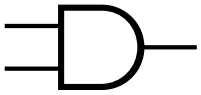
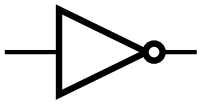
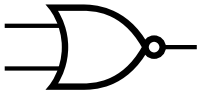
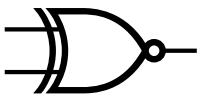
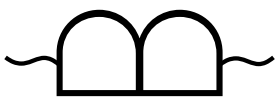
Existing logic gates

Type	Symbol	How it works	Truth table
AND		Only if both inputs are 1 is the output 1. Otherwise, the output is 0.	Input A, Input B, Output: 0 0 0; 0 1 0; 1 0 0; 1 1 1
OR		Only if both inputs are 0 is the output 0.	Input A, Input B, Output: 0 0 0; 0 1 1; 1 0 1; 1 1 1
NOT		If the input is 1, the output is 0. If the input is 0, the output is 1.	Input, Output: 0 1; 1 0
NAND		Only if both inputs are 1 is the output 0. Otherwise, the output is 1.	Input A, Input B, Output: 0 0 1; 0 1 1; 1 0 1; 1 1 0
NOR		Only if both inputs are 0 is the output 1.	Input A, Input B, Output: 0 0 1; 0 1 0; 1 0 0; 1 1 0
XOR		Only if one of the inputs (but not both) is 1, the output is 1. Otherwise, the output is 0.	Input A, Input B, Output: 0 0 0; 0 1 1; 1 0 1; 1 1 0
XNOR		Only if both inputs are the same (two 0s or two 1s) is the output 1.	Input A, Input B, Output: 0 0 1; 0 1 0; 1 0 0; 1 1 1

Proposed additional logic gate

BUT		Stops the functioning of the circuit and raises a concern.	N/A