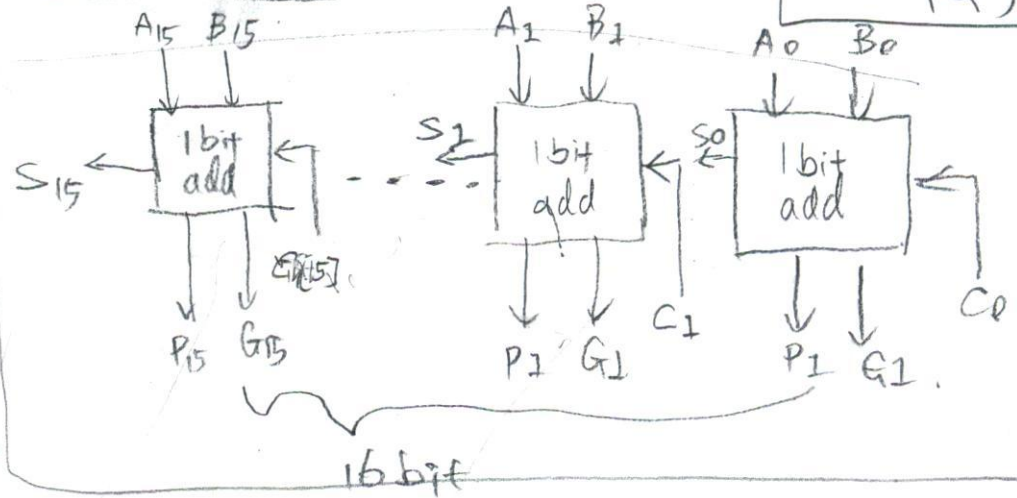
PG 2



# fulladder.v

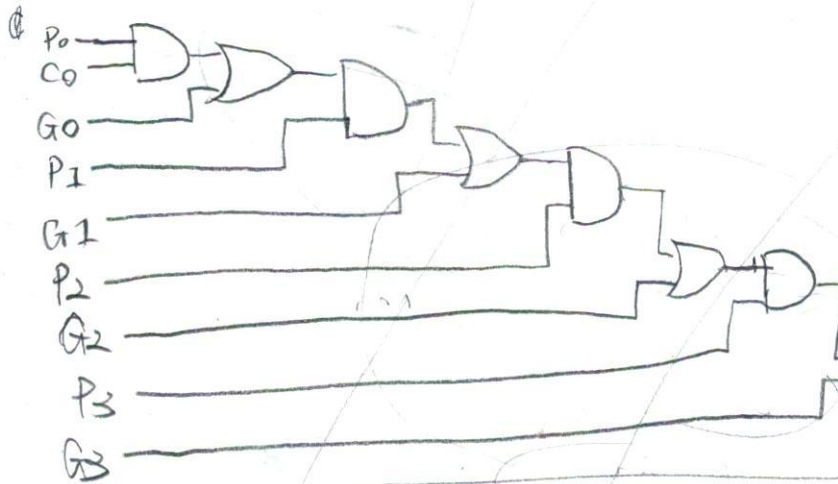


# 16bit-fulladder.v



HW2-2  
PG 3

# CLA-4bit.v

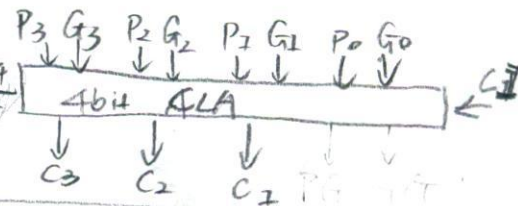


$$C_1 = G_0 + P_0 \cdot C_0$$

$$C_2 = G_1 + P_1 \cdot C_1$$

$$C_3 = G_2 + P_2 \cdot C_2$$

$$C_4 = G_3 + P_3 \cdot C_3$$



# CLA-16bit.v

