

## Arithmetic Units

**Part A** Complete the truth table for a one bit binary full-adder.

$X$	$Y$	$CARRY_{in}$	$SUM$	$CARRY_{out}$
0	0	0		
1	0	0		
0	1	0		
1	1	0		
0	0	1		
1	0	1		
0	1	1		
1	1	1		

**Part B** Implement a one bit binary full-adder using AND, OR, NAND, NOR, NOT, XOR, and XNOR gates. Label the inputs  $A$ ,  $B$ , and  $CARRY_{in}$ . Label the outputs  $SUM$  and  $CARRY_{out}$ . Use mixed logic design methodology.

**Part C** The truth table for a one bit binary full-subtractor is given below. First determine the simplified expression for *DIFFERENCE* and *BORROW<sub>out</sub>*. Then implement this truth table using basic gates (AND, OR, NAND, NOR, NOT, XOR, and XNOR). Be sure to label the inputs *X*, *Y*, *BORROW<sub>in</sub>*, and the outputs *DIFFERENCE*, and *BORROW<sub>out</sub>*. Assume that you have the input signals and their complements.

<i>X</i>	<i>Y</i>	<i>BORROW<sub>in</sub></i>	<i>DIFFERENCE</i>	<i>BORROW<sub>out</sub></i>
0	0	0	0	0
1	0	0	1	0
0	1	0	1	1
1	1	0	0	0
0	0	1	1	1
1	0	1	0	0
0	1	1	0	1
1	1	1	1	1

*DIFFERENCE* = \_\_\_\_\_

*BORROW<sub>out</sub>* = \_\_\_\_\_

**Part D** Using a four bit adder, build a four bit adder/subtractors. Use AND, OR, NAND, NOR, NOT, XOR, and XNOR gates plus the adder drawn below. Label your inputs *X<sub>3</sub>*, *X<sub>2</sub>*, *X<sub>1</sub>*, *X<sub>0</sub>*, *Y<sub>3</sub>*, *Y<sub>2</sub>*, *Y<sub>1</sub>*, *Y<sub>0</sub>*, and *Add/Subtract*. Label your outputs *Z<sub>3</sub>*, *Z<sub>2</sub>*, *Z<sub>1</sub>*, and *Z<sub>0</sub>*.

