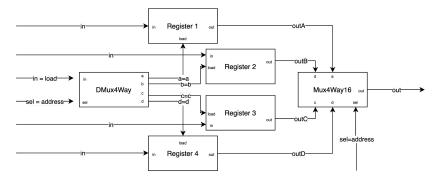
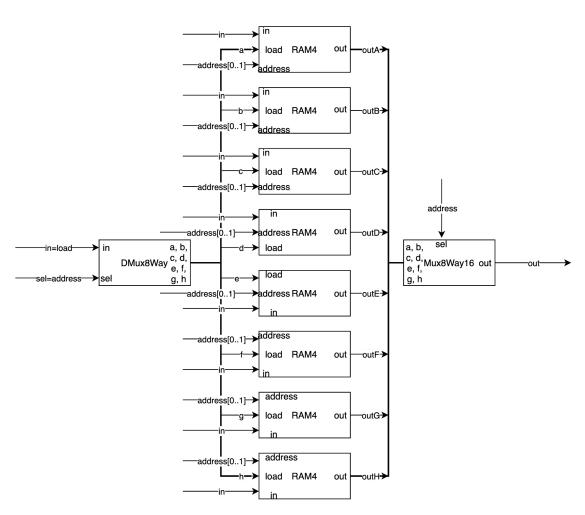
```
1. A 64-bit register requires 64 flip-flops.
2. if (load(t-1) == 0)
          out(t) = out(t+1)
   else
          out(t) = out(t)
The seventh number in the Fibonacci sequence is 8, while the twelfth number is 89.
4. CHIP RAM4 {
          IN in[16], load, address[2];
          OUT out[16];
          PARTS:
                  DMux4Way (in=load, sel=address, a=a, b=b, c=c, d=d);
                  Register (in=in, load=a, out=outA);
                  Register (in=in, load=b, out=outB);
                  Register (in=in, load=c, out=outC);
                  Register (in=in, load=d, out=outD);
                  Mux4Way16 (sel=address, a=outA, b=outB, c=outC, d=outD, out=out);
          }
   CHIP RAM8c {
          IN in[16], load, address[3];
          OUT out[16];
          PARTS:
                  DMux8Way (in=load, sel=address, a=a, b=b, c=c, d=d, e=e, f=f, g=g,
                  h=h);
                  RAM4 (in=in, load=a, address=address[0..1], out=outA);
                  RAM4 (in=in, load=b, address=address[0..1], out=outB);
                  RAM4 (in=in, load=c, address=address[0..1], out=outC);
                  RAM4 (in=in, load=d, address=address[0..1], out=outD);
                  RAM4 (in=in, load=e, address=address[0..1], out=outE);
                  RAM4 (in=in, load=f, address=address[0..1], out=outF);
                  RAM4 (in=in, load=q, address=address[0..1], out=outG);
                  RAM4 (in=in, load=h, address=address[0..1], out=outH);
                  Mux8Way16 (sel=address, a=outA, b=outB, c=outC, d=outD, e=outE,
                  f=outF, g=outG, h=outH, out=out);
   }
```

a. 2 address bits

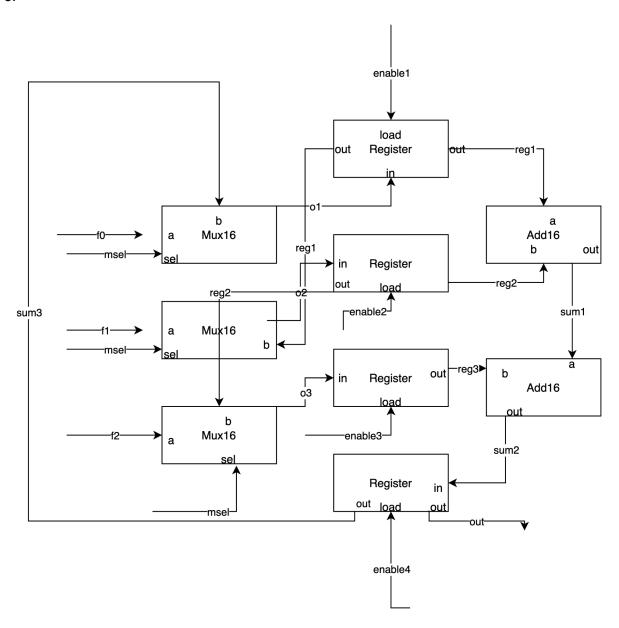
b. 3 address bits



C.



d.



3 Mux16s, 4 registers, 2 add16s

