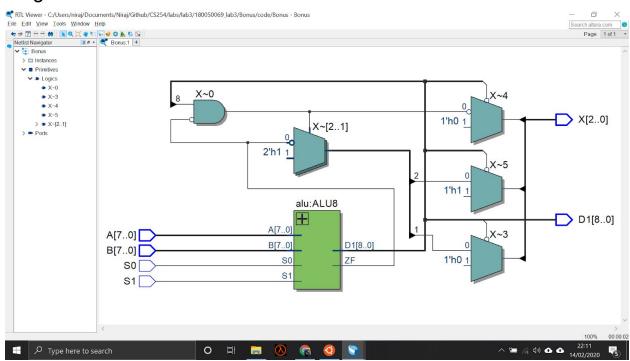
ALU

- 1. Implementation details
 - a. Complete behavioral implementation.
 - b. Gates used as taught in class.
 - c. If else loop and and, xor, not & or gates used.

2. Diagram



3. Simulation:

