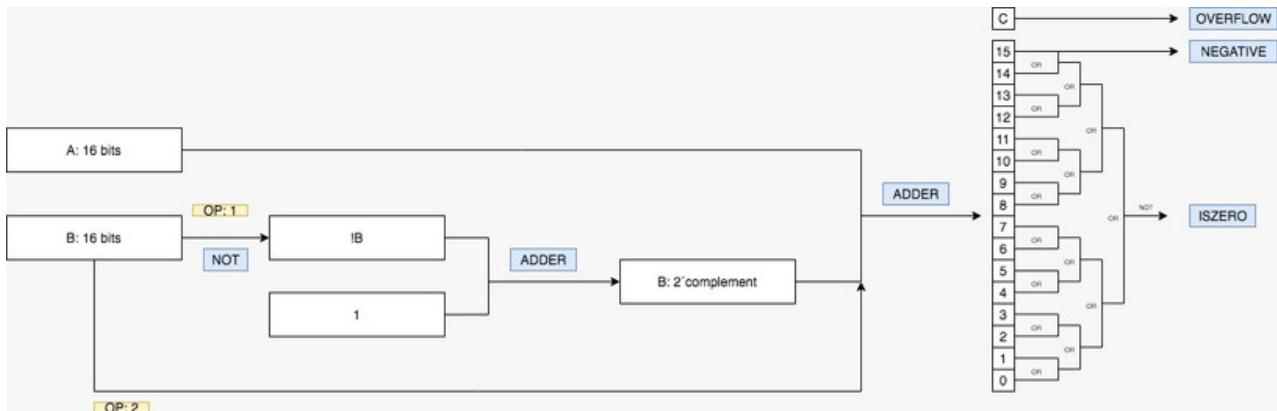
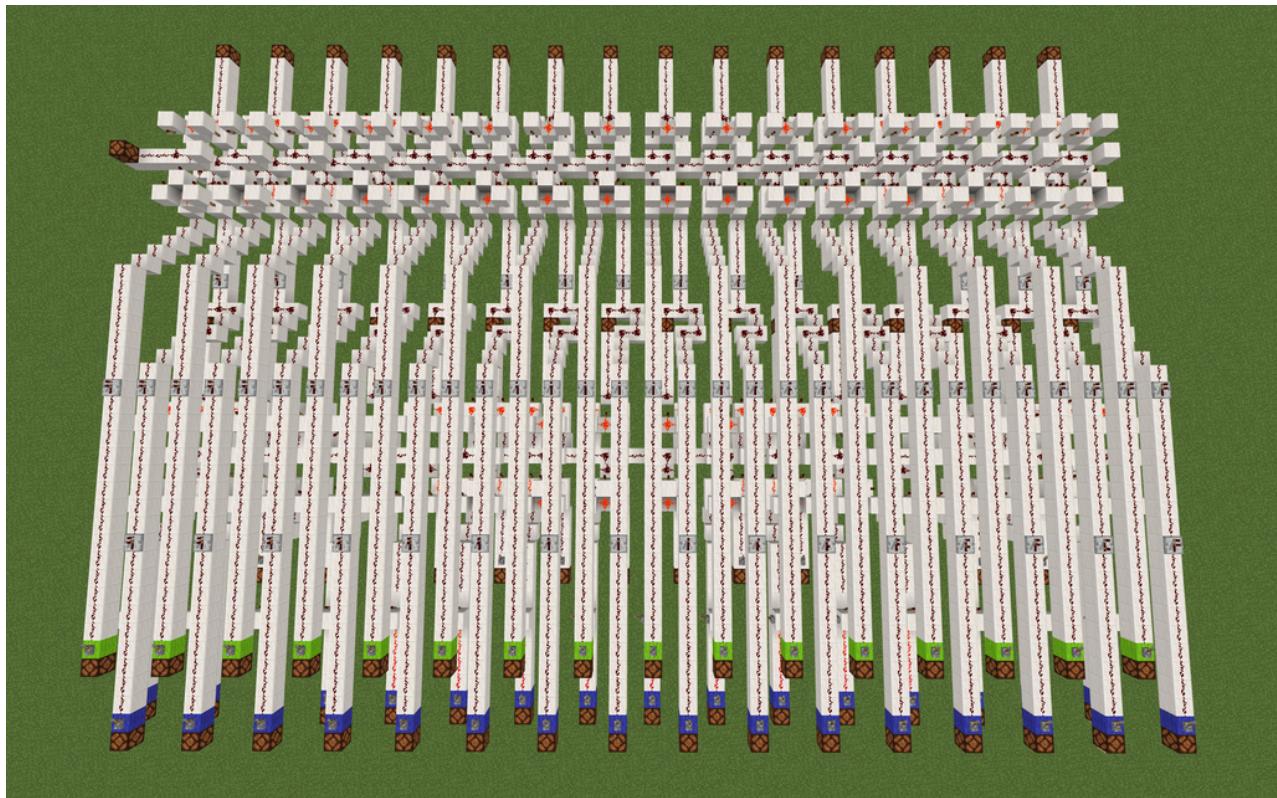


Basic ALU (16 bits)



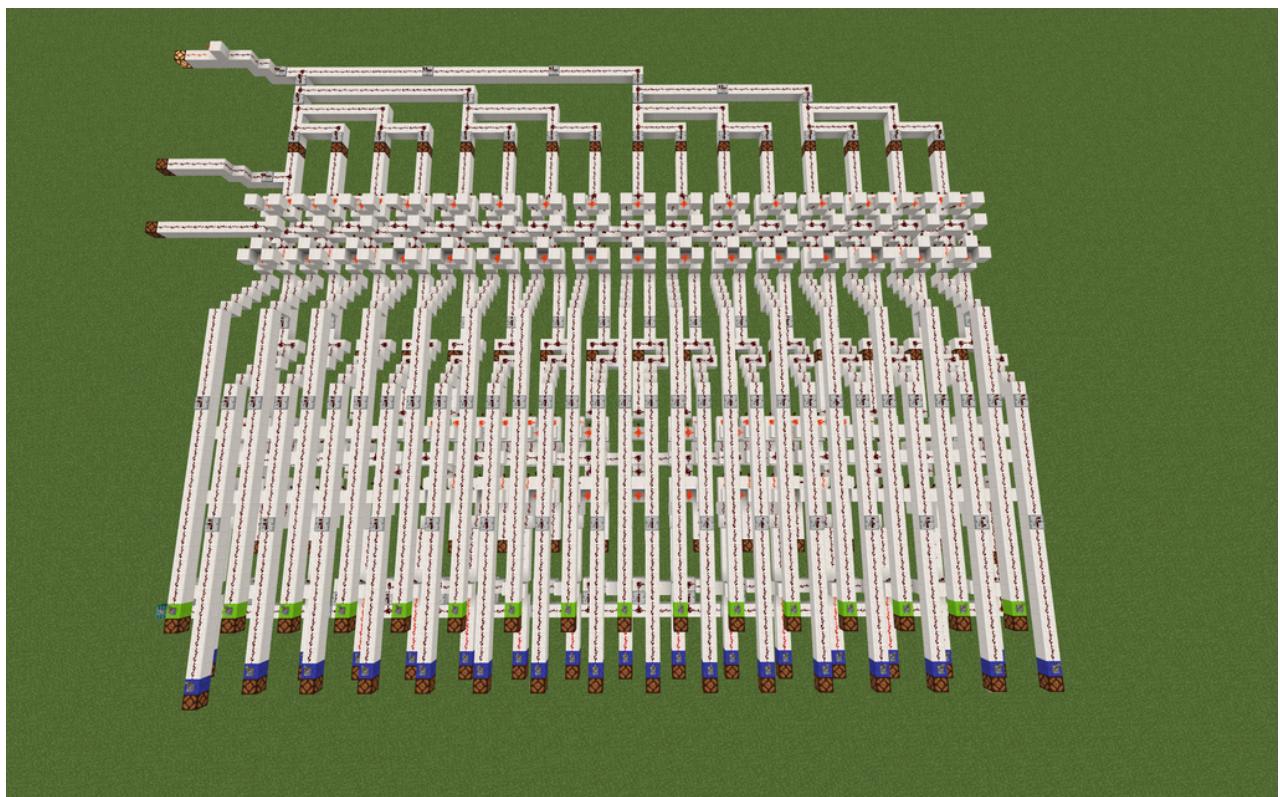
Minecraft implementation (no flags)



Minecraft implementation (no flags)



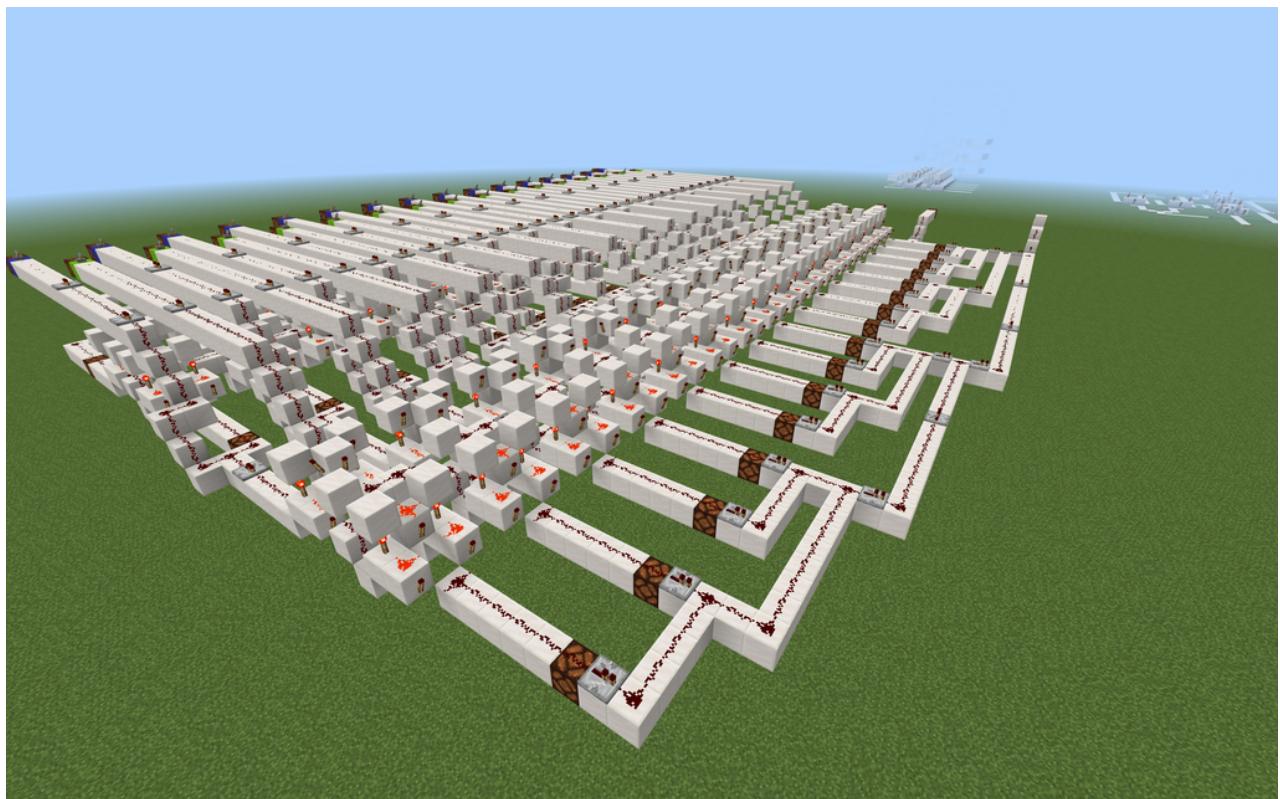
Minecraft implementation (complete)



Minecraft implementation (complete)



Minecraft implementation (complete)



Minecraft implementation (complete)

