

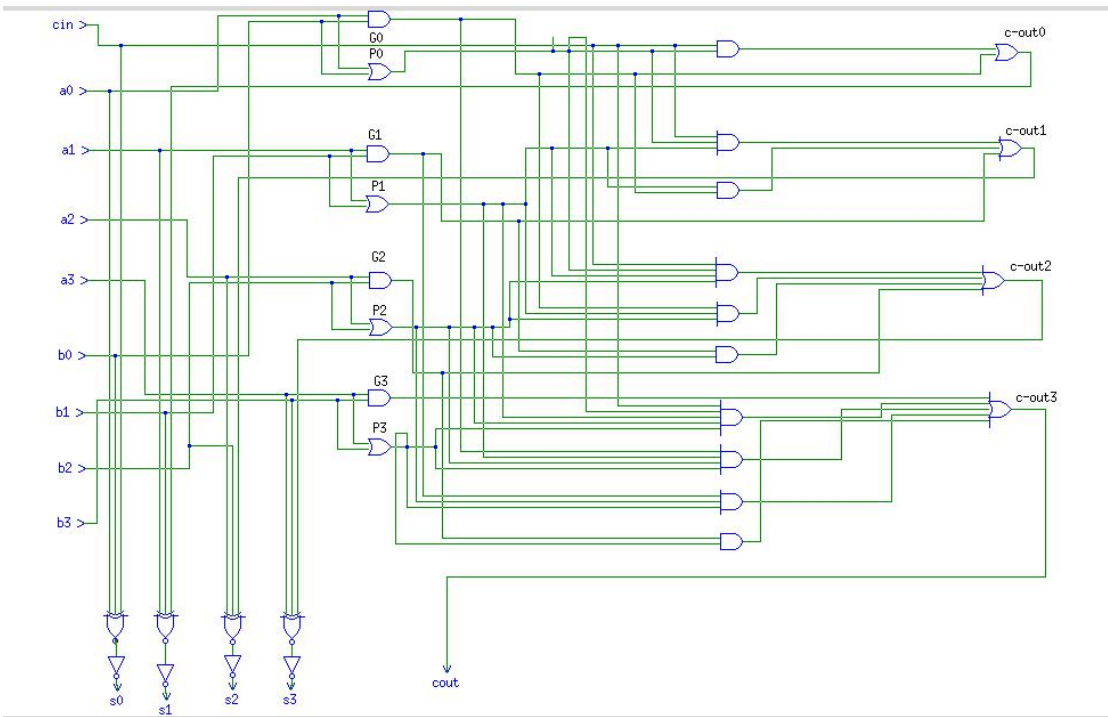
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CS220 Computer Architecture
Digital Logic Design
Practical 6

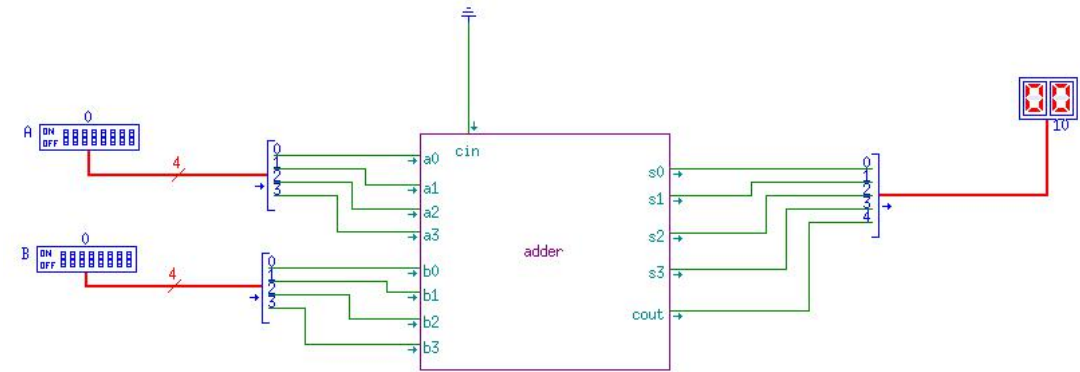
truth table:

[illegible]

interior structure:

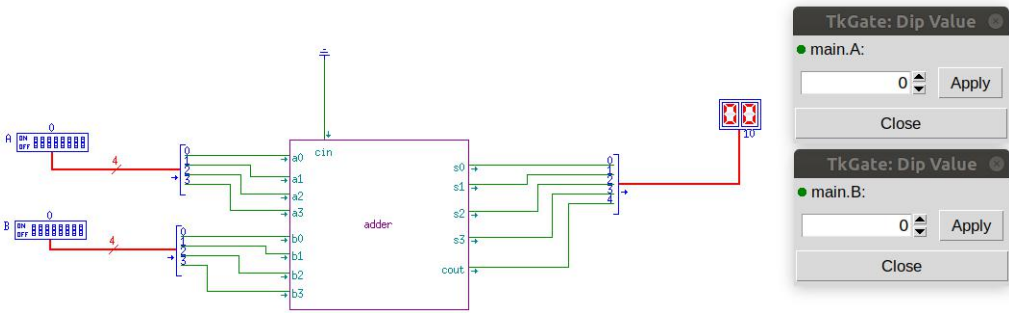


exterior structure:

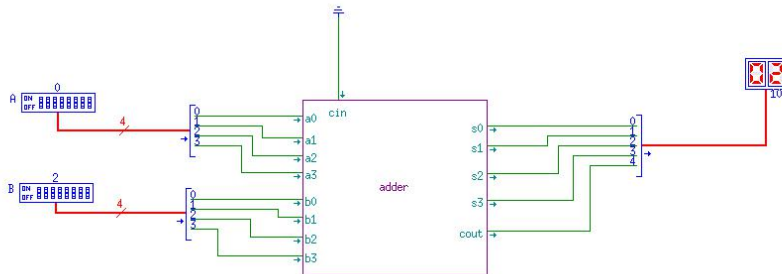


graph:

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	cout	s_3	s_2	s_1	s_0	number
0	0	0	0	0	0	0	0	0	0	0	0	0	0



a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	<i>cout</i>	s_3	s_2	s_1	s_0	<i>number</i>
0	0	0	0	0	0	1	0	0	0	0	1	0	2



TkGate: Dip Value

main.A:

0
Apply

Close

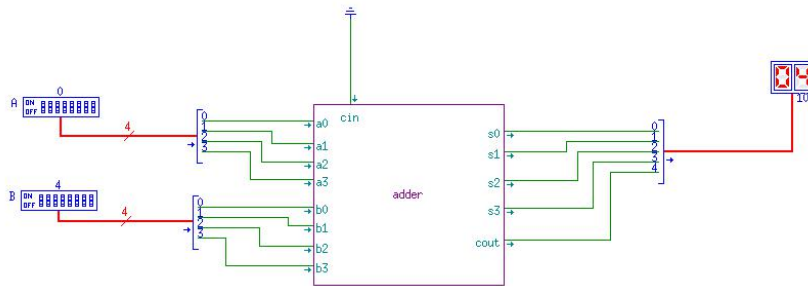
TkGate: Dip Value

main.B:

2
Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	<i>cout</i>	s_3	s_2	s_1	s_0	<i>number</i>
0	0	0	0	0	1	0	0	0	0	1	0	0	4



TkGate: Dip Value

main.A:

0
Apply

Close

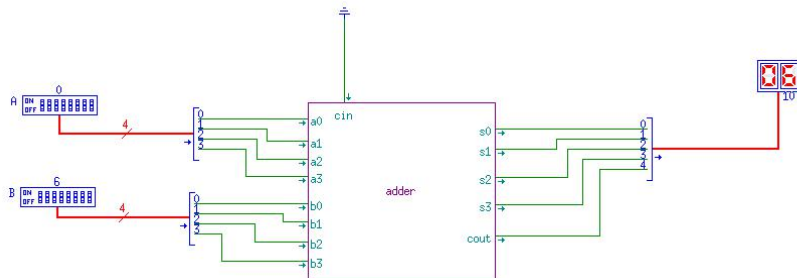
TkGate: Dip Value

main.B:

4
Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	<i>cout</i>	s_3	s_2	s_1	s_0	<i>number</i>
0	0	0	0	0	1	1	0	0	0	1	1	0	6



TkGate: Dip Value

main.A:

0
Apply

Close

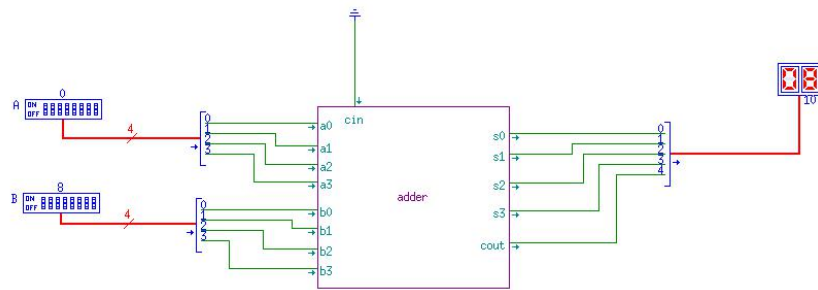
TkGate: Dip Value

main.B:

6
Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	<i>cout</i>	s_3	s_2	s_1	s_0	<i>number</i>
0	0	0	0	1	0	0	0	0	1	0	0	0	8



TkGate: Dip Value

main.A:

0

Apply

Close

TkGate: Dip Value

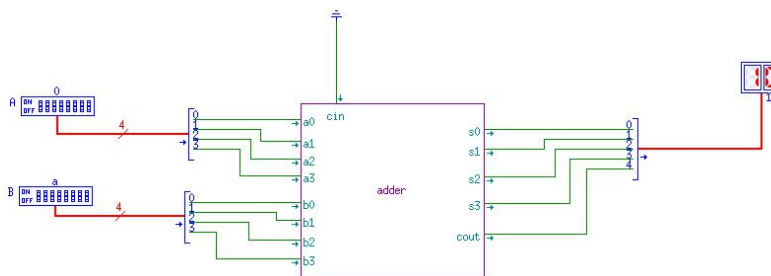
main.B:

8

Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	<i>cout</i>	s_3	s_2	s_1	s_0	<i>number</i>
0	0	0	0	1	0	1	0	0	1	0	1	0	10



TkGate: Dip Value

main.A:

0

Apply

Close

TkGate: Dip Value

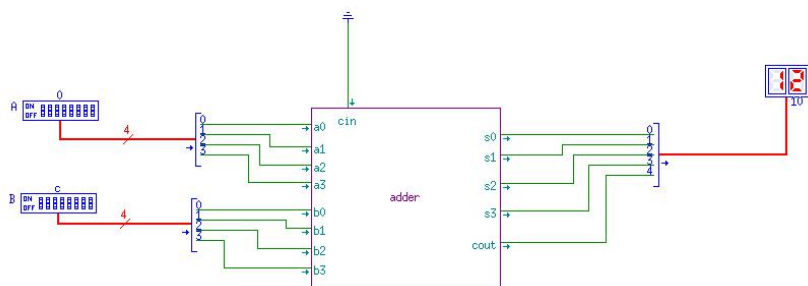
main.B:

a

Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	<i>cout</i>	s_3	s_2	s_1	s_0	<i>number</i>
0	0	0	0	1	1	0	0	0	1	1	0	0	12



TkGate: Dip Value

main.A:

0

Apply

Close

TkGate: Dip Value

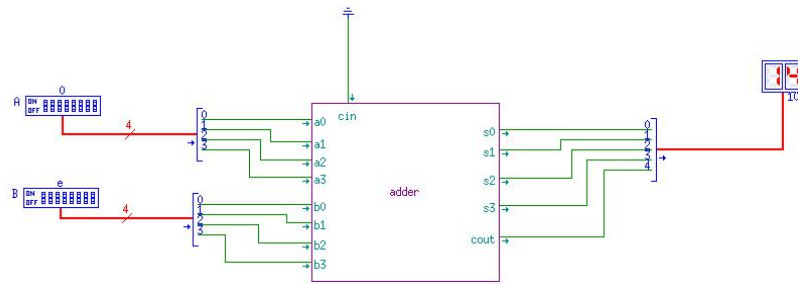
main.B:

c

Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	<i>cout</i>	s_3	s_2	s_1	s_0	<i>number</i>
0	0	0	0	1	1	1	0	0	1	1	1	0	14



TkGate: Dip Value

main.A:

0

Apply

Close

TkGate: Dip Value

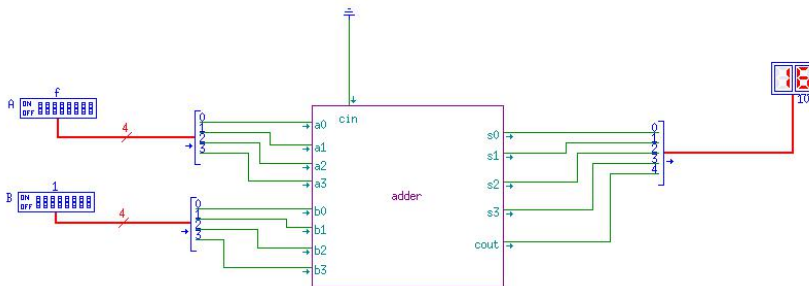
main.B:

e

Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	<i>cout</i>	s_3	s_2	s_1	s_0	<i>number</i>
1	1	1	1	0	0	0	1	1	0	0	0	0	16



TkGate: Dip Value

main.A:

f

Apply

Close

TkGate: Dip Value

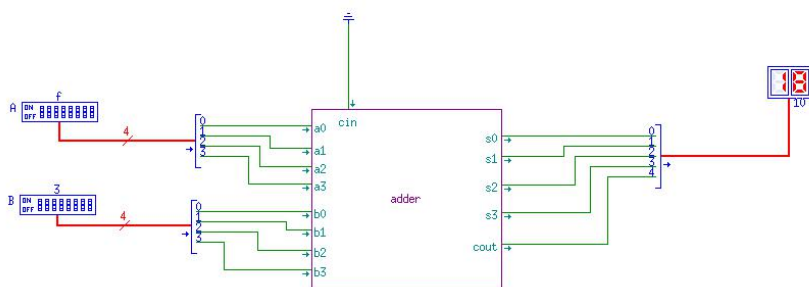
main.B:

1

Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	<i>cout</i>	s_3	s_2	s_1	s_0	<i>number</i>
1	1	1	1	0	0	1	1	1	0	0	1	0	18



TkGate: Dip Value

main.A:

f

Apply

Close

TkGate: Dip Value

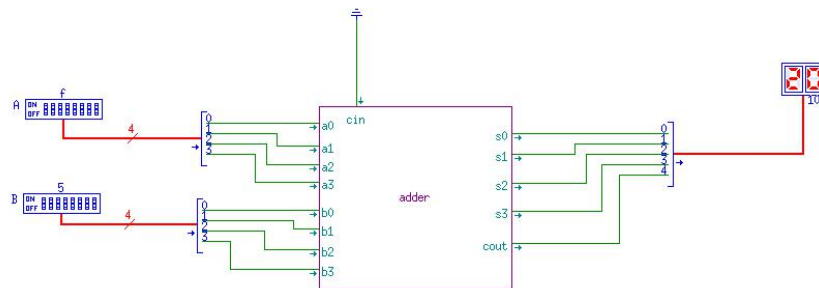
main.B:

3

Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	<i>cout</i>	s_3	s_2	s_1	s_0	<i>number</i>
1	1	1	1	0	1	0	1	1	0	1	0	0	20



TkGate: Dip Value

main.A:

f

Apply

Close

TkGate: Dip Value

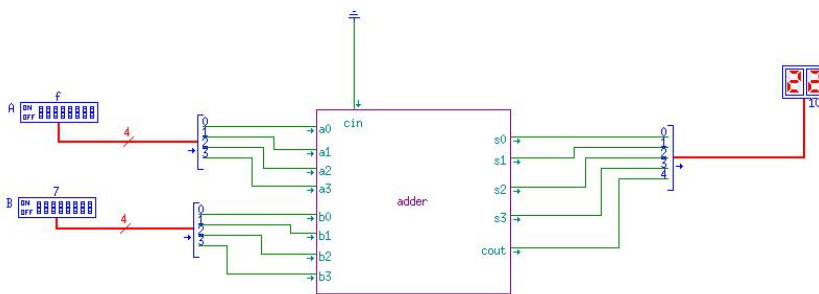
main.B:

5

Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	<i>cout</i>	s_3	s_2	s_1	s_0	<i>number</i>
1	1	1	1	0	1	1	1	1	0	1	1	0	22



TkGate: Dip Value

main.A:

f

Apply

Close

TkGate: Dip Value

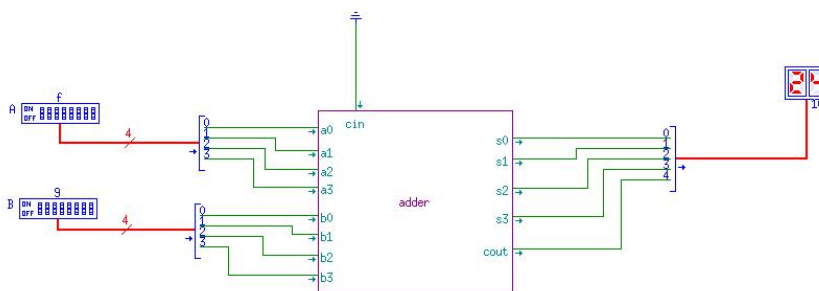
main.B:

7

Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	<i>cout</i>	s_3	s_2	s_1	s_0	<i>number</i>
1	1	1	1	1	0	0	1	1	1	0	0	0	24



TkGate: Dip Value

main.A:

f

Apply

Close

TkGate: Dip Value

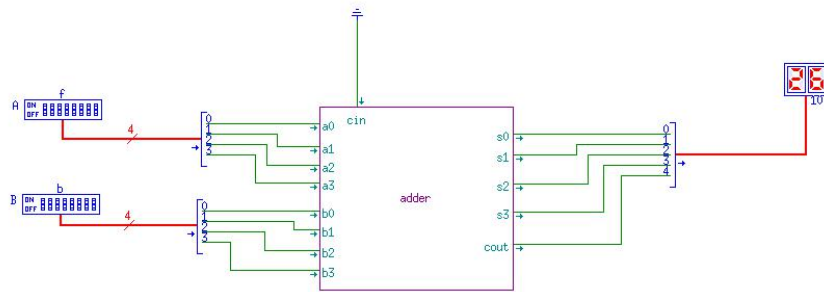
main.B:

9

Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	cout	s_3	s_2	s_1	s_0	number
1	1	1	1	1	0	1	1	1	1	0	1	0	26



TkGate: Dip Value

main.A:

f

Apply

Close

TkGate: Dip Value

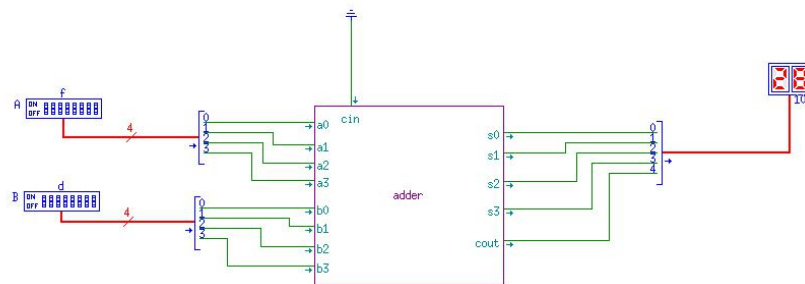
main.B:

b

Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	cout	s_3	s_2	s_1	s_0	number
1	1	1	1	1	1	0	1	1	1	1	0	0	28



TkGate: Dip Value

main.A:

f

Apply

Close

TkGate: Dip Value

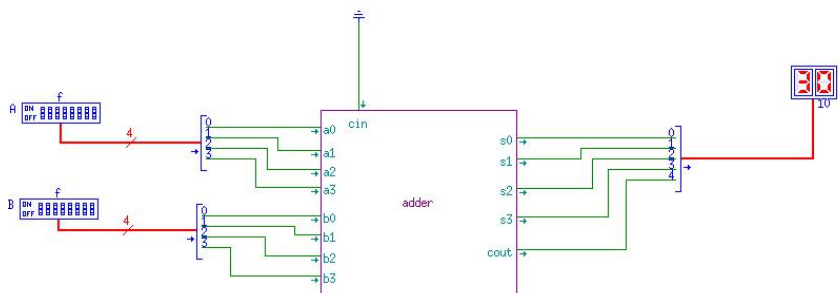
main.B:

d

Apply

Close

a_3	a_2	a_1	a_0	b_3	b_2	b_1	b_0	cout	s_3	s_2	s_1	s_0	number
1	1	1	1	1	1	1	1	1	1	1	1	0	30



TkGate: Dip Value

main.A:

f

Apply

Close

TkGate: Dip Value

main.B:

f

Apply

Close