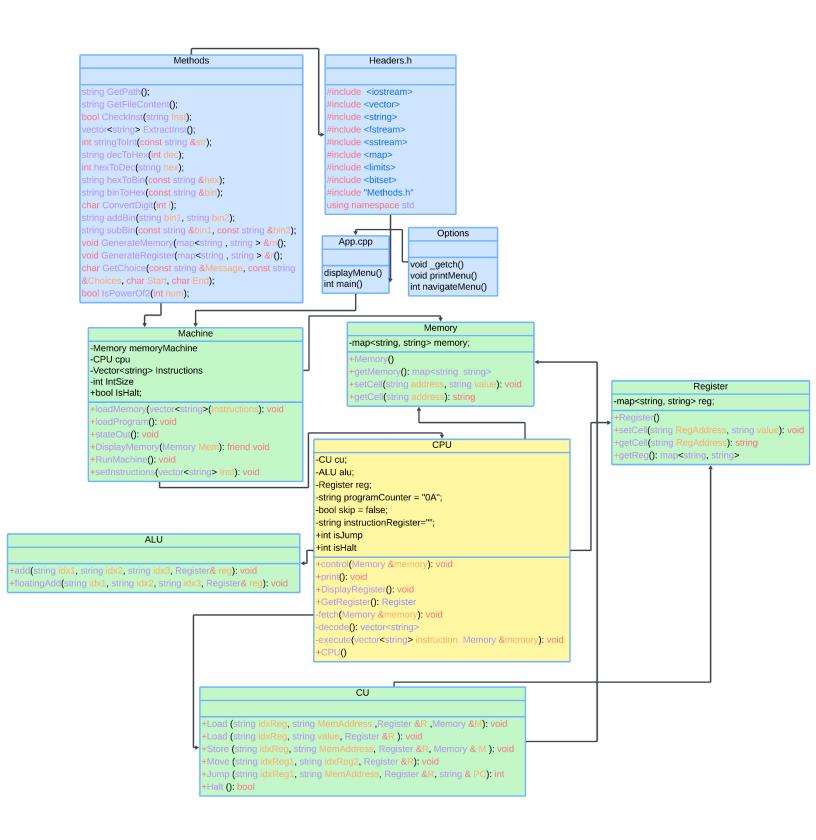


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# **UML System Design**



# **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:**

