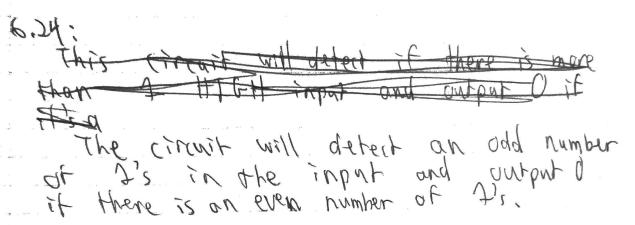
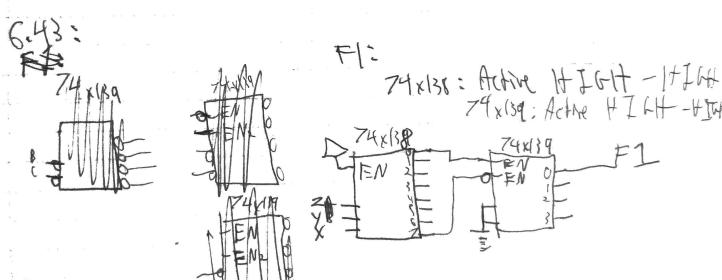
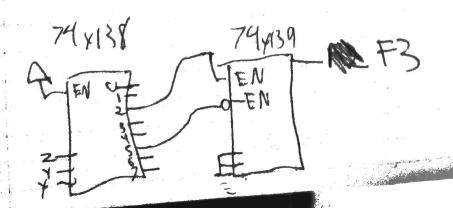
## (0(0 HW #6





73 12: 74×139 Active HIGH-HIGH



F2 M: Both Chips Atthe High- High 74 4138 Acting H-H CM ABC 3

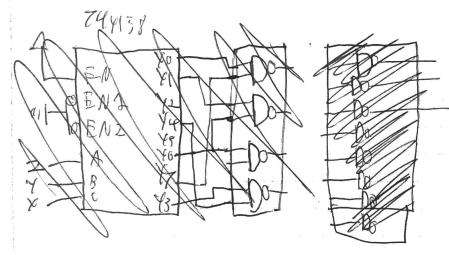
6.81: 8001000 MSB All Franks 6.92: A PEGI P= 0, 3,4,6,8,10,12,14-7MSP a= 0,13,5,7,0,11,13,15-2MSB

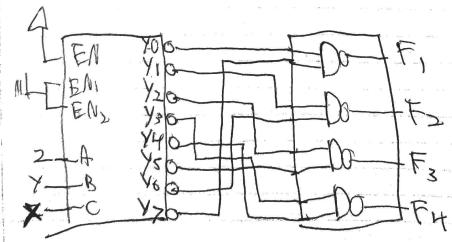
6. A: IV because it is the smallest number so Here will be less dependency on Carry calcularions I'm because it is the largest and therefore will have the largest dependency on carp Values.

## HW #6 Resubmission!

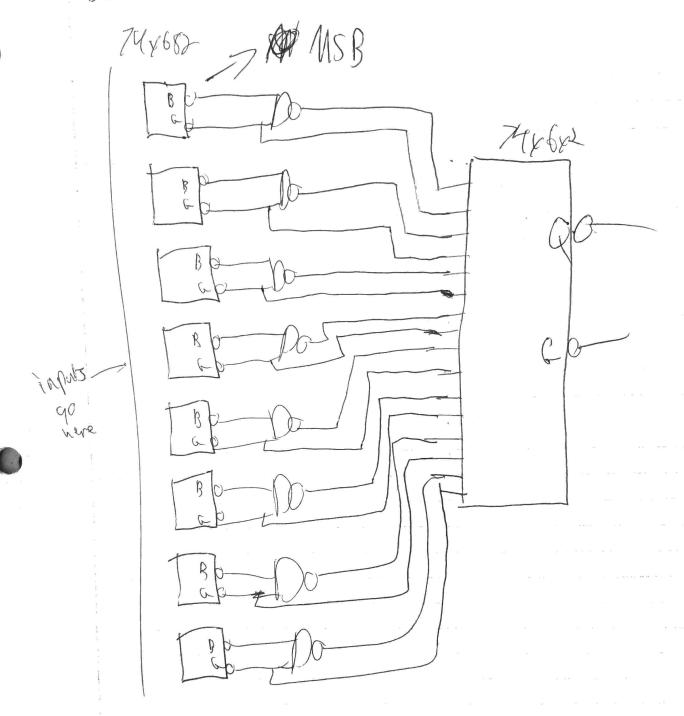
2. It althects the parity of the number. Of whether it is even or not. This circuit con tell it the input is even.

2.  $F_1 = x'y' \cdot 2' + xyz$   $F_2 = x'y' \cdot 2' + xyz'$   $F_3 = x'y' \cdot 2' + xyz'$   $F_4 = x'y' \cdot 2' + x'y'z'$   $F_4 = x'y' \cdot 2' + x'y'z'$   $F_4 = x'y'z' + x'y'z'$ 





PR ARCH ARCH GOCHABC = Z It There 3n't much to say here. I just analyzed the chart incorrectly. I believe I thought the mount was always tred to A because the other paths always seemed closed at a) iii. This value has minimal carry operations unlike what I thought. Therefore it will own the forter (b) II. This value has the most carry cuts so



that the outputs should feed into an AND instead of NAND. I also tred the inputs together on the toyer I only which didn't make sense, I see what I did need to do. Compensing the G output would immediately show which one is greaten.

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