

Tutorial 2

1. Draw and describe the basic microcomputer design.
2. Explain the fetch –decode- execute cycle.
3. Define operand.
4. Explain four steps involved in reading a memory.
5. Define cache hit and cache miss.
6. Explain in detail the process in loading and executing a program.
7. List the names to address the lowest 8-bit general purpose registers for a 32 bit x86 processors.
8. List and describe six (6) status flags.