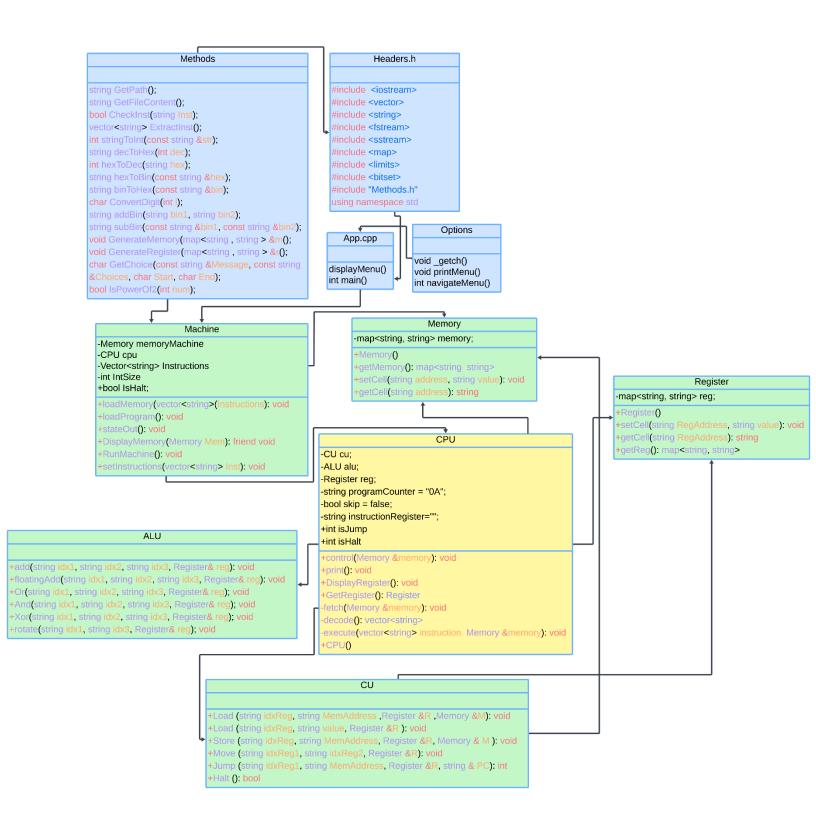


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UML System Design



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.

GitHub Repo:

