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Activity

Computer component.

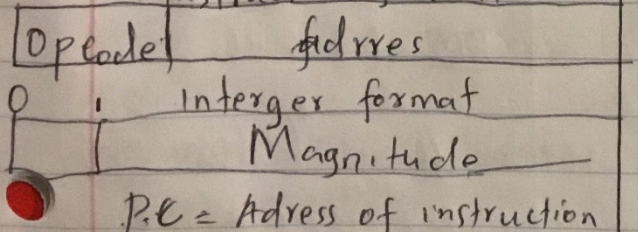
PC - Program counter
IR - instruction register
MAR - Memory Address register

Basic instruction Cycle
- Fetch the instruction.
- Execute the instruction
- Decode the instruction
- Read adrress from memory

Activities of basic instruction Cycle. -
- Fetch an instruction from memory.
- Decode the instruction to determine the operation.
- Perform the operation on the data.
- Store the result in memory if needed.

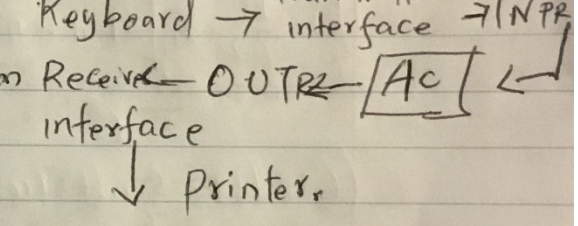
Hypothetical Machine

3 Instruction format



P.C = Adress of instruction
IR = Instruction being executed

AC = Temporary Storage.

0001 = Load Ac from memory
0010 = Store Ac to memory
0101 = Add to Ac from memory

Instruction Cycle state diagram