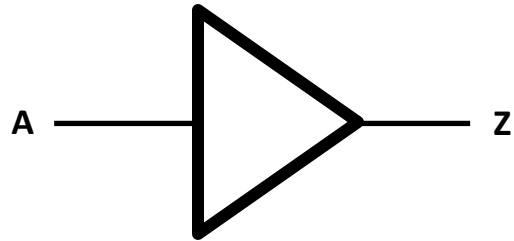
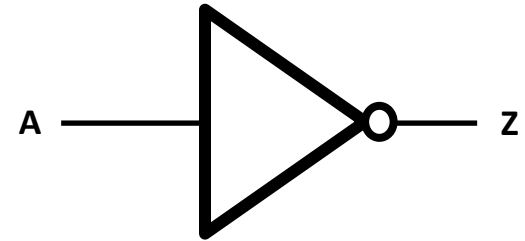


BUFFER



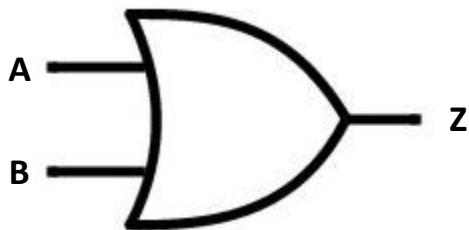
A	Z
0	0
1	1

INVERTER



A	Z
0	1
1	0

OR



A	B	Z
0	0	0
0	1	1
1	0	1
1	1	1

If either A OR B is a 1, Z is a 1

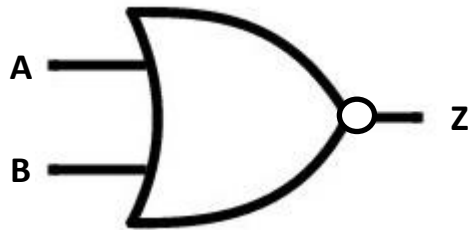
AND



A	B	Z
0	0	0
0	1	0
1	0	0
1	1	1

If A AND B is a 1, then Z is a 1

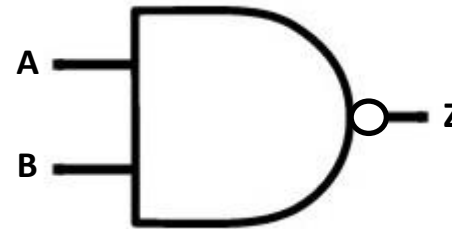
NOR



A	B	Z
0	0	1
0	1	0
1	0	0
1	1	0

Inverted OR

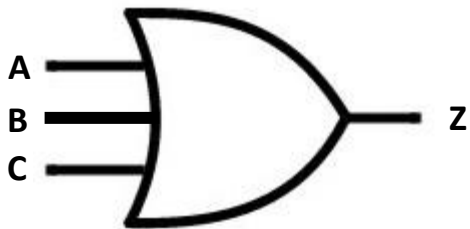
NAND



A	B	Z
0	0	1
0	1	1
1	0	1
1	1	0

Inverted AND

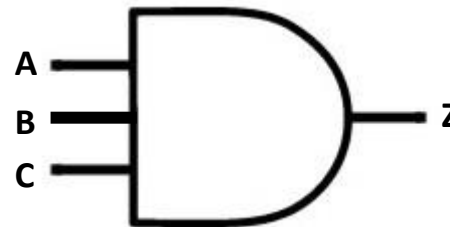
3 Input OR



If any input is a 1,
then Z is a 1.

A	B	C	OR Z	NOR Z
0	0	0	0	1
0	0	1	1	0
0	1	0	1	0
0	1	1	1	0
1	0	0	1	0
1	0	1	1	0
1	1	0	1	0
1	1	1	1	0

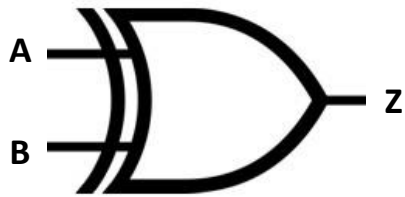
3 Input AND



If all inputs are a 1,
Then Z is a 1.

A	B	C	AND Z	NAND Z
0	0	0	0	1
0	0	1	0	1
0	1	0	0	1
0	1	1	0	1
1	0	0	0	1
1	0	1	0	1
1	1	0	0	1
1	1	1	1	0

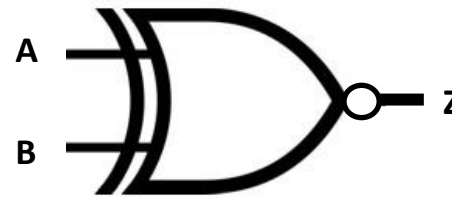
XOR



A	B	Z
0	0	0
0	1	1
1	0	1
1	1	0

If one of the inputs is a 1,
then Z is a 1. (but not both)

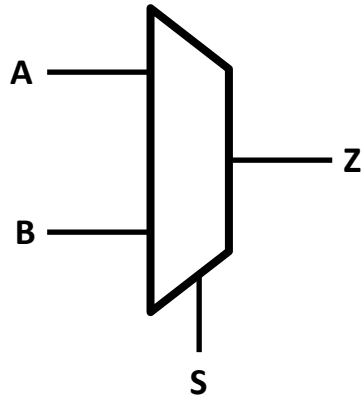
XNOR



A	B	Z
0	0	1
0	1	0
1	0	0
1	1	1

If one of the inputs is a 1,
then Z is a 0. (but not both)

MUX or SELECTOR



S	Z
0	A
1	B