

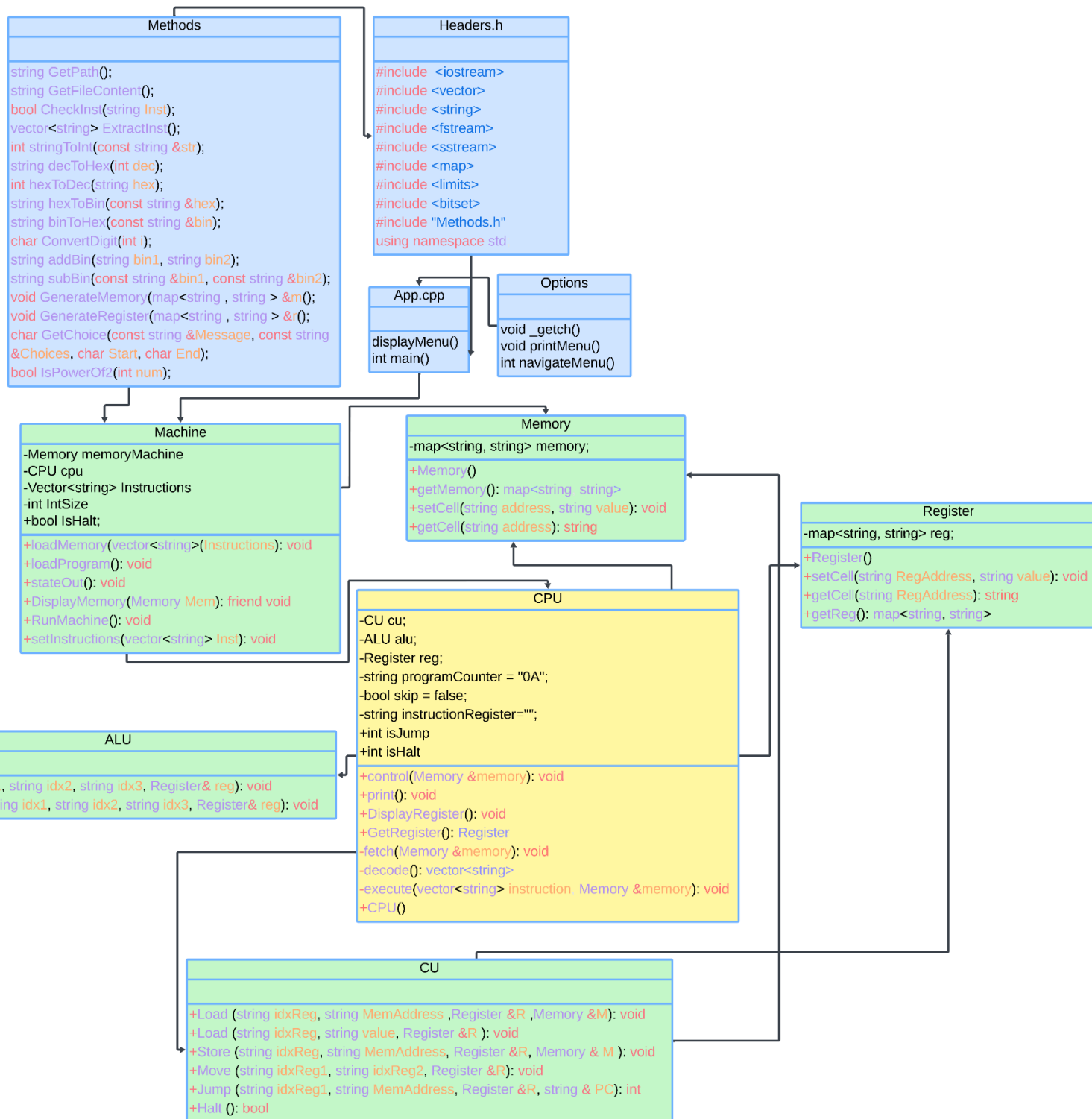
Vole Machine Simulator

CS213



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UML System Design



Workload Split:

➤ App (Loai, Abdullah, Hossam)

The Main app that handles menu display and input.

➤ Machine (Loai, Abdullah, Hossam)

Extracts instructions from file and stores it in memory and calls out the CPU to handle programs.

➤ Memory (Abdullah)

The Main memory where the programs are stored.

➤ Register (Abdullah)

The random-access memory where programs processes are stored in.

➤ CPU (Loai)

The Processing Unit which calls the needed resources and processes to execute the command.

➤ CU (Abdullah)

The Computation unit which handles the processes such as storing in the registers and memory and skipping instructions.

➤ ALU (Hossam)

The Arithmetic unit which handles the mathematical operations.

➤ Headers.h (Abdullah)

All C++ necessary libraries iostream, string, ...etc.

➤ Methods (Loai, Abdullah, Hossam)

Some commonly used functions in the machine system.

➤ Options (Loai)

Allows the user to use keyboard keys to navigate through the menu.