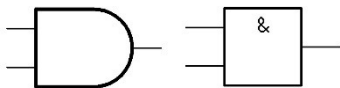


AND

$A \& B$, $A \cdot B$, $A \wedge B$

| A | B | Y (A AND B) |
|---|---|-------------|
| 0 | 0 | 0 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

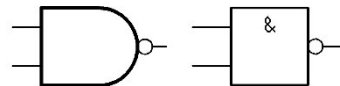


Máscara: extrai bits

NAND

$A \uparrow B$

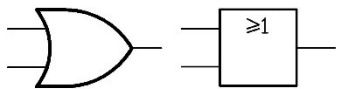
| A | B | Y (A NAND B) |
|---|---|--------------|
| 0 | 0 | 1 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |



OR

$A \mid B$, $A + B$, $A \vee B$

| A | B | Y (A OR B) |
|---|---|------------|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 1 |

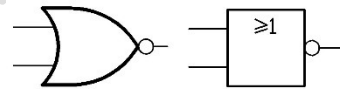


Máscara: força bits em "1"

NOR

$A \downarrow B$

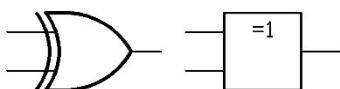
| A | B | Y (A NOR B) |
|---|---|-------------|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 0 |



XOR

$A \oplus B$

| A | B | Y (A XOR B) |
|---|---|-------------|
| 0 | 0 | 0 |
| 0 | 1 | 1 |
| 1 | 0 | 1 |
| 1 | 1 | 0 |



Máscara: inverte bits

XNOR

$A \odot B$

| A | B | Y (A XNOR B) |
|---|---|--------------|
| 0 | 0 | 1 |
| 0 | 1 | 0 |
| 1 | 0 | 0 |
| 1 | 1 | 1 |

