Consider the CMOS op-amp from problem C.1. Using PSpice simulations, compensate the op-amp so that the phase margin in the unity-gain application (the application with the ideal low-frequency gain equal to +1) is at least $\phi_M = 45^\circ$. The best compensation is the one that satisfies the $\phi_M$ specification and results in the largest gain-bandwidth product GBW. You can add as many components as you need, and/or change device sizes as you wish. Extra credit is given for a well-documented solution with best GBW.

Sketch the compensated op-amp and label component values. Find the gain-bandwidth product and the slew-rate limitation of the compensated op-amp. Turn in simulation results used to obtain or verify the results for GBW, $\phi_M$, and $SR$. 