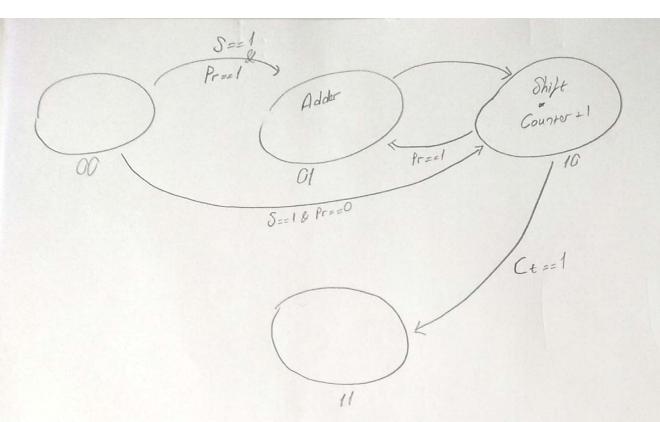
- My design work correctly all situation.
- Program will start when you write 1 bit to start bit. Program doesn't have restart buton. You have to reset program.

DataPath

- ❖ I used one adder and one shifter. Adder and shifter has enable bit. Example, When adder enable bit come, adder will work.
- ❖ Counter will work when CT signal is one. Counter will work until 32.
- I used two mux.
 - Upper mux that chose first multiplier when counter 0, after that mux choose shifter RESULT-R.
 - Down mux that choose the adder result or shifter result. Because sometimes adder doesn't work so if this be,mux choose shifter result.



S ₁ S ₀ S Pr C ₁ 0 0 0 × × 0 0 1 0 × 0 0 1 1 × 0 1 × × ×	10011	$H = S_{1}S_{0}'P_{1}'S_{+} S_{1}'S_{0} + S_{1}S_{0}'P_{1}'C_{4}' + S_{1}S_{0}'C_{4}'$ $H_{0} = S_{1}'S_{0}'SP_{1} + S_{1}S_{0}'P_{1}C_{4}' + S_{1}S_{0}'C_{4}' + S_{1}S_{0}'C_{4}'$ $A = S_{1}'S_{0}'SP_{1} + S_{1}S_{0}'P_{1}C_{4}'$ $S_{1} = S_{1}'S_{0}'SP_{1}' + S_{1}'S_{0} + S_{1}S_{0}'P_{1}'C_{4}'$
10 × 10	01.1.00	
10 × 00	10 0 1 1	S= Start Pr = Product control
10 × × 1	11 0 00	Ct = Counter equal to 32 or not
11 x x x	11 0 00	C = Countr enable signal
		Sh = Shifter eable signal