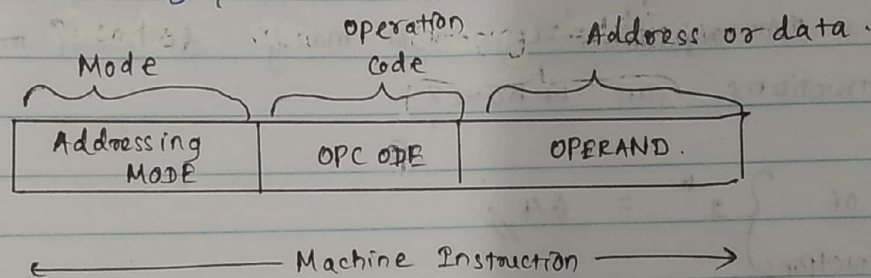


① What is meant by Instruction?
An order given to a computer processor by a computer program.

② Instruction Set Architecture (ISA), is the part of the computer architecture related to?

ISA is a part of the abstract model of a computer that defines how the CPU is controlled by the software. ISA acts as an interface between the hardware and the software. Contains memory addresser.

③ Instruction format contains of two main parts, what are they?



- * Addressing Mode - Rule for operand - data or Address.
- * OPCODE - For control unit - Which operation to perform.
- * OPERAND - For ALU - on data operation to be performed.

④ Where are instructions stored?
Inside the main memory or registers.

⑤ How are instructions stored?
By explicit and by implicit.

⑥ An instruction differs from another instruction by 3 main factors? What are they?
Opcode's length, No. of operands, Length of an operand.

- ⑦ A computer that is used for simple numerical problems, uses 6 bits for an op code and 12 bits for a memory address, what is the size of its instruction?

$$\text{size} = 6 + 12 = \underline{\underline{18 \text{ bit}}}$$

- ⑧ A computer that is used for simple numerical problems, uses 6 bits for an opcode, and 12 bits for a memory address. How many different instructions can it have?

$$\text{No. of instructions} \left\{ 2^6 = 64 \right\}$$

- ⑨ Memory address of the instruction format contains of two parts. What are they?

- Source operand
- Result operand.