The fetch execute cycle is an important program that controls information inputted and outputted on every computer. This follows an order or sequence of number that run the programs, this is all executed by the CPU.

Fetch has four different rules as follow:

Fetch – get the program from the memory

Decode – tell computer what program to use

Execute – will start the program chosen

Store – saves the information to memory or register

When the computer is turned on it starts to go through the instruction cycle, every program that the user inputs will run then when the user finishes the computer will turn off and all instruction will be finished.

The program runs constantly, can also run numerous different programs as the same time.

The memory is where the program is saved, this is where it begins the processes, and it counts the trackers in the memory address, which executes the next command.