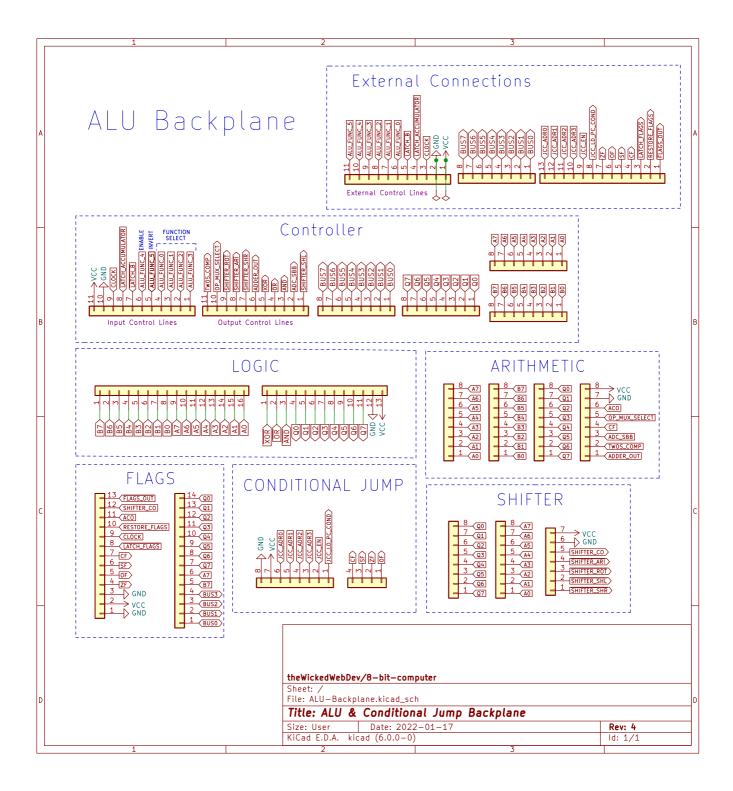
Arithmetic Logic Unit and Conditional Jump

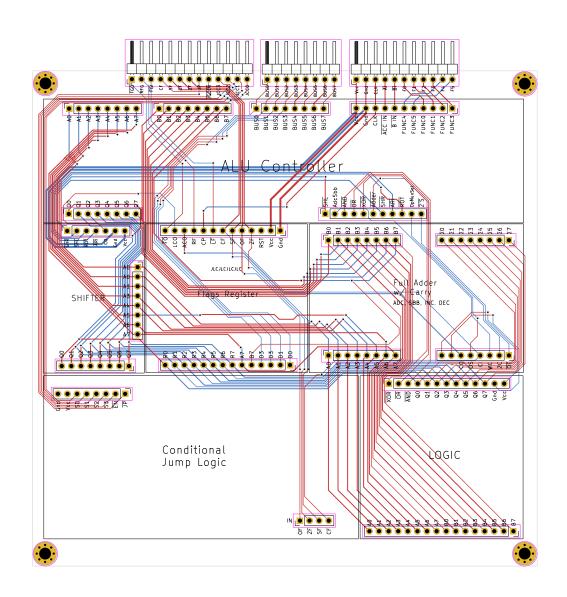
TRUTH TABLE

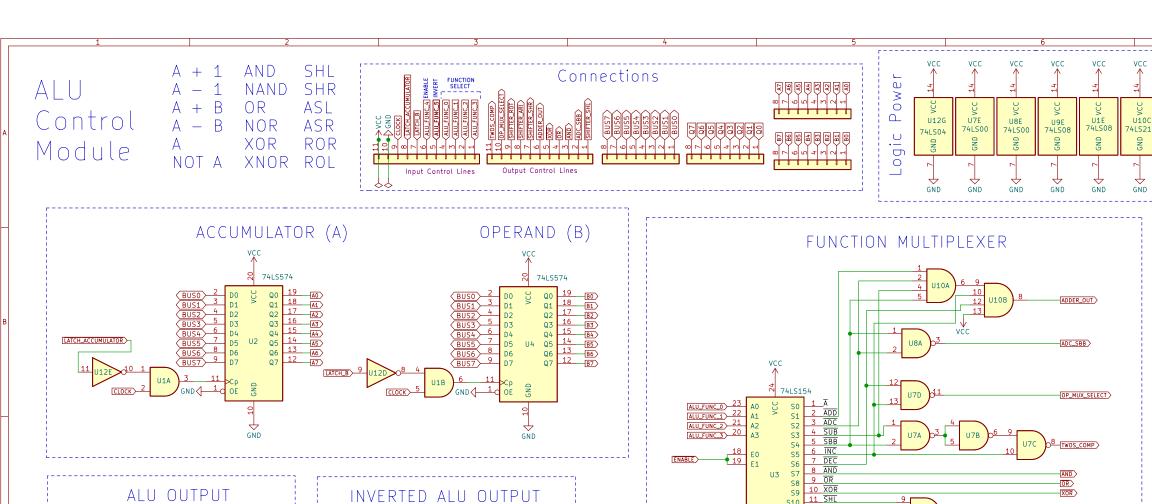
	A*	ADD	ADC	SUB	SBB	INC	DEC	AND	OR	XOR	SHL	SHR	ASL	ASR	ROR	ROL	СМР	TEST	NAND	NOR	XNOR	NOT A
AI L	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/
BI L	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/	_/
FLAG_IN L	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	0	0	0
ALU FO	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0	1	1	1	1	0	1	0
ALU F1	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1	1	1	1	1	0	0	0
ALU F2	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1	1	0	1	1	0	0	0
ALU F3	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	0	0	0	1	1	0
(Invert Output) F4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0
(Enable ALU) F5	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1

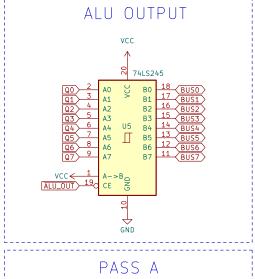
			JLE	JG	JGE	JL	JA	JBE	JNB	ЈВ	JNE	JE				
	NOP	JP	JNG	JNLE	JNL	JNGE	JNBE	JNA	JAE	JNAE	JNZ	JZ	JNS	JS	JNO	JO
			DNG	ONLE	JAL	UNGE	UNDE	UNA	JNC	JC	UNZ	02				
JCC_EN L	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
JCC_ADD3	х	0	1	0	1	0	1	0	1	0	1	0	1	0	1	0
JCC_ADD2	х	0	0	1	1	0	0	1	1	0	0	1	1	0	0	1
JCC_ADD1	х	0	0	0	0	1	1	1	1	0	0	0	0	1	1	1
JCC_ADD0	х	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1

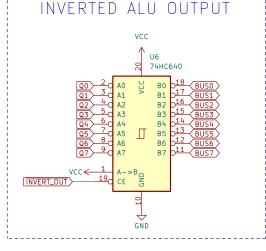
		PUSH FLG*	PUSH FLG*
FLAG_OUT	L	L	L
RESTORE_FLAGS	Н	L	Н

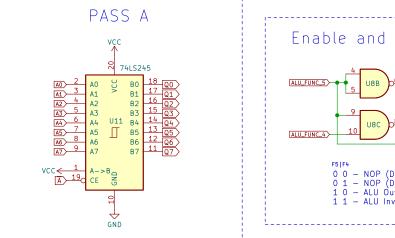


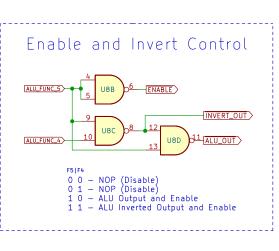


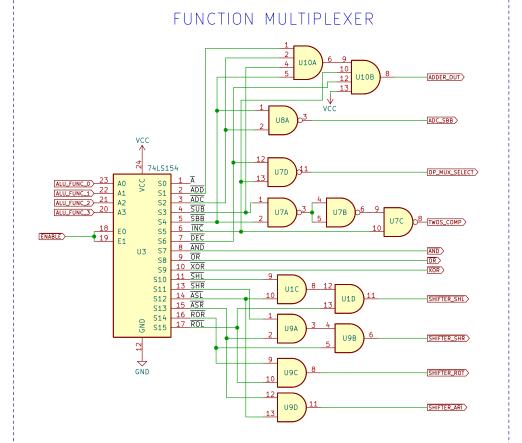


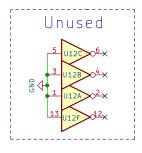


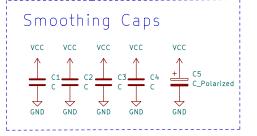




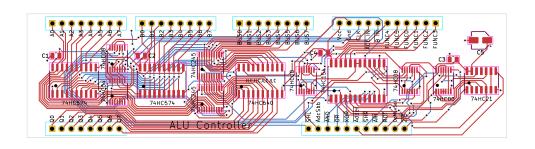


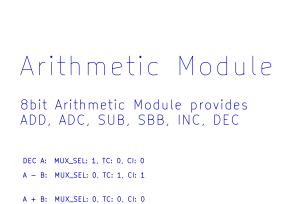






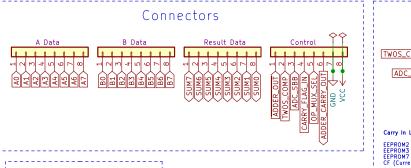
				E
Sheet: /				
File: Control_and	d_Output.kicad_sch			
Title:				
Size: User	Date:		Rev:	
KiCad E.D.A. kid	ad (6.0.0-0)		ld: 1/1	
	5	6		



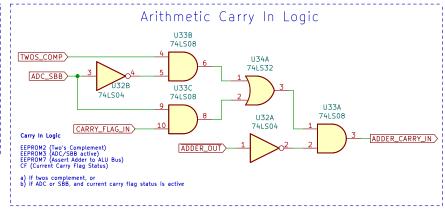


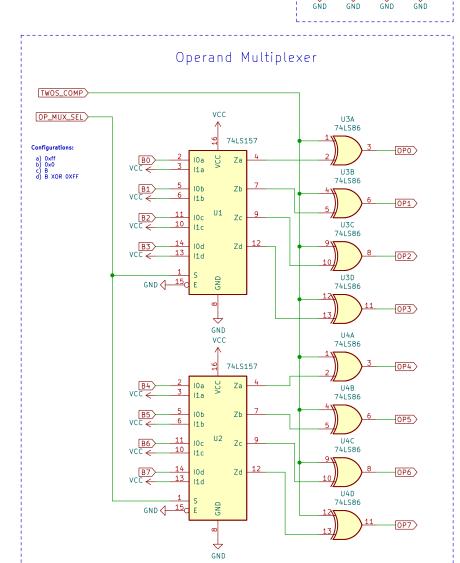
INC A: MUX_SEL: 1, TC: 1, CI: 1

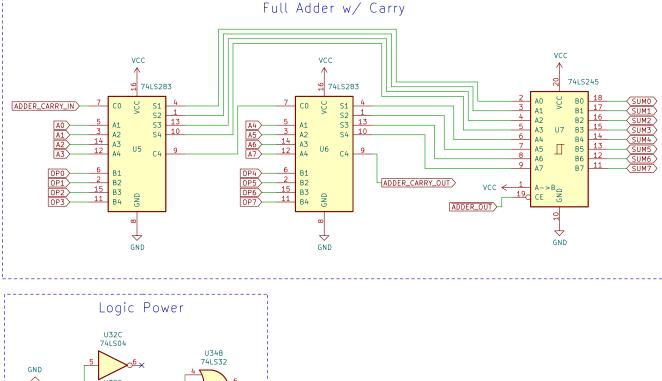
A - B - Ci: MUX_SEL: 0, TC: 1, CI: ? A + B + Cf: MUX_SEL: 0, TC: 0, CI: ?

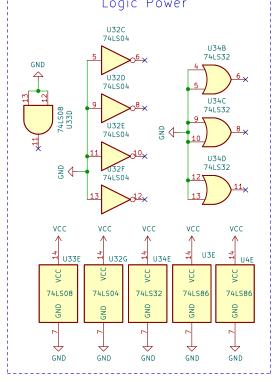


Smoothing Caps









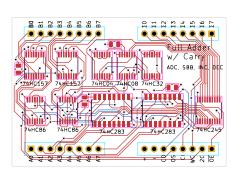
ADD / SUB / ADC / SBB / INC / DEC

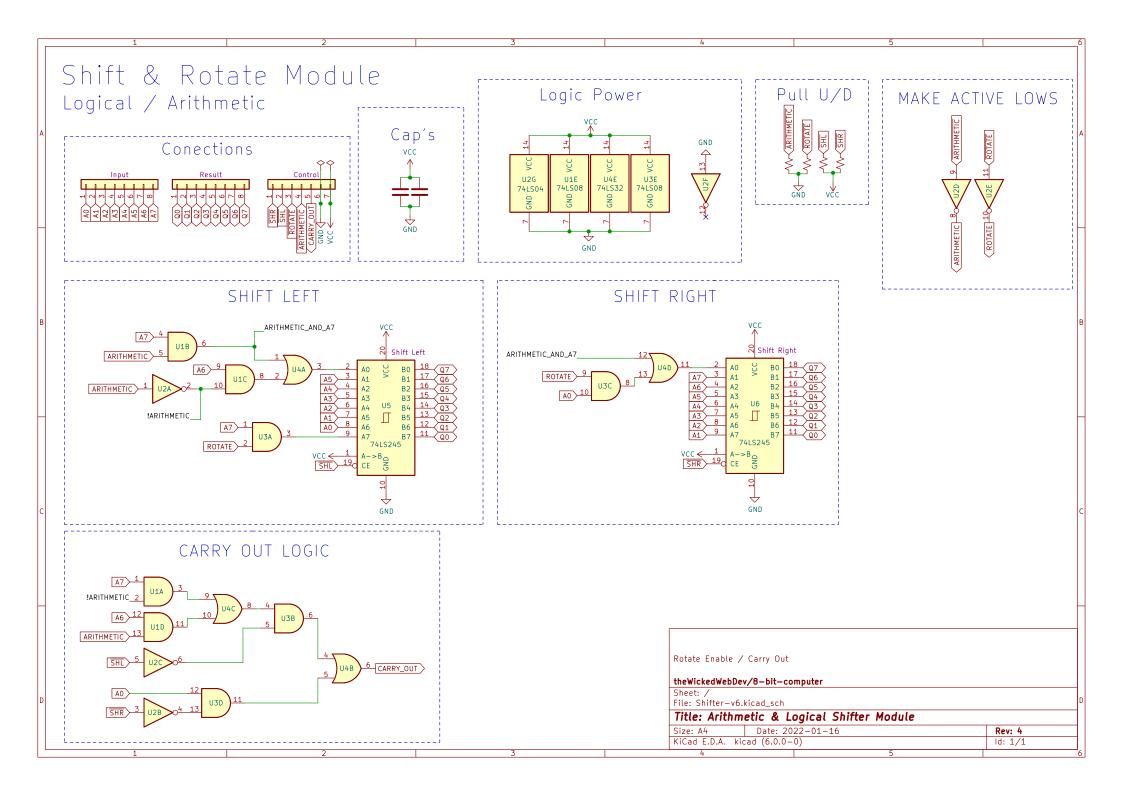
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File: Arithmetic.kicad_sch

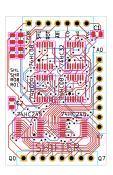
Title: Arithmetic Module

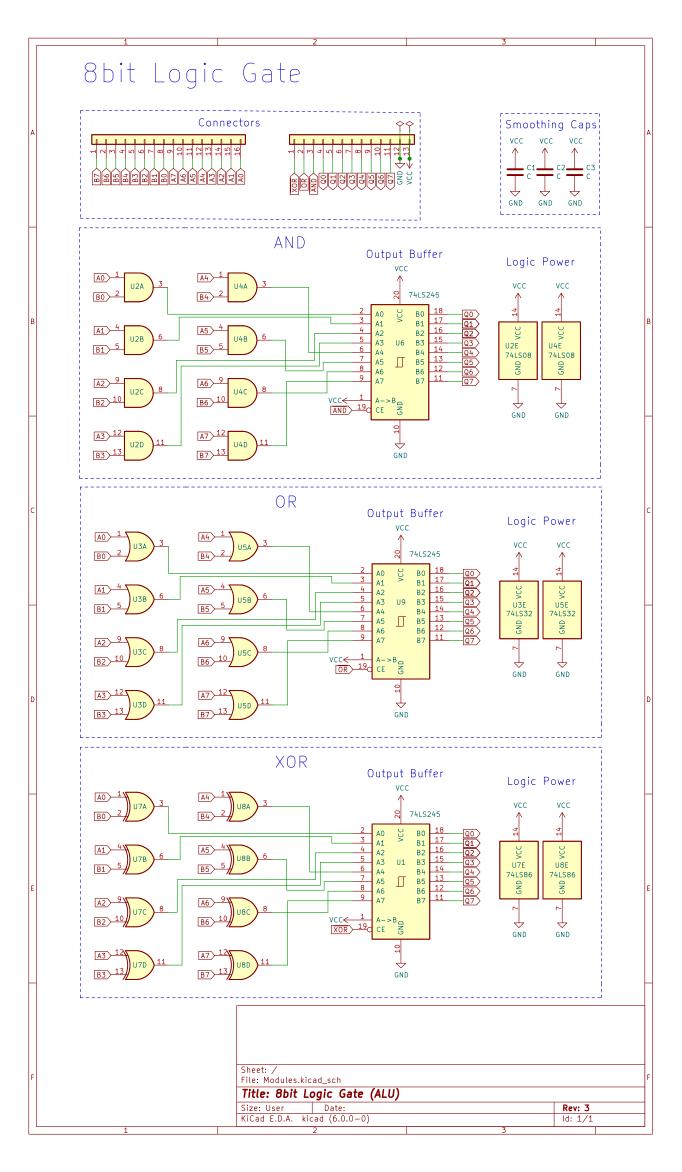
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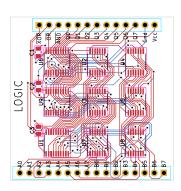
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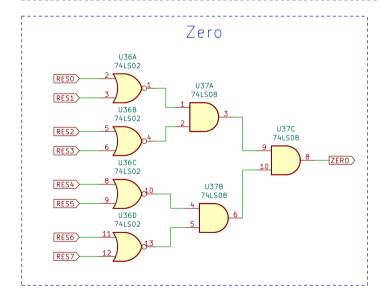
FLAGS REGISTER

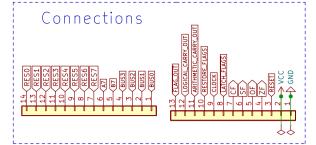
 $\overline{\text{LATCH_FLAGS}} - \text{A LOW}$ signal will store the data asserted from the multiplexer into the Flags Register (FR)

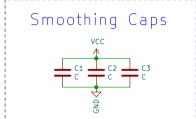
- RESTORE: LOW, uses signals from ALU - RESTORE: HIGH, uses signal asserted on data bus

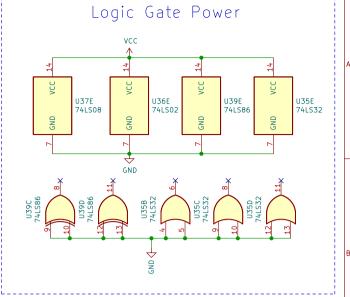
 $\overline{\text{FLAG_OUT}}$ — Assers the current flags statuses onto the Data bus, typically used to push it onto the stack to handle an ISR

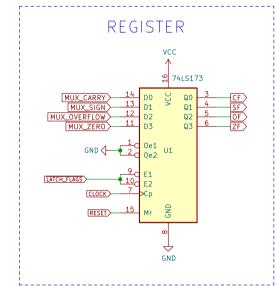
Source Multiplexer Flags come directly from ALU, or, from the flag/data bus to restore flags from the stack or another location U35A 74LS32 74LS157 ARITHMETIC_CARRY_OUT MUX_CARRY > l1b OVERFLOW 10c U38 MUX_OVERFLOW BUS2> I1 c BUS3 I1d RESTORE_FLAGS GND (15 GND

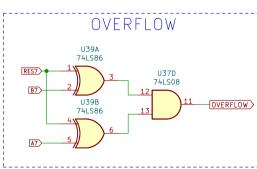


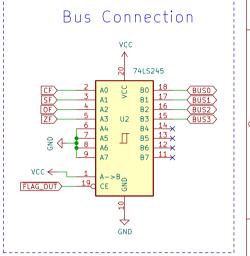


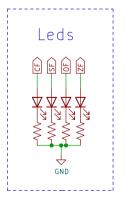












For storing and asserting current flag statuses from ALU **theWickedWebDev/8-Bit-Computer**

File: Flags Register.kicad_sch

Title: Flags Register

Rev: 3 Size: User Date: 2022-01-03 KiCad E.D.A. kicad (6.0.0-0) ld: 1/1

