



Nand2Tetris

<u>Aa</u> Name
<u>Boolean</u>
<u>Boolean Function Synthesis</u>
<u>Converting a Truth Table to a Boolean Expression</u>
<u>Some Important Theorems</u>
<u>Hardware Description Language</u>
<u>Not Gate</u>
<u>Or gate</u>
<u>Xor - eXclusive OR gate</u>
<u>Multiplexor (Mux Gate)</u>
<u>Demultiplexor (DMux)</u>
<u>Multi-bit buses</u>
<u>Multi-way</u>
<u>Mux4Way</u>
<u>Binary Numbers</u>
<u>Adders</u>
<u>Negative Numbers</u>
<u>Von Neumann Architecture</u>
<u>The ALU</u>
<u>Sequential logic</u>

<u>Aa</u> Name
<u>Flip Flops</u>
<u>general stateful architecture</u>
<u>RAM</u>
<u>How does the Flip-Flop work?</u>
<u>Project 3</u>
<u>Machine Language</u>
<u>Using the HACK machine language part 1</u>
<u>Project 4(a).</u>
<u>Using the HACK machine language part 2</u>
<u>Project 4(b).</u>
<u>Project 5(a): building the RAM</u>
<u>Project 5(b): The CPU</u>