

1, 2, 4 (3 is shown as a reference), 7 and 8. Submit as one PDF

- \*1. (a)** How many bytes are in the main memory of the Pep/9 computer? **(b)** How many words are in it? **(c)** How many bits are in it? **(d)** How many total bits are in the Pep/9 CPU? **(e)** How many times bigger in terms of bits is the main memory than the CPU?
- 2. (a)** Suppose the main memory of the Pep/9 were completely filled with unary instructions. How many instructions would it contain? **(b)** What is the maximum number of instructions that would fit in the main memory if none of the instructions is unary? **(c)** Suppose the main memory is completely filled with an equal number of unary and nonunary instructions. How many total instructions would it contain?
- \*3.** Answer the following questions for the machine language instructions 6AF82C and D623D0. **(a)** What is the opcode in binary? **(b)** What does the instruction do? **(c)** What is the register-r field in binary? **(d)** Which register does it specify? **(e)** What is the addressing-aaa field in binary? **(f)** Which addressing mode does it specify? **(g)** What is the operand specifier in hexadecimal?
- 4.** Answer the questions in [Exercise 3](#) for the machine language instructions 7B00AC and F70BD3.

- 7.** Determine the output of the following Pep/9 machine language program. The left column is the memory address of the first byte on the line:

```
0000 D10013
0003 F1FC16
0006 D10014
0009 F1FC16
000C D10015
000F F1FC16
0012 00
0013 4A6F
0015 79
```

- 8.** Determine the output of the following Pep/9 machine language program if the input is tab. The left column is the memory address of the first byte on the line:

```
0000 D1FC15
0003 F1001F
0006 D1FC15
0009 F10020
000C D1FC15
000F F10021
0012 D10020
0015 F1FC16
0018 D1001F
001B F1FC16
001E 00
```

1.
  - a. 65536 bytes
  - b. 32768 words
  - c. 524288
  - d. 92 bits
  - e. 5698.78261 times bigger
2.
  - a. 65536
  - b. 21845.3333
  - c. 32768 instructions
4.
  1. 7B00AC
    - a. 0111
    - b. Subtracts from r
    - c. 1
    - d. Index register, X
    - e. 011
    - f. Stack-relative
    - g. 00AC
  2. F70BD3
    - a. 1111
    - b. Store byte r to memory
    - c. 0
    - d. Accumulator, A
    - e. 111
    - f. Stack-deferred indexed
    - g. 0BD3
7.
  - a. Joy
8.
  - a. at