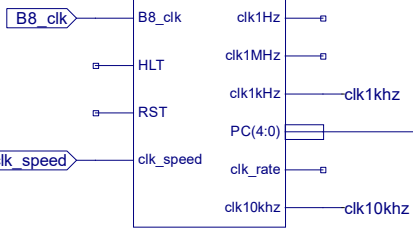
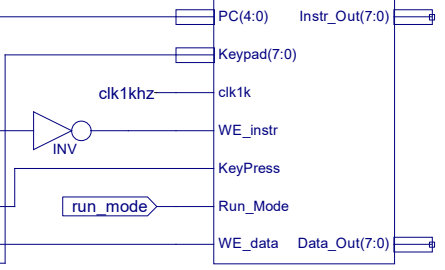


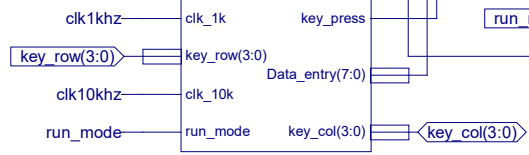
# Prog\_Counter



# memory



# keypad\_input



# ALU

