

Lecture 8 Worksheet

Question 1

During the code-breaking projects at Bletchley Park in World War II, Alan Turing designed and helped develop several Bombe machines. These were electro-mechanical machines designed to help determine initial settings of the enigma machine (an encryption device used by German forces during WWII).

Why is the Bombe not on the list of computing machines in this lecture?

Question 2

Design an interface for a screen memory chip.

Question 3

How many bytes of memory are needed to describe the screen of the Hack machine?

Question 4

Name some reasons why it is good designs to have memory devices I/O mapped. (Hint: consider the alternative).