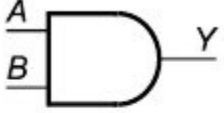

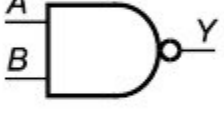
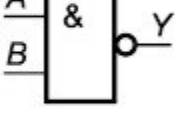

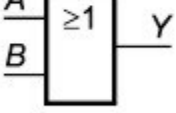

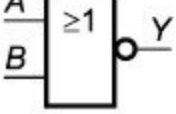
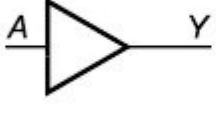
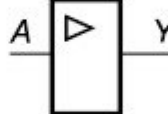
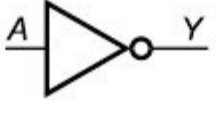
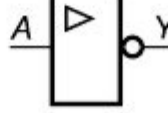
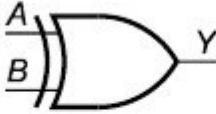
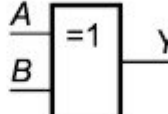

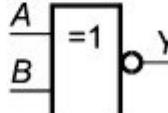
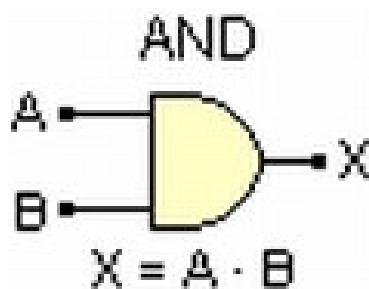


Bramki logiczne

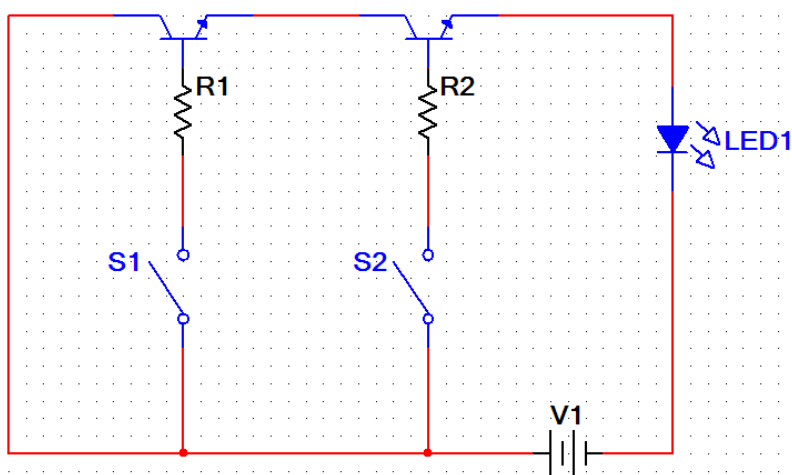
Różne oznaczenia bramek logicznych w schematach

Nazwa elementu ang. / pl.	symbol ANSI/IEEE	symbol IEC, ANSI/IEEE	Tabela prawdy															
AND I			<table border="1"> <thead> <tr> <th>A</th> <th>B</th> <th>$Y = A \cdot B$</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>1</td><td>1</td><td>1</td></tr> </tbody> </table>	A	B	$Y = A \cdot B$	0	0	0	0	1	0	1	0	0	1	1	1
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1	1	1																
NAND I-NIE			<table border="1"> <thead> <tr> <th>A</th> <th>B</th> <th>$Y = \overline{A \cdot B}$</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>1</td></tr> <tr><td>1</td><td>0</td><td>1</td></tr> <tr><td>1</td><td>1</td><td>0</td></tr> </tbody> </table>	A	B	$Y = \overline{A \cdot B}$	0	0	1	0	1	1	1	0	1	1	1	0
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OR, LUB			<table border="1"> <thead> <tr> <th>A</th> <th>B</th> <th>$Y = A + B$</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>1</td><td>1</td></tr> <tr><td>1</td><td>0</td><td>1</td></tr> <tr><td>1</td><td>1</td><td>1</td></tr> </tbody> </table>	A	B	$Y = A + B$	0	0	0	0	1	1	1	0	1	1	1	1
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NOR, LUB-NIE			<table border="1"> <thead> <tr> <th>A</th> <th>B</th> <th>$Y = \overline{A + B}$</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>1</td><td>1</td><td>0</td></tr> </tbody> </table>	A	B	$Y = \overline{A + B}$	0	0	1	0	1	0	1	0	0	1	1	0
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Nazwa elementu ang. / pl.	symbol ANSI/IEEE	symbol IEC, ANSI/IEEE	Tabela prawdy															
BUFFER BUFOR			<table border="1"> <thead> <tr> <th>A</th> <th>$Y = A$</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td></tr> <tr><td>1</td><td>1</td></tr> </tbody> </table>	A	$Y = A$	0	0	1	1									
A	$Y = A$																	
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NOT NIE			<table border="1"> <thead> <tr> <th>A</th> <th>$Y = \overline{A}$</th> </tr> </thead> <tbody> <tr><td>0</td><td>1</td></tr> <tr><td>1</td><td>0</td></tr> </tbody> </table>	A	$Y = \overline{A}$	0	1	1	0									
A	$Y = \overline{A}$																	
0	1																	
1	0																	
EXOR (XOR) ALBO, WYŁĄCZNIE LUB			<table border="1"> <thead> <tr> <th>A</th> <th>B</th> <th>$Y = A \oplus B$</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>0</td></tr> <tr><td>0</td><td>1</td><td>1</td></tr> <tr><td>1</td><td>0</td><td>1</td></tr> <tr><td>1</td><td>1</td><td>0</td></tr> </tbody> </table>	A	B	$Y = A \oplus B$	0	0	0	0	1	1	1	0	1	1	1	0
A	B	$Y = A \oplus B$																
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0	1	1																
1	0	1																
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EXNOR (XNOR) ALBO-NIE			<table border="1"> <thead> <tr> <th>A</th> <th>B</th> <th>$Y = A \otimes B$</th> </tr> </thead> <tbody> <tr><td>0</td><td>0</td><td>1</td></tr> <tr><td>0</td><td>1</td><td>0</td></tr> <tr><td>1</td><td>0</td><td>0</td></tr> <tr><td>1</td><td>1</td><td>1</td></tr> </tbody> </table>	A	B	$Y = A \otimes B$	0	0	1	0	1	0	1	0	0	1	1	1
A	B	$Y = A \otimes B$																
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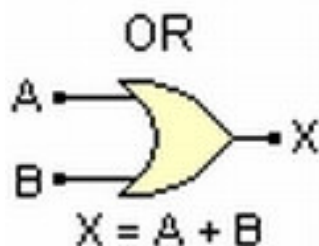
AND (i) zasada działania.



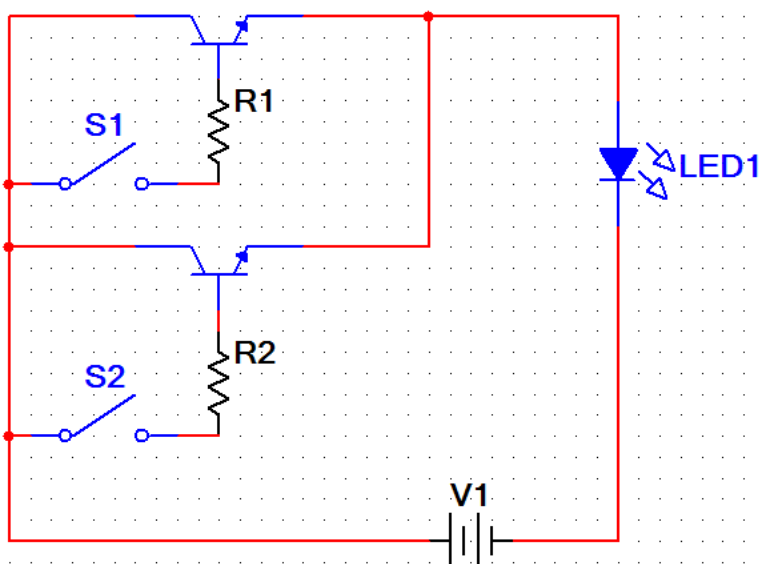
A	B	X
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0	1	0
1	0	0
1	1	1



OR (lub) zasada działania.

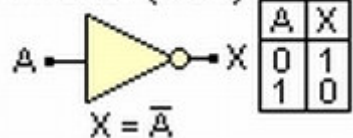


A	B	X
0	0	0
0	1	1
1	0	1
1	1	1



NOT (nie) zasada działania.

Inverter (NOT)



A	X
0	1
1	0

