CSCI 6461 Computer System Architecture
Project Part 2 Design Notes
Team - 5

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Classes

Simulator.java
All of the instructions needed to move data between memory and general-purpose registers, between processor registers and I/O devices, and to carry out operations like conditional movements are contained in this file.

Constants.java
All of the constants used in the simulator's design are defined by this class.

MainFrame.java
Methods for updating the user interface (UI) are included in this class.

Memory.java
This class provides a 2048-word capacity that can be increased to 4096 words, simulating memory for the CISC architecture.

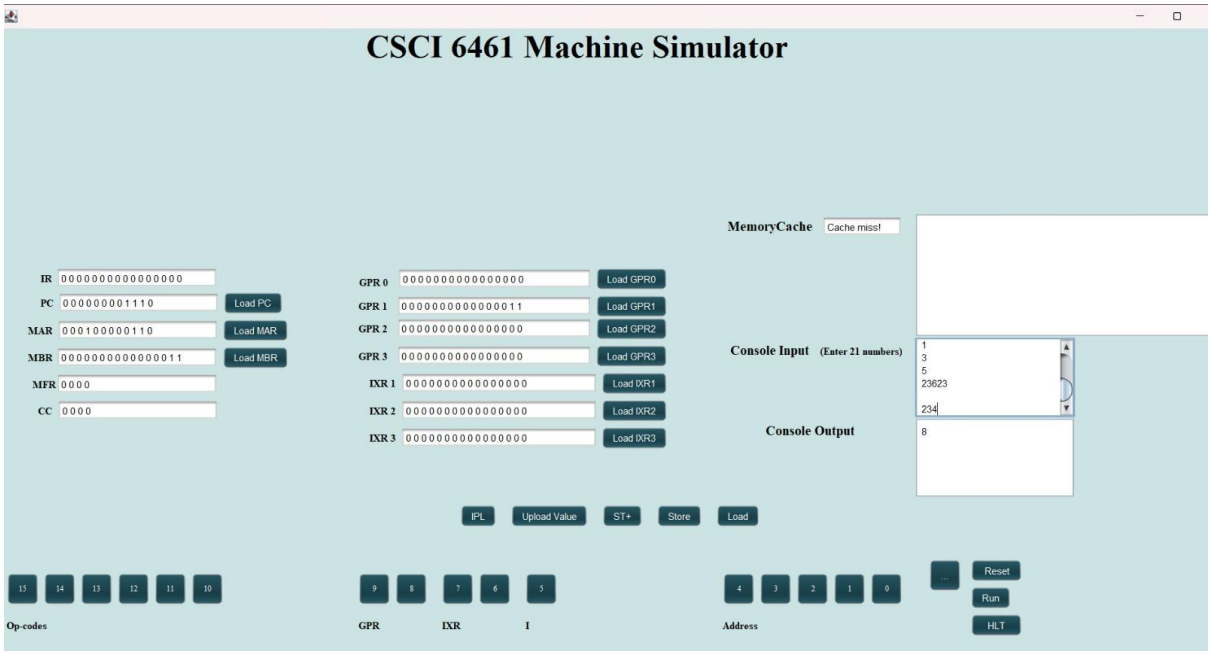
OpCodes.java
This class defines the opcodes used in the simulator.

Register.java
This class gives the size of the register and represents a register in a computer system that can store a binary value.

Util.java
This is a utility class that implements general-purpose word conversions.

Word.java
This class represents a word in the simulator, capable of holding a 16-bit binary value.

GUI



In part 2, we added a Program 1 load button to load Program 1 and developed an extended text box to show the Keyboard Console, Printer Display, and CACHE at the bottom of the GUI.