



Paths

Display Module

- ① Fetch - get instruction from memory
 1.0 - PC → Control Unit, 1.1 - Control Unit → Prg memory → IR
- ② Decode
 2.0 - IR → Control Unit, flag - Int → IR
- ③ Execute
 3.0 - CU → RAM, RAM → GPRs → ALU, CU → ALU
- ④ Display
 4.0 - ALU → Ram, D. PC → RAM → Display & Decoder

PART 4 : Display - Update

