

3(a)

1 mark per shaded area, max 2 marks

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

3(b)

1 mark per bullet point, max 2 marks

- A AND B OR C
- C NOR D and final two gates

