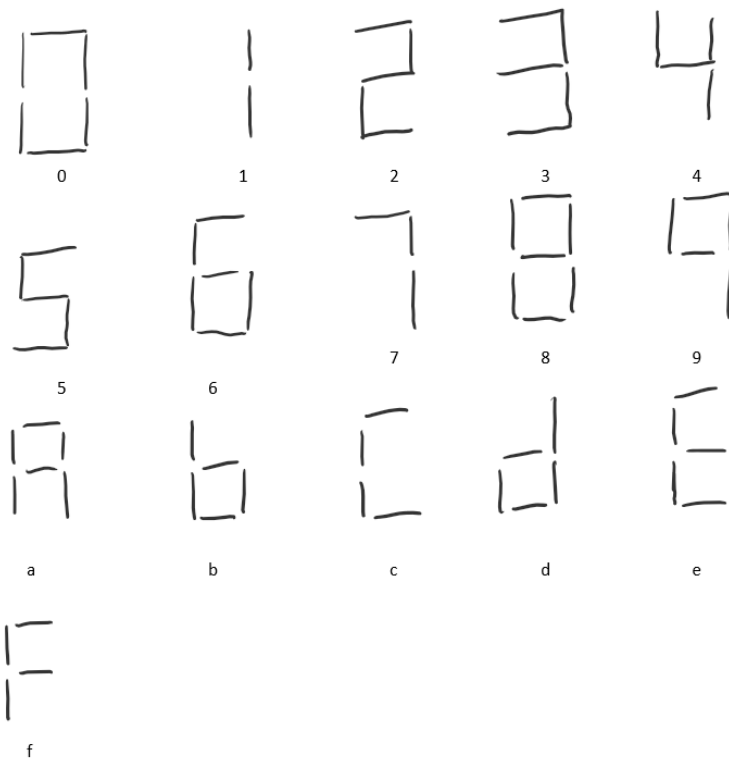1. Expand figure 2.48 from the textbook to take all Hexadecimal characters 0-F.

2. Remake Table 2.6 from the textbook to reflect the figure created in question 1 using active low hardware. This means draw the truth table for hexadecimal version

D3:0	Sa	Sb	Sc	Sd	Se	Sf	Sg
0000	1	1	1	1	1	1	0
0001	0	1	1	0	0	0	0
0010	1	1	0	1	1	0	1
0011	1	1	1	1	0	0	1
0100	0	1	1	0	0	1	1
0101	1	0	1	1	0	1	1
0110	1	0	1	1	1	1	1
0111	1	1	1	0	0	0	0
1000	1	1	1	1	1	1	1
1001	1	1	1	0	0	1	1
1010	1	1	1	0	1	1	1
1011	0	0	1	1	1	1	1
1100	1	0	0	1	1	1	0
1101	0	1	1	1	1	0	1
1110	1	0	0	1	1	1	1
1111	1	0	0	0	1	1	1