Name! That! Gate!

Logic Gate Characteristics

2-Input **AND**			
c	b	a	**Y**
	0	*0*	*0*
	0	*1*	*0*
	1	*0*	*0*
	1	*1*	*1*

2-Input **OR**			
c	b	a	**Y**
	0	*0*	*0*
	0	*1*	*1*
	1	*0*	*1*
	1	*1*	*1*

3-Input **AND**			
c	b	a	**Y**
0	*0*	*0*	*0*
0	*0*	*1*	*0*
0	*1*	*0*	*0*
0	*1*	*1*	*0*
1	*0*	*0*	*0*
1	*0*	*1*	*0*
1	*1*	*0*	*0*
1	*1*	*1*	*1*

3-Input **OR**			
c	b	a	**Y**
0	*0*	*0*	*0*
0	*0*	*1*	*1*
0	*1*	*0*	*1*
0	*1*	*1*	*1*
1	*0*	*0*	*1*
1	*0*	*1*	*1*
1	*1*	*0*	*1*
1	*1*	*1*	*1*

2-Input **NAND**			
c	b	a	**Y**
	0	*0*	*1*
	0	*1*	*1*
	1	*0*	*1*
	1	*1*	*0*

2-Input **NOR**			
c	b	a	**Y**
	0	*0*	*1*
	0	*1*	*0*
	1	*0*	*0*
	1	*1*	*0*

3-Input **NAND**			
c	b	a	**Y**
0	*0*	*0*	*1*
0	*0*	*1*	*1*
0	*1*	*0*	*1*
0	*1*	*1*	*1*
1	*0*	*0*	*1*
1	*0*	*1*	*1*
1	*1*	*0*	*1*
1	*1*	*1*	*0*

3-Input **NOR**			
c	b	a	**Y**
0	*0*	*0*	*1*
0	*0*	*1*	*0*
0	*1*	*0*	*0*
0	*1*	*1*	*0*
1	*0*	*0*	*0*
1	*0*	*1*	*0*
1	*1*	*0*	*0*
1	*1*	*1*	*0*

2-Input **XOR**			
c	b	a	**Y**
	0	*0*	*0*
	0	*1*	*1*
	1	*0*	*1*
	1	1	0

2-Input **XNOR**			
c	b	a	**Y**
	0	*0*	*1*
	0	*1*	*0*
	1	*0*	*0*
	1	1	1

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