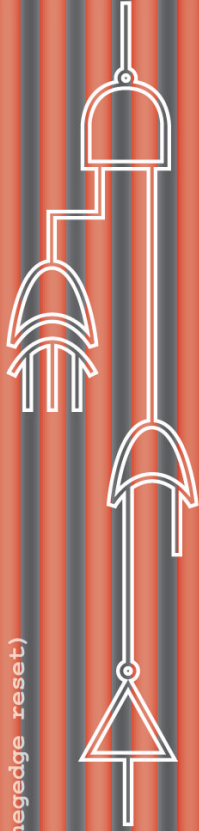


```
always @ (posedge clock or negedge reset)
begin
  if (reset == 1'b0)
    data = 8'b0;
  else
    data = data & mask;
end
```



# Gate to GDSII

## Place & Route Methodology

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# Gatesto GDSII

## Place and Route Methodology

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Revision 1.0

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