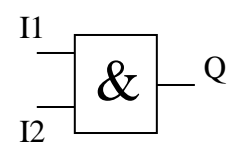
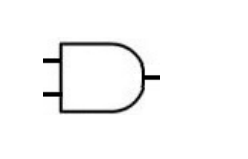
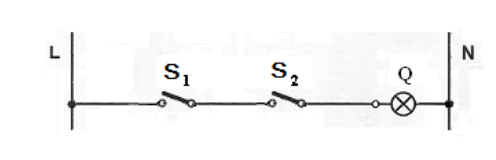
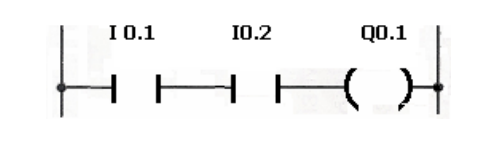
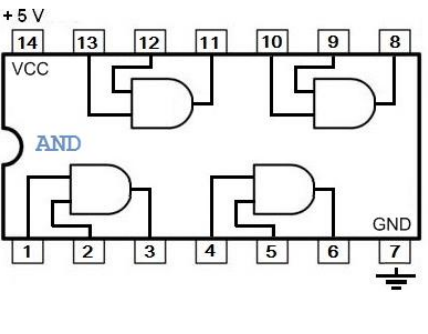
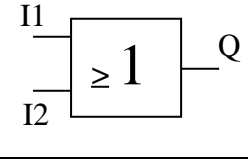
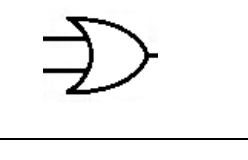
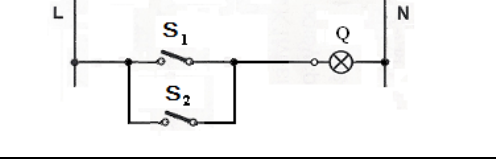
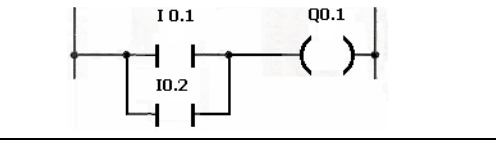
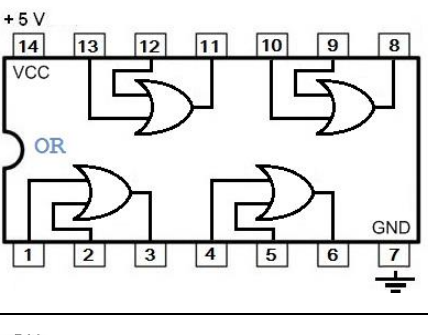
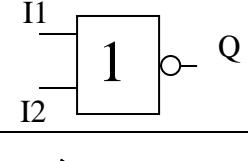
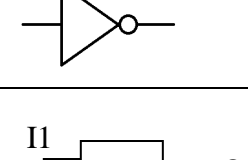
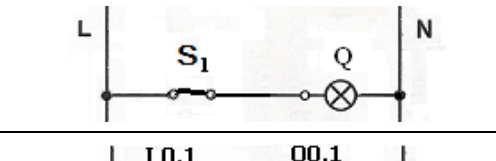
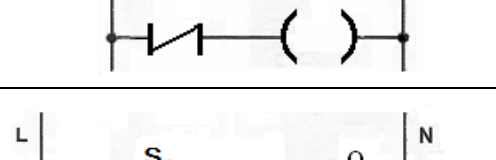
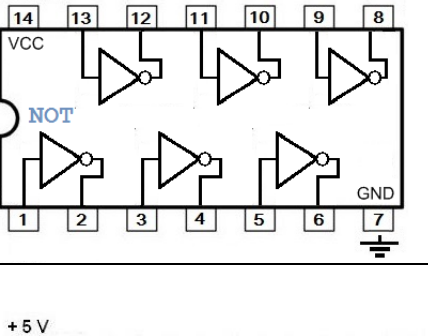
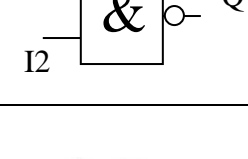
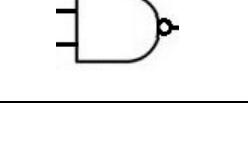
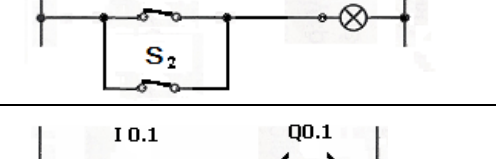
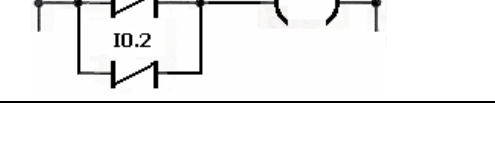
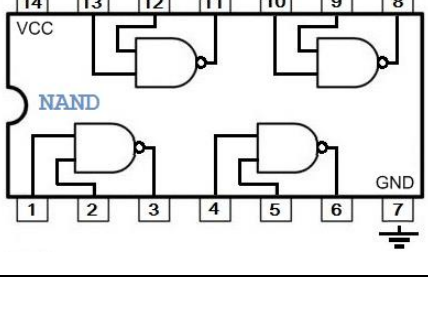
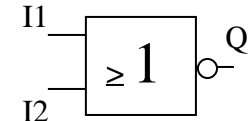

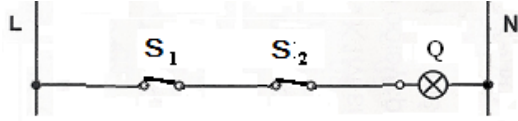
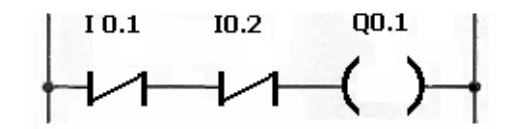
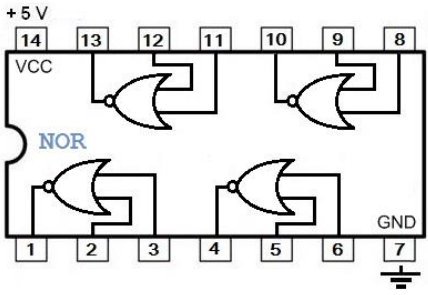
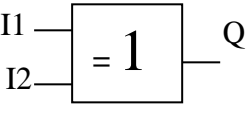
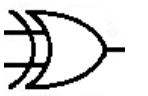
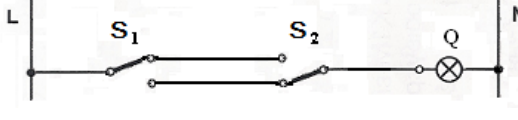
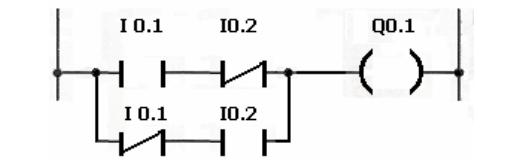
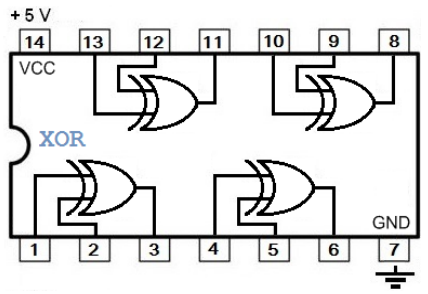
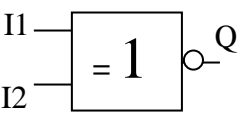
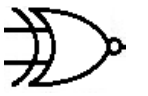
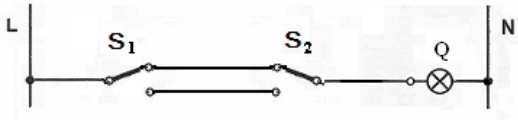
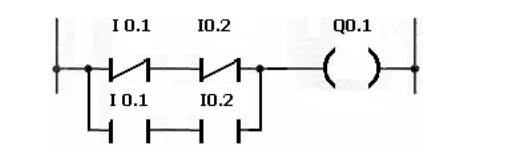
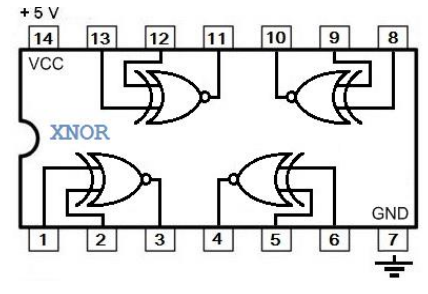


ΛΟΓΙΚΗ ΠΥΛΗ	ΣΥΜΒΟΛΟ	ΠΙΝΑΚΑΣ ΑΛΗΘΕΙΑΣ	ΗΛΕΚΤΡ. ΙΣΟΔ. ΚΥΚΛΩΜΑ & LADDER	Γλώσσα STL	ΤΥΠΟΣ	ΟΛΟΚΛΗΡΩΜΕΝΟ															
AND (ΚΑΙ) Μόνο όταν όλες οι εισοδοί της πύλης, έχουν κατάσταση λογικού «1», τότε η έξοδος θα δίνει λογικό «1».	 	$Q = I1 \cdot I2$ <table border="1" data-bbox="660 167 817 422"> <thead> <tr> <th>I₁</th> <th>I₂</th> <th>Q</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>	I ₁	I ₂	Q	0	0	0	0	1	0	1	0	0	1	1	1	 	L I0.1 A I0.2 = Q0.1	74 08 AND 4πυλών 2εισόδων	
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OR (Ή) Όταν τουλάχιστον μία είσοδος της πύλης, έχει κατάσταση λογικού «1», τότε η έξοδος θα δίνει λογικό «1».	 	$Q = I1 + I2$ <table border="1" data-bbox="660 518 817 774"> <thead> <tr> <th>I₁</th> <th>I₂</th> <th>Q</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>	I ₁	I ₂	Q	0	0	0	0	1	1	1	0	1	1	1	1	 	L I0.1 O I0.2 = Q0.1	74 32 OR 4πυλών 2εισόδων	
I ₁	I ₂	Q																			
0	0	0																			
0	1	1																			
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NOT (ΌΧΙ) Η έξοδος θα εμφανίζει το «Λογικό Αντίθετο» (θα αντιστρέφει την κατάσταση 0/1) της εισόδου.	 	$Q = I$ <table border="1" data-bbox="660 869 817 1029"> <thead> <tr> <th>I₁</th> <th>Q</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> </tr> </tbody> </table>	I ₁	Q	0	1	1	0	 	LN I0.1 = Q0.1	74 04 NOT 6πυλών 2εισόδων										
I ₁	Q																				
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NAND (ΌΧΙ-ΚΑΙ) Το αντίθετο της πύλης AND (όταν όλες οι εισοδοί της πύλης έχουν κατάσταση λογικού «1», η έξοδος θα δίνει λογικό «0»).	 	$Q = I1 \cdot I2$ <table border="1" data-bbox="660 1220 817 1476"> <thead> <tr> <th>I₁</th> <th>I₂</th> <th>Q</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>	I ₁	I ₂	Q	0	0	1	0	1	1	1	0	1	1	1	0	 	LN I0.1 ON I0.2 = Q0.1	74 00 NAND 4πυλών 2εισόδων	
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ΛΟΓΙΚΗ ΠΥΛΗ	ΣΥΜΒΟΛΟ	ΠΙΝΑΚΑΣ ΑΛΗΘΕΙΑΣ	ΗΛΕΚΤΡ. ΙΣΟΔ. ΚΥΚΛΩΜΑ & LADDER	Γλώσσα STL	ΤΥΠΟΣ	ΟΛΟΚΛΗΡΩΜΕΝΟ															
NOR ('ΟΧΙ-Η) Το αντίθετο της πύλης OR (όταν όλες οι εισοδοί έχουν κατάσταση λογικού «0», η έξοδος θα δίνει λογικό «1»).	 	$Q = I1 + I2$ <table border="1" data-bbox="660 247 817 494"> <thead> <tr> <th>I₁</th> <th>I₂</th> <th>Q</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>	I ₁	I ₂	Q	0	0	1	0	1	0	1	0	0	1	1	0	 	LN I0.1 AN I0.2 = Q0.1	74 02 NOR 4πυλών 2εισόδων	
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XOR (Αποκλειστικό 'Η) Όταν μόνο μία από τις εισόδους της πύλης έχει κατάσταση λογικού «1», τότε μόνο η έξοδος θα δίνει λογικό «1».	 	$Q = I1 \oplus I2$ <table border="1" data-bbox="660 654 817 901"> <thead> <tr> <th>I₁</th> <th>I₂</th> <th>Q</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>	I ₁	I ₂	Q	0	0	0	0	1	1	1	0	1	1	1	0	 	L XO = I0.1 I0.2 Q0.1	74 86 XOR 4πυλών 2εισόδων	
I ₁	I ₂	Q																			
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XNOR ('Οχι - Αποκλειστικό 'Η) Μόνο όταν όλες οι εισοδοί έχουν την ίδια κατάσταση (λογικού «0 ή 1») τότε μόνο η έξοδος θα δίνει λογικό «1».	 	$Q = I1 \odot I2$ <table border="1" data-bbox="660 1037 817 1284"> <thead> <tr> <th>I₁</th> <th>I₂</th> <th>Q</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>	I ₁	I ₂	Q	0	0	1	0	1	0	1	0	0	1	1	1	 	LN I0.1 AN I0.2 L I0.1 A I0.2 OL = Q0.0	74 66 XNOR 4πυλών 2εισόδων	
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