

Animate: Program flow Format: D... View: Scr...

Chip Nam... Time : 0

Input pins		Output pins	
Name	Value	Name	Value
a	0	out	0
b	0		

HDL	Internal pins				
<pre>// File name: projects/01/And.hdl /** * And gate: * if ((a == 1) and (b == 1)) out = 1; */ CHIP And { IN a, b; OUT out; PARTS: //// Replace this comment with your code Nand(b=a , a=b , out=nandab) Nand(a=nandab , b=nandab , out=out) }</pre>	<table> <thead> <tr> <th>Name</th><th>Value</th></tr> </thead> <tbody> <tr> <td>nandab</td><td>0</td></tr> </tbody> </table>	Name	Value	nandab	0
Name	Value				
nandab	0				

```
// This file is part of www.nand2tetris.org
// and the book "The Elements of Computing Systems"
// by Nisan and Schocken, MIT Press.
// File name: projects/01/DMux.tst
```

```
load DMux.hdl,  
output-file DMux.out,  
compare-to DMux.cmp,  
output-list in%B3.1.3 sel%B3.1.3 a%B3.1.3 b%B3.1.3;
```

```
set in 0,  
set sel 0,  
eval,  
output;
```

```
set sel 1,  
eval,  
output;
```

```
set in 1,  
set sel 0,  
eval,  
output;
```

```
set sel 1,  
eval,  
output;
```

New script loaded: /Users/mayurgupta/Desktop/nand2tetris/projects/01/DMux.tst