

C3 MULTIPLICADOR TABLA DE VERDAD DE ENTRADAS

	OPCODE			VECTOR SELECTED		F0				F1				
	DP(0)	CP(1)	ADD CODE	F0	F1	S3	S2	S1	S0	S3	S2	S1	S0	
m0	0	0	0	Ax	Bx	0	0	0	0	0	1	0	0	m3
	0	1	1											
	1	0	0	Ay	Bz	0	0	0	1	0	1	1	0	
	1	1	1	Cy	Dz	1	0	0	1	1	1	1	0	
m1	0	0	0	Ay	By	0	0	0	1	0	1	0	1	m4
	0	1	1											
	1	0	0	Az	By	0	0	1	0	0	1	0	1	
	1	1	1	Cz	Dy	1	0	1	0	1	1	0	1	
m2	0	0	0	Az	Bz	0	0	1	0	0	1	1	0	m5
	0	1	1											
	1	0	0	Az	Bx	0	0	1	0	0	1	0	0	
	1	1	1	Cz	Dx	1	0	1	0	1	1	0	0	
	0	0	0											
	0	1	1	Cx	Dx	1	0	0	0	1	1	0	0	
	1	0	0	Ax	Bz	0	0	0	0	0	1	1	0	
	1	1	1	Cx	Dz	1	0	0	0	1	1	1	0	
	0	0	0											
	0	1	1	Cy	Dy	1	0	0	1	1	0	1		
	1	0	0	Ax	By	0	0	0	0	0	1	0	1	
	1	1	1	Cx	Dy	1	0	0	0	1	1	0	1	
	0	0	0											
	0	1	1	Cz	Dz	1	0	1	0	1	1	1	0	
	1	0	0	Ay	Bx	0	0	0	1	0	1	0	0	
	1	1	1	Cy	Dx	1	0	0	1	1	1	0	0	

\* Las entradas son OPCODE Y ADD CODE  
 \* Las salidas son F0 y F1, para cada multiplicador mi

