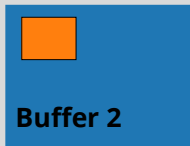


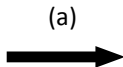
# Main Memory



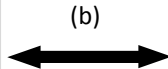
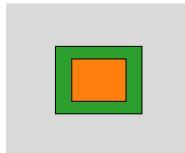
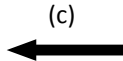
Buffer 1



Buffer 2



# Cache



CPU