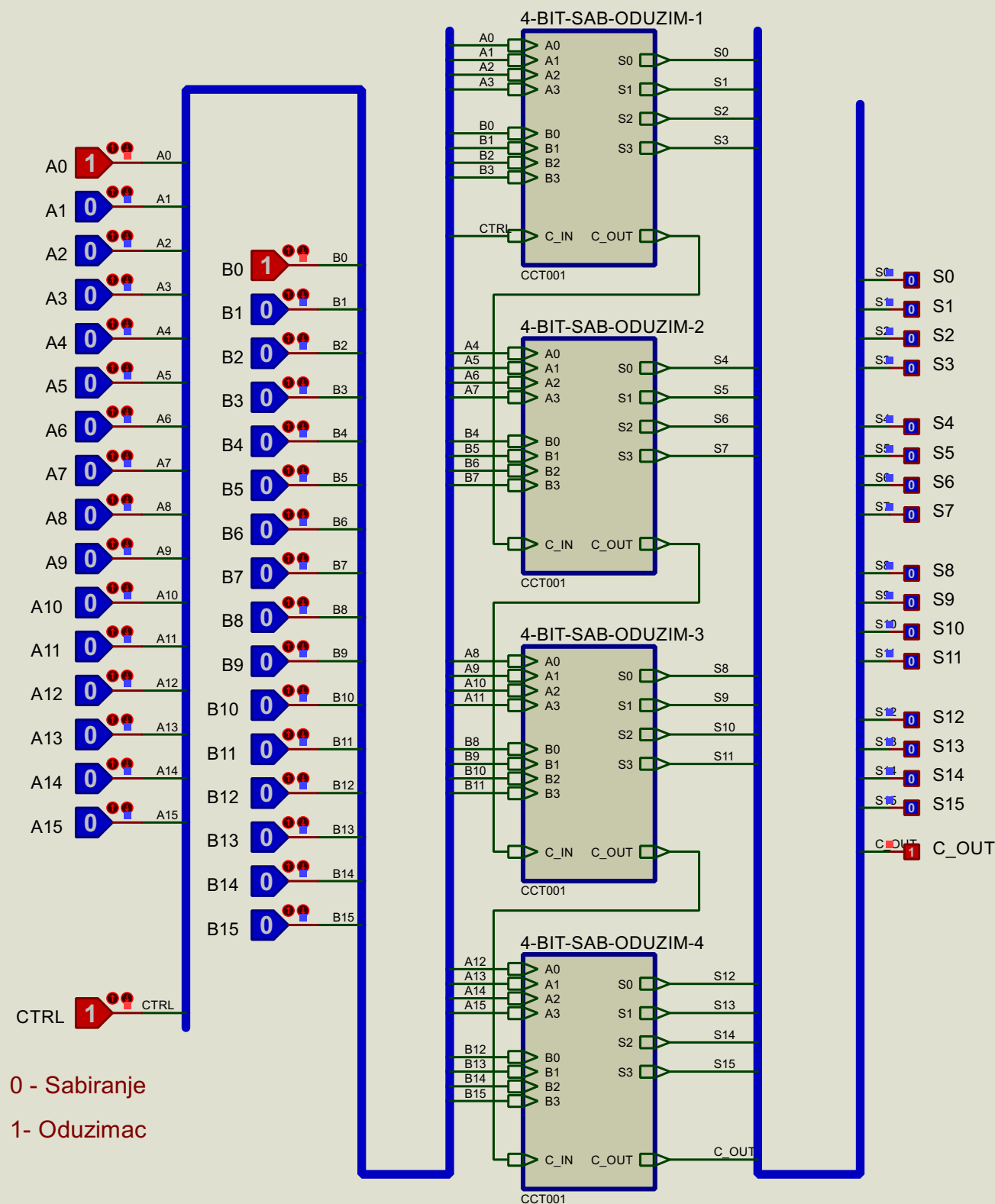
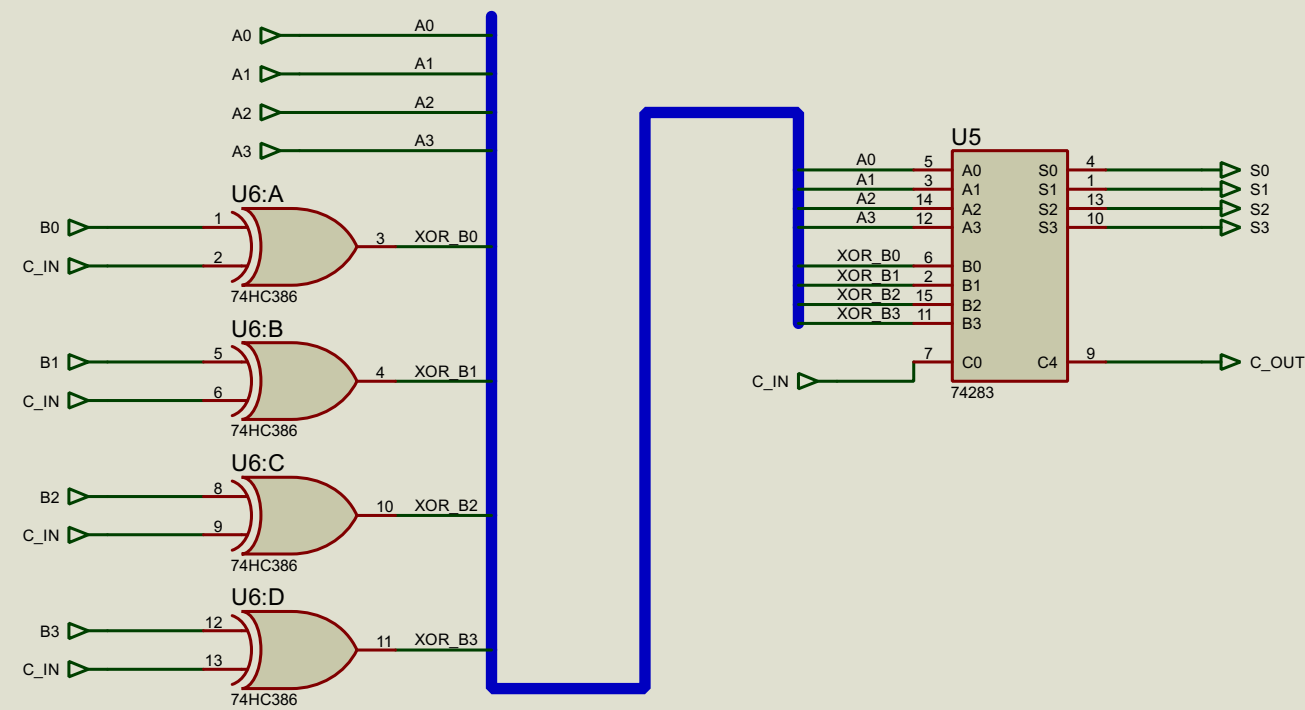


# 16-bit Sabirac i Oduzamac



# 4-bit Sabirac i Oduzamac u modulu



0 - Sabiranje  
1- Oduzimanje