Questions

* When a memory block is read does it move or does an identical block move, leaving the original in its place?
  + Leaving the original and moving a copy is more accurate but harder, it will require multiple sets of all the memory blocks as well as more storage for all the blocks
  + Having both is possible- a copy of the original is moved from main memory to RAM, then the copy of the original is moved out of RAM and into the queue then the IR, after going to the IR they would be pulled into the invisible area and could be put back into the RAM
* What will the foam blocks represent?
  + Currently each block will represent a 1 byte op code, Multi byte opcodes will have multiple blocks w/ a mark to represent how many bytes it is
* What Blocks will be foam blocks vs dip switch blocks?

Architecture Summary

Main memory 256 bytes

RAM 64 bytes

General Purpose Registers AX, BX, CX, DX

Segment Registers CS, DS, SS

Memory Offset Related Registers IP, SI, DI, BP, SP

Memory Register MAR

Control Unit IR, Instruction Decoder, Control Signal Generator

ALU- inputs A & B, Flags, Output C, Instruction to execute D

Physical Display- AX, BX, CX, DX, A, B, C, Queue, IR

Electronic Display- CS, DS, SS, IP, SI, DI, BP, SP, MAR, Instruction Decoder, Control Signal Generator, Flags, D

Physical Design Features

Main steel outline frame

Removable Main memory shelving as one unit

Removable RAM shelving unit

Block Sets

Block Set Storage

What combination of blocks in main memory vs being stored in investable storage