

addsub  
input\_vector1[3:0]  
[3]  
[2]  
[1]  
[0]  
input\_vector2[3:0]  
[3]  
[2]  
[1]  
[0]  
output\_vector[4:0]  
[4]  
[3]  
[2]  
[1]  
[0]

