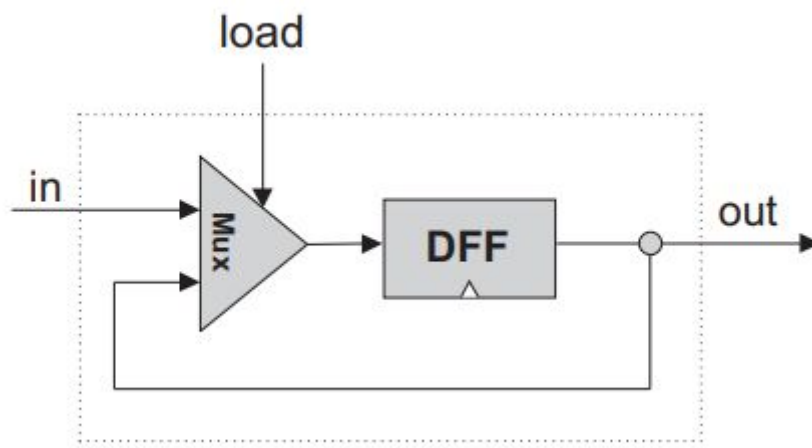


1-bit register

time	in	load	out
0+	0	0	0
1	0	0	0
1+	0	1	0
2	0	1	0
2+	1	0	0
3	1	0	0
3+	1	1	0
4	1	1	1
4+	0	0	1
5	0	0	1
5+	1	0	1
6	1	0	1
6+	0	1	1
7	0	1	0
7+	1	1	0
8	1	1	1
8+	0	0	1
9	0	0	1
9+	0	0	1
10	0	0	1
10+	0	0	1

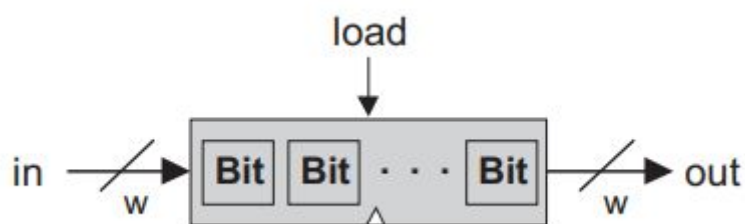


Register

Format: Decimal

time	in	load	out
0+	0	0	0
1	0	0	0
1+	0	1	0
2	0	1	0

2+	-5		0		0	
3	-5		0		0	
3+	11111		0		0	
4	11111		0		0	
4+	-20		1		0	
5	-20		1		-20	
5+	-20		1		-20	
6	-20		1		-20	
6+	-20		0		-20	
7	-20		0		-20	
7+	123		1		-20	
8	123		1		123	
8+	0		0		123	
9	0		0		123	
9+	0		1		123	
10	0		1		0	
10+	1		0		0	

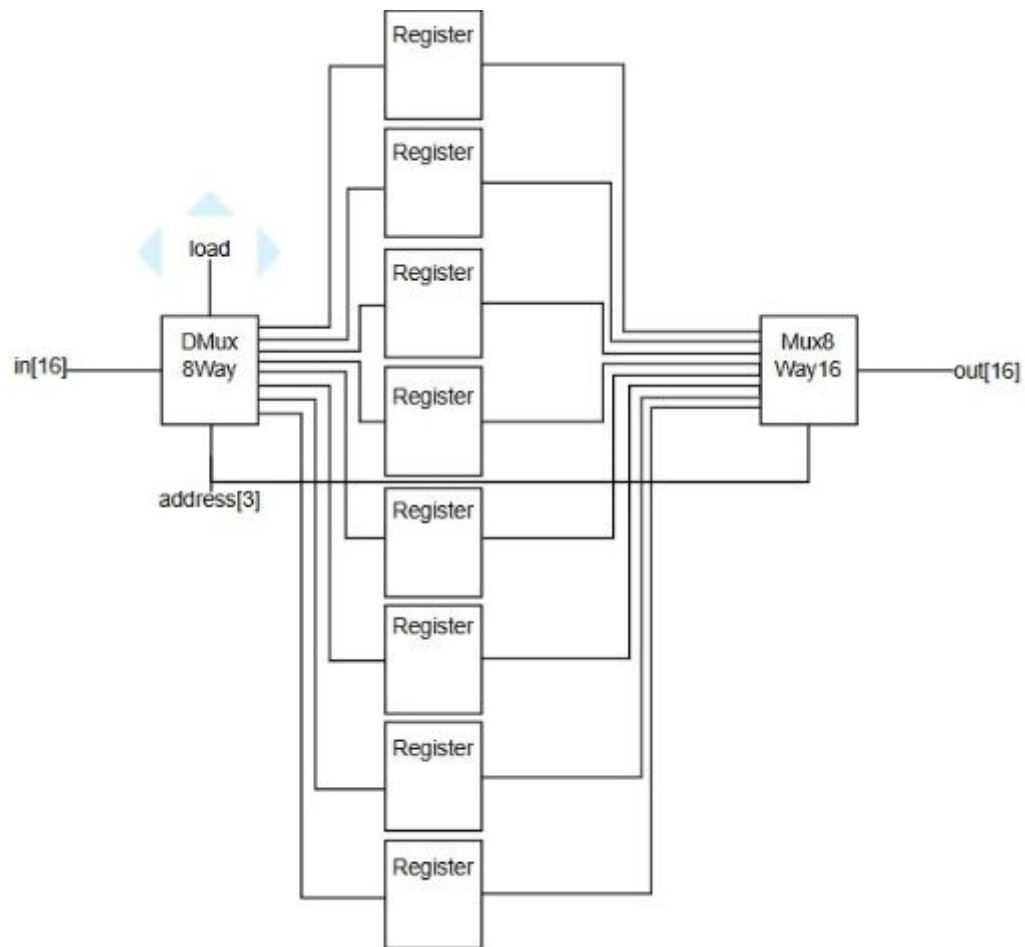


RAM 8

Format : Decimal

time	in		load		address		out	
0+	0		0		0		0	
1	0		0		0		0	
1+	0		1		0		0	
2	0		1		0		0	
2+	11111		0		0		0	
3	11111		0		0		0	
3+	11111		1		1		0	
4	11111		1		1		11111	
4+	11111		0		0		0	
5	11111		0		0		0	
5+	3333		0		3		0	
6	3333		0		3		0	
6+	3333		1		3		0	
7	3333		1		3		3333	
7+	3333		0		3		3333	
8	3333		0		3		3333	
8	3333		0		1		11111	

8+	7777	0	1	11111
9	7777	0	1	11111
9+	7777	1	7	0
10	7777	1	7	7777
10+	7777	0	7	7777



RAM 64

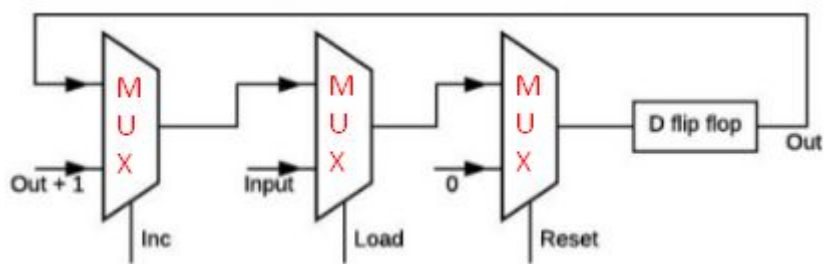
Format : Decimal

time	in	load	address	out
0+	0	0	0	0
1	0	0	0	0
1+	0	1	0	0
2	0	1	0	0
2+	1313	0	0	0
3	1313	0	0	0
3+	1313	1	13	0
4	1313	1	13	1313
4+	1313	0	0	0
5	1313	0	0	0
5+	4747	0	47	0

6	4747	0	47	0
6+	4747	1	47	0
7	4747	1	47	4747
7+	4747	0	47	4747
8	4747	0	47	4747
8	4747	0	13	1313
8+	6363	0	13	1313
9	6363	0	13	1313
9+	6363	1	63	0
10	6363	1	63	6363
10+	6363	0	63	6363

PC

time	in	reset	load	inc	out
1	12345	0	1	1	12345
1+	12345	1	1	1	12345
2	12345	1	1	1	0
2+	12345	0	0	1	0
3	12345	0	0	1	1
3+	12345	1	0	1	1
4	12345	1	0	1	0
4+	0	0	1	1	0
5	0	0	1	1	0
5+	0	0	0	1	0
6	0	0	0	1	1
6+	22222	1	0	0	1



RAM 512

time	in	load	address	out
0+	0	0	0	0
1	0	0	0	0
1+	0	1	0	0
2	0	1	0	0
2+	13099	0	0	0
3	13099	0	0	0
3+	13099	1	130	0
4	13099	1	130	13099

4+	13099	0	0	0
5	13099	0	0	0
5+	4729	0	472	0
6	4729	0	472	0
6+	4729	1	472	0