



## Partial Datapath:

- Control and status signal names would depend on your ASMD chart from Question 1. As would counter usage (*i.e.*, initial value and exit status signal).
- MUX selector signals could be changed (*i.e.*, Sum for ROM addr MUX and Sum for P en) as long as you flip the 0/1 input designations as well. This also depends on whether you loaded ROM[A+L] or ROM[B+L] in the loading stage.
- We did not expect you to show the clock connections, even though everything would need to be connected to the same clock.

