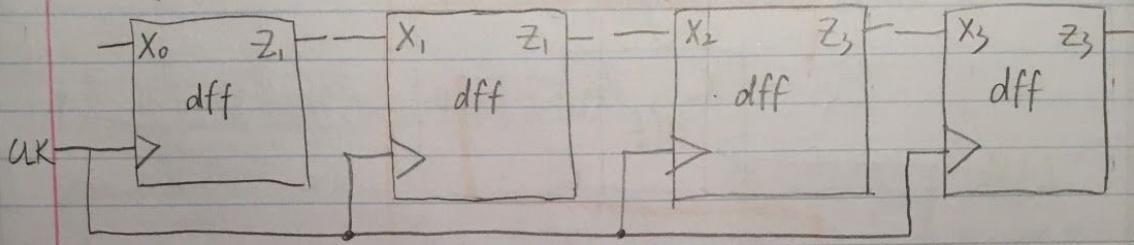
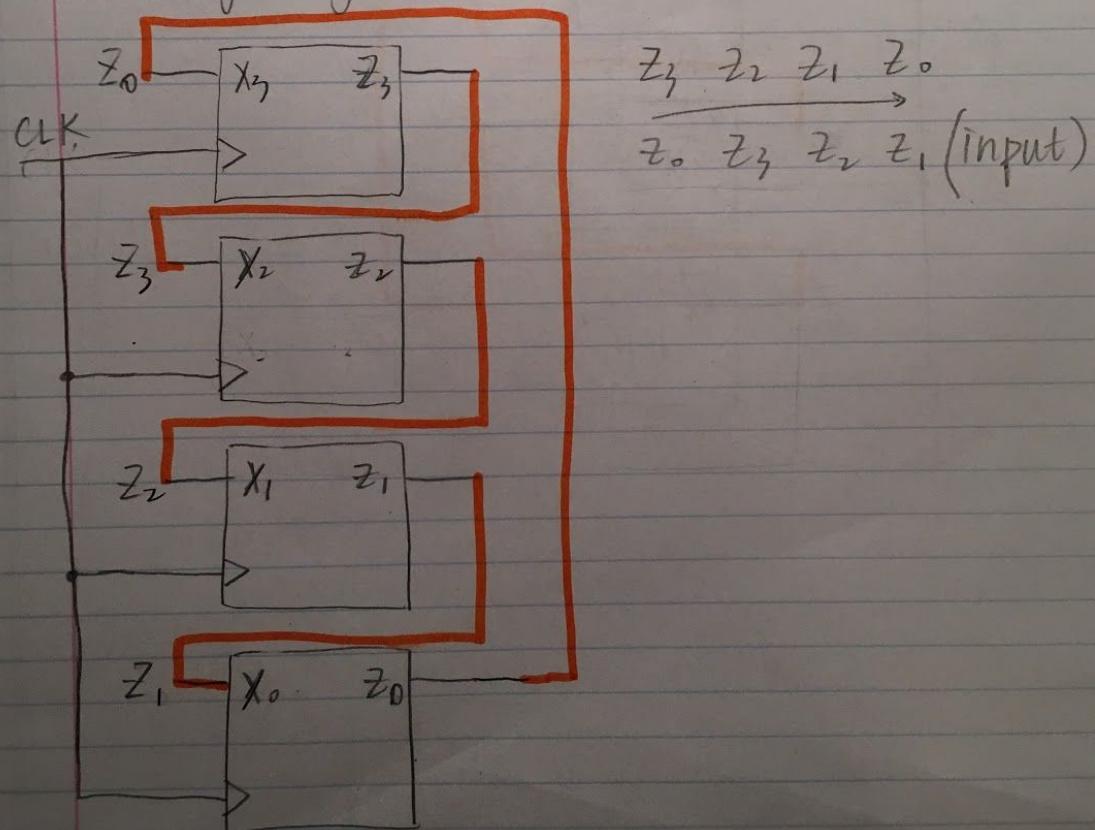


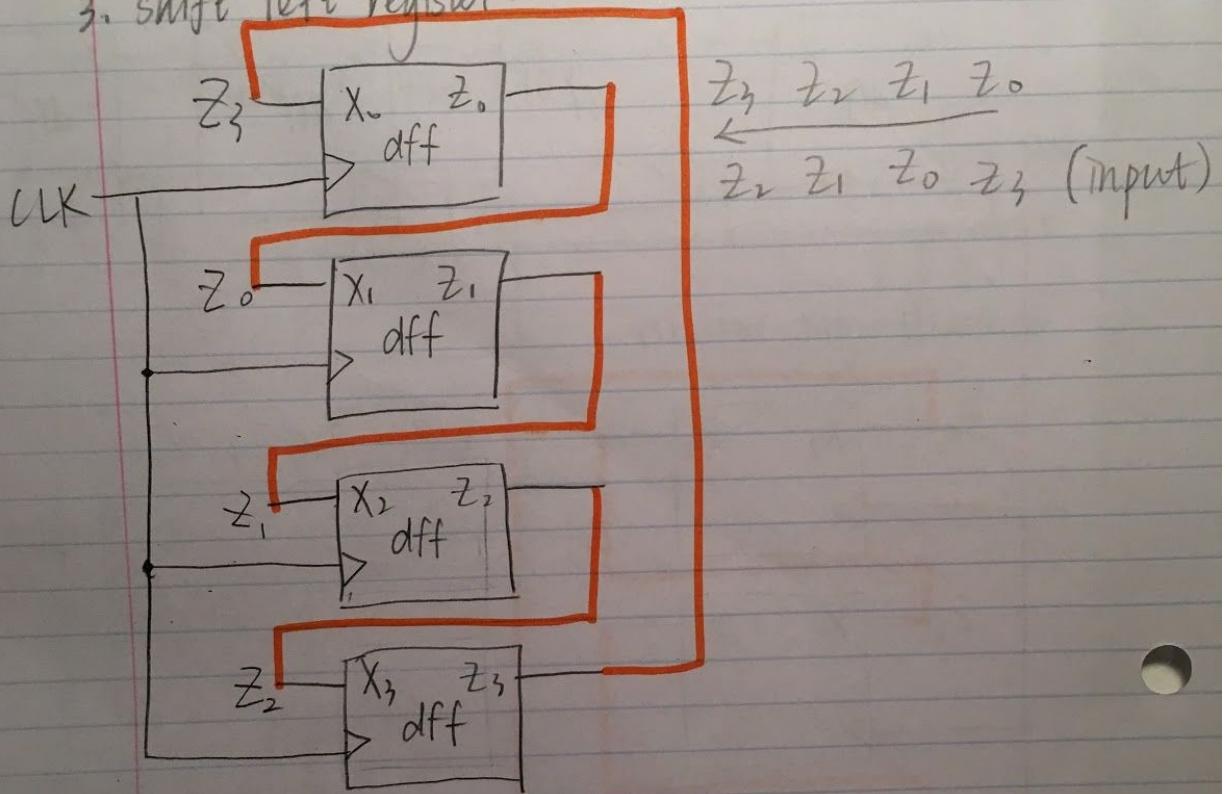
1. storage register



2. shift right register.



3. shift left register



4. I will use a 4to1 MUX

