1. Classification of interrupts
    a. Examples of possible interrupts

    b. How to classify interrupts
        i. By timing (with the clock)
            1. Synchronous (deterministic)

            2. Asynchronous (nondeterministic)

        ii. Source of interrupt
            1. User request

            2. Coerced

        iii. Masking
            1. User maskable

            2. Non-maskable

        iv. Location (or time) in instruction
            1. Within an instruction

            2. Between instructions

        v. Result
            1. Resume

            2. Terminate

2. Memory overview
    a. Terminology
        i. Word

        ii. Addressable units

        iii. Unit of transfer

3. Characteristics of memory systems (incomplete list)
    a. Physical type

    b. Volatility
        i. Non-volatile

        ii. Volatile

    c. Location

    d. Capacity

e. Units of transfer

f. Access methods
    i. Sequential

    ii. Direct access

    iii. Random access

    iv. Associative

g. Performance
    i. Access time

    ii. Cycle time

    iii. Transfer rate

h. Erasability

4. Memory hierarchy

    a. Forms a pyramid

    b. Key to success of the hierarchy

    c. Locality types
        i. Temporal locality

        ii. Spatial locality

    d. Locality is the key behind why caches work so well