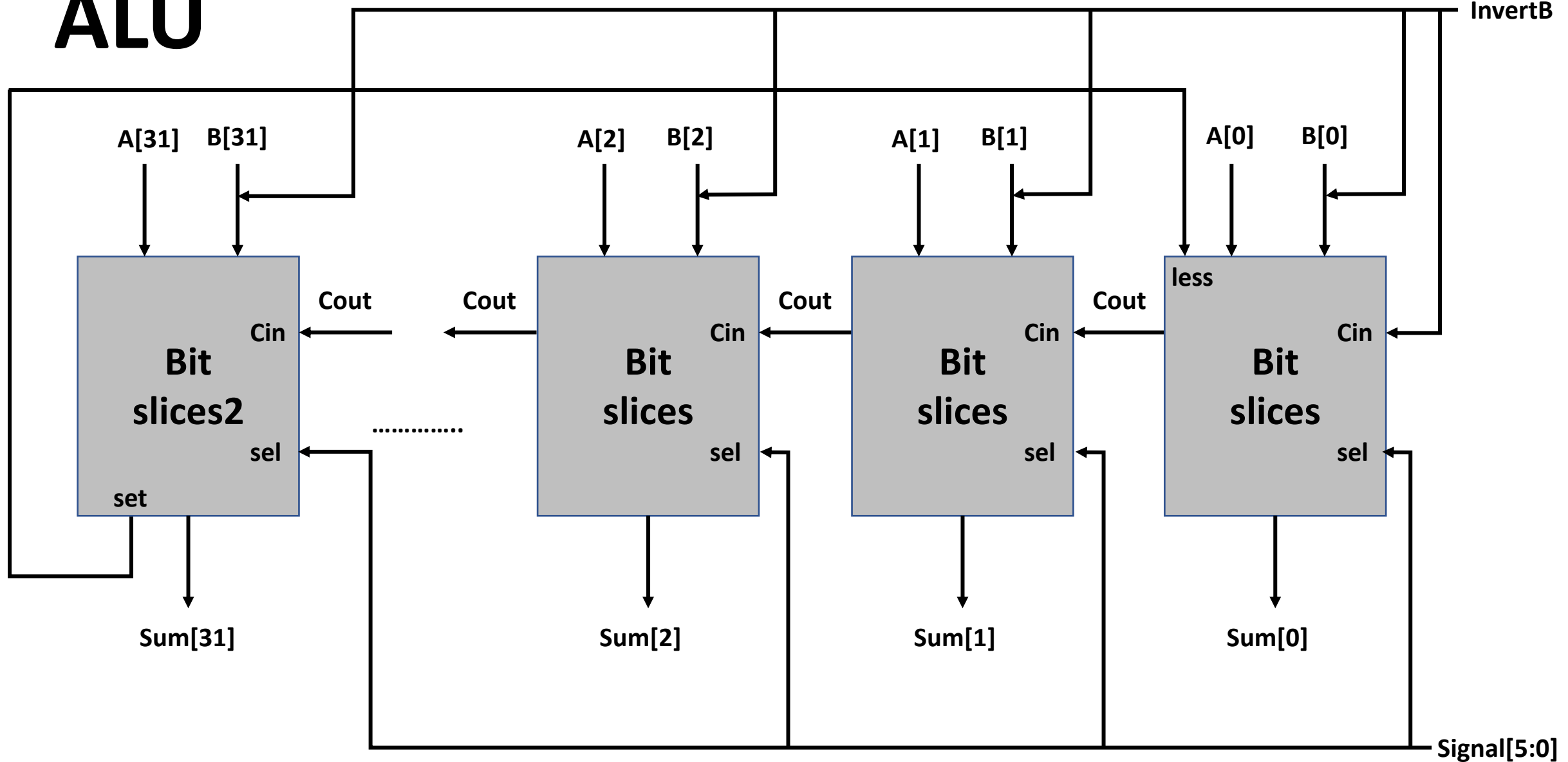
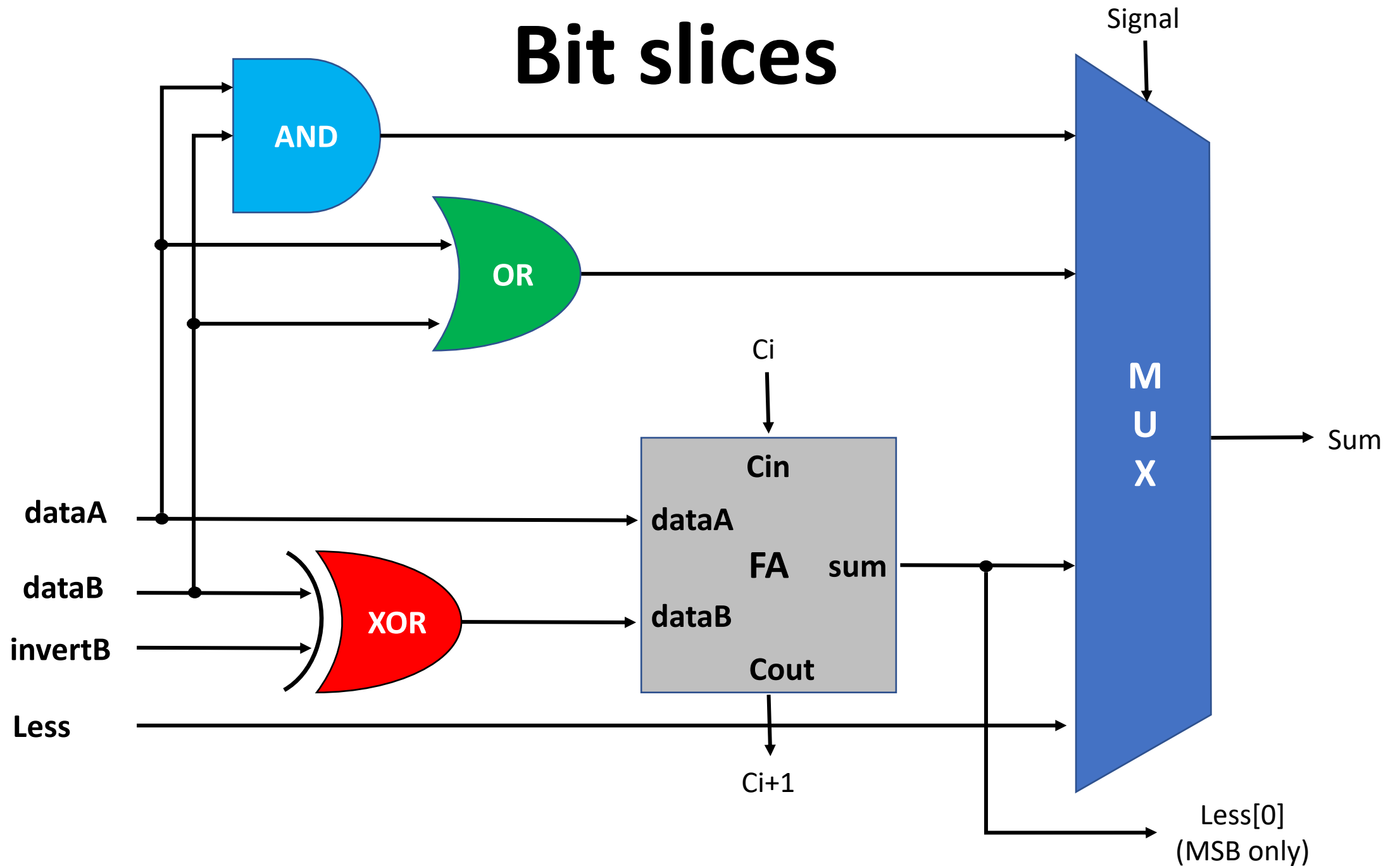


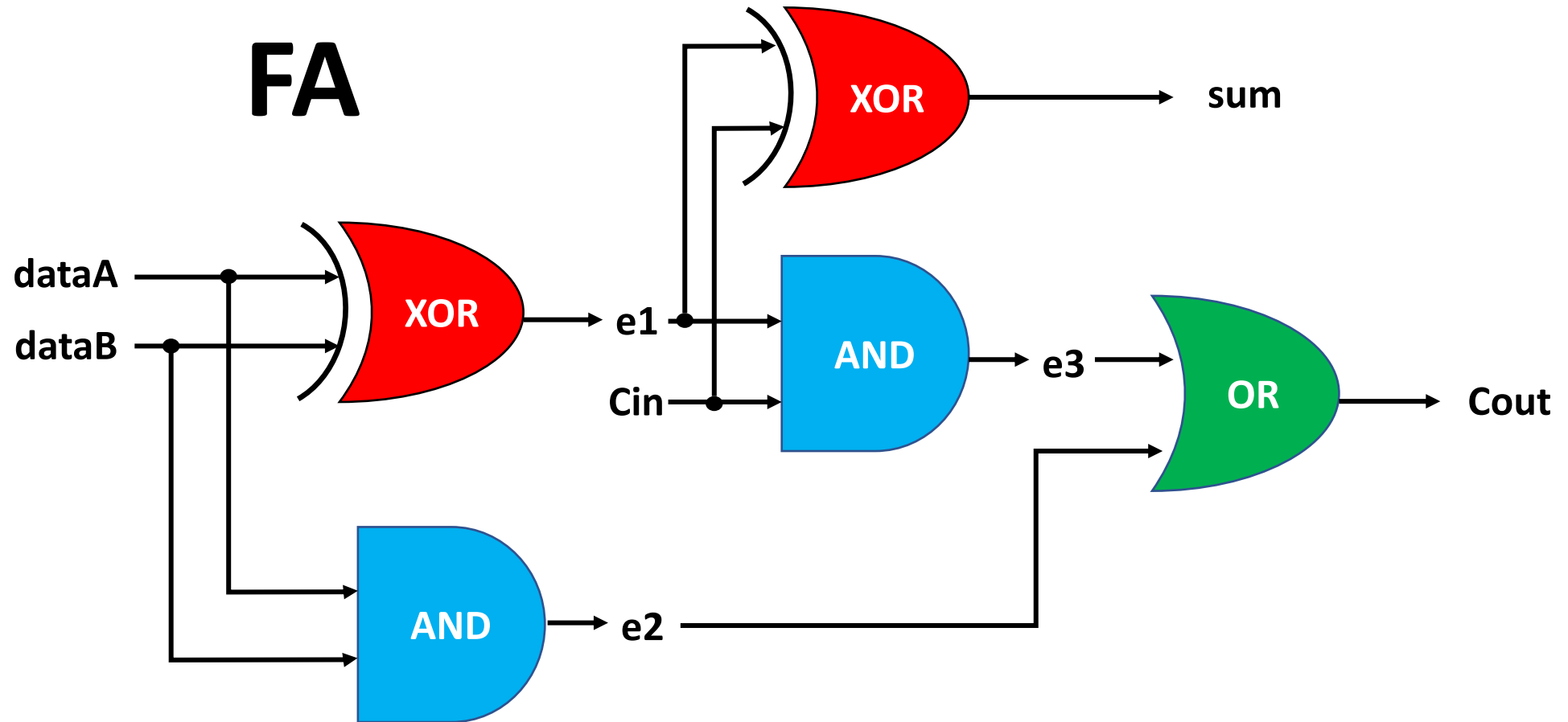
# ALU



# Bit slices

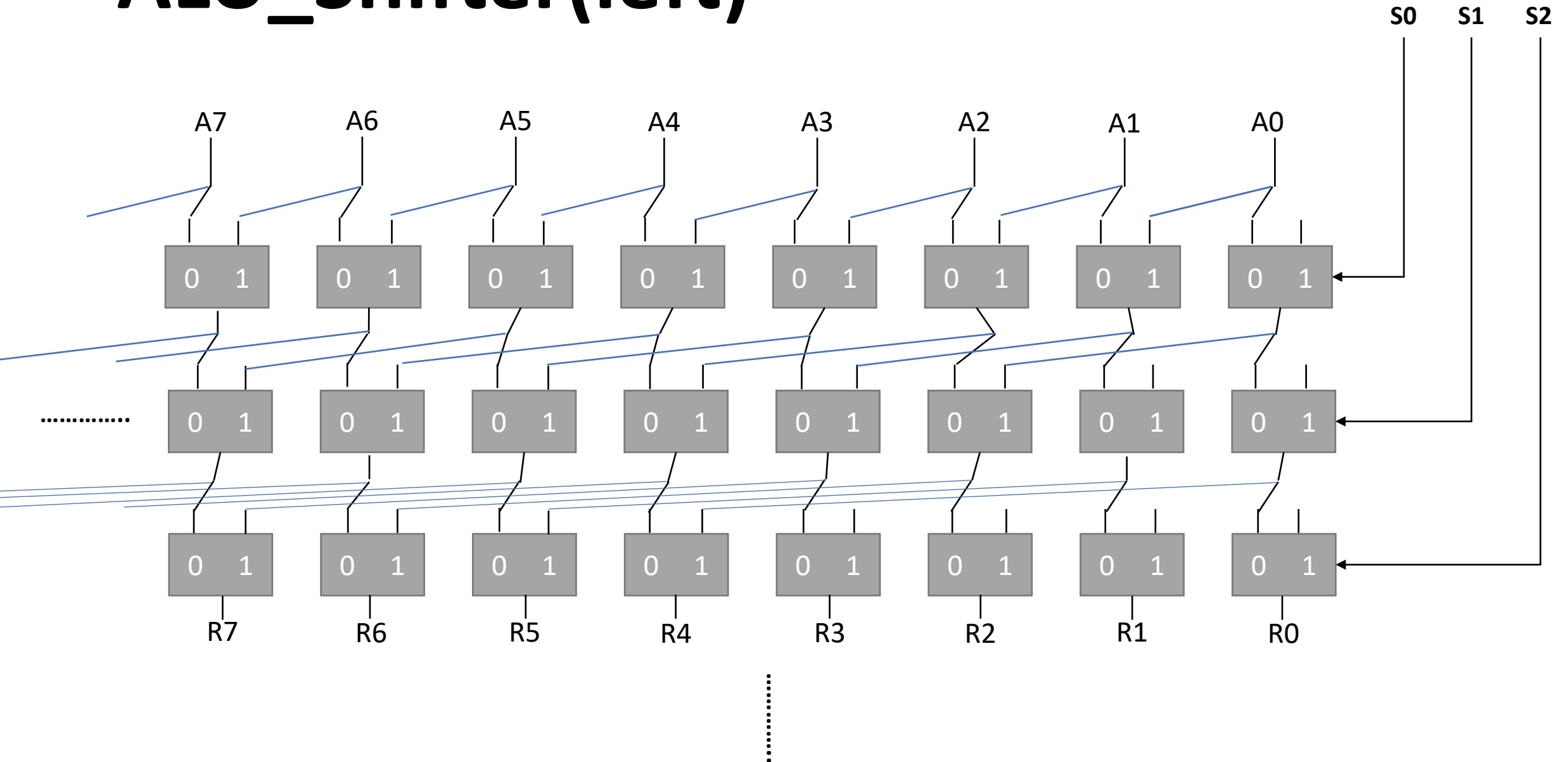


# FA

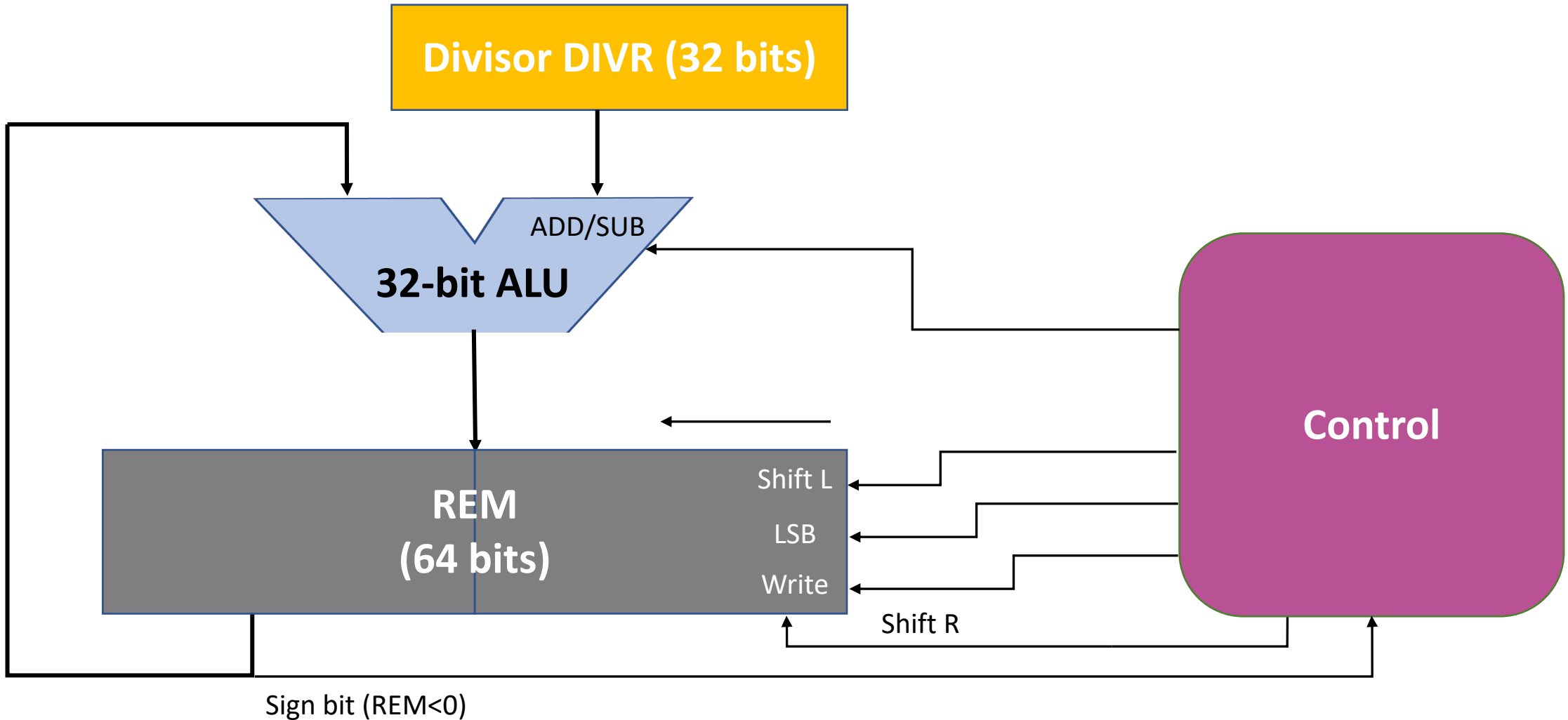




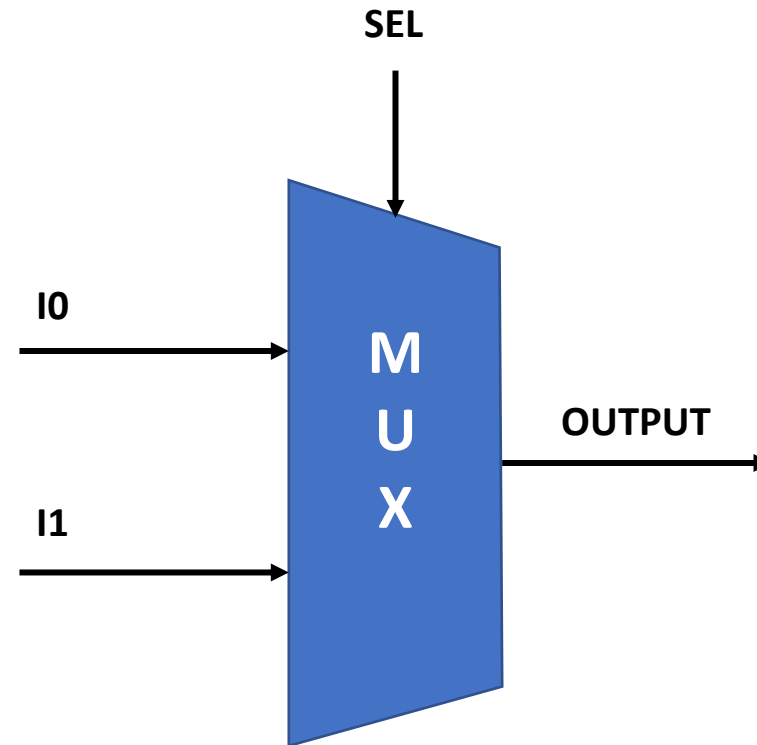
# ALU\_Shifter(left)



# Divide Hardware – 3<sup>rd</sup> Version



# MUX



# HILO

