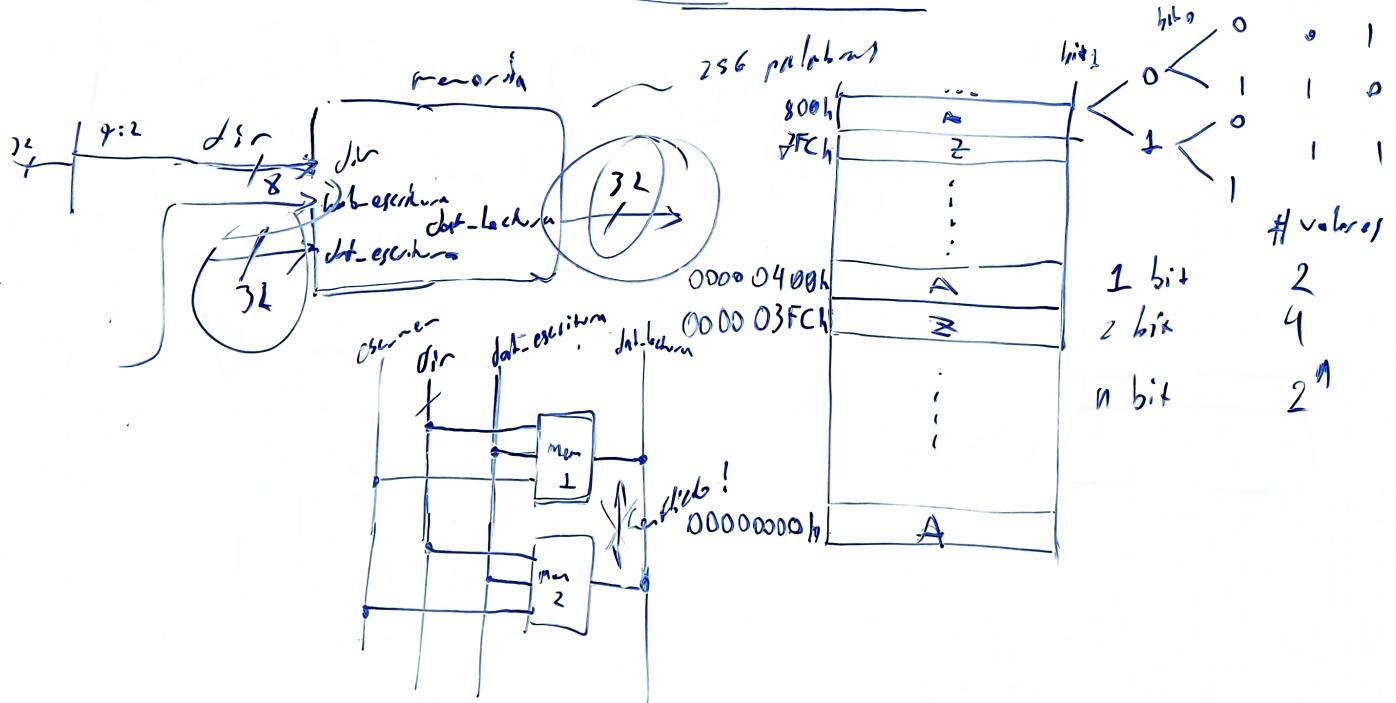
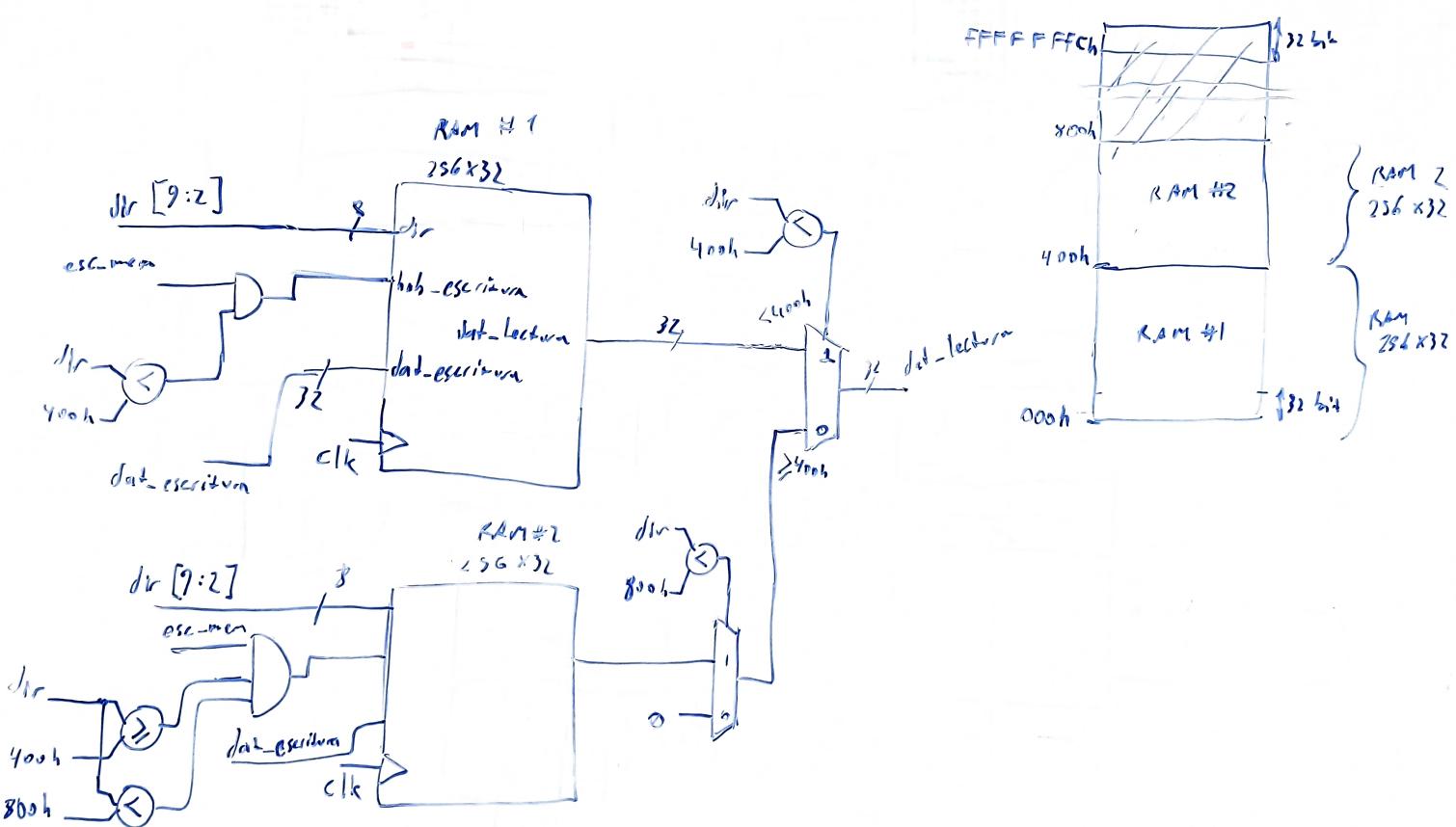
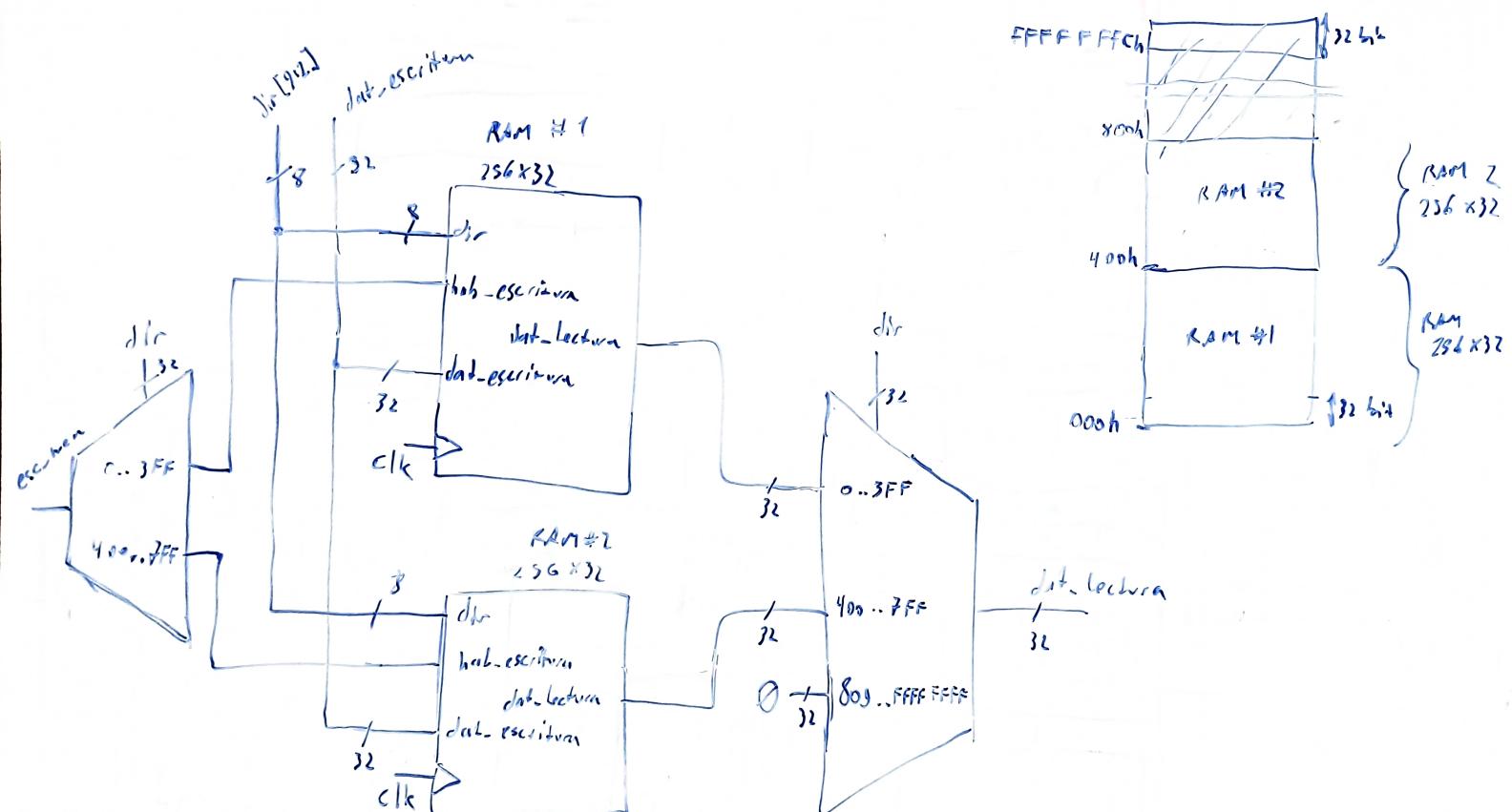


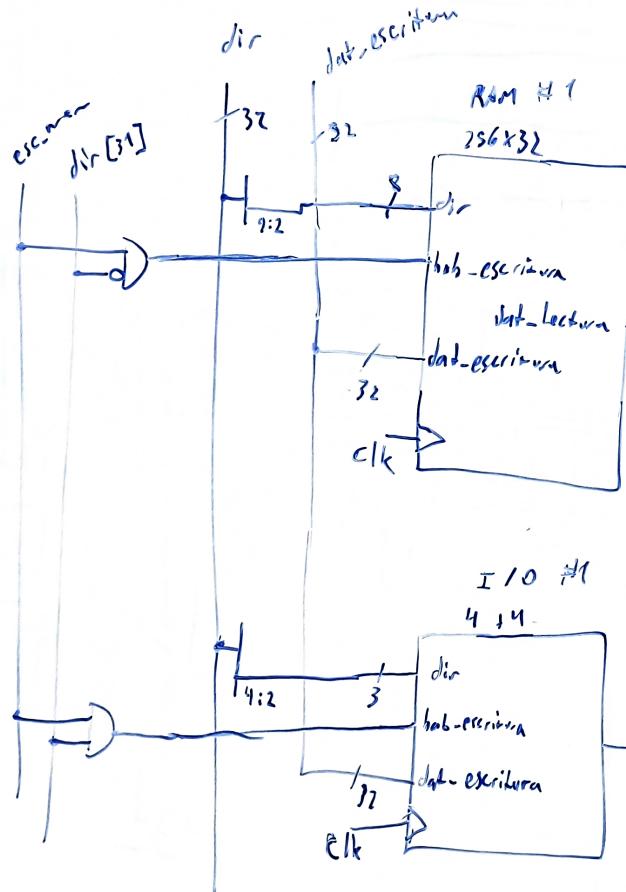
• Cuantos bytes distintos  
pueden tener?  $\rightarrow 2^{32}$

• Cuánta memoria soporta?  
 $2^{32}\text{Bytes} \rightarrow 2^{30} \cdot 2^2 = 4\text{GB}$ .



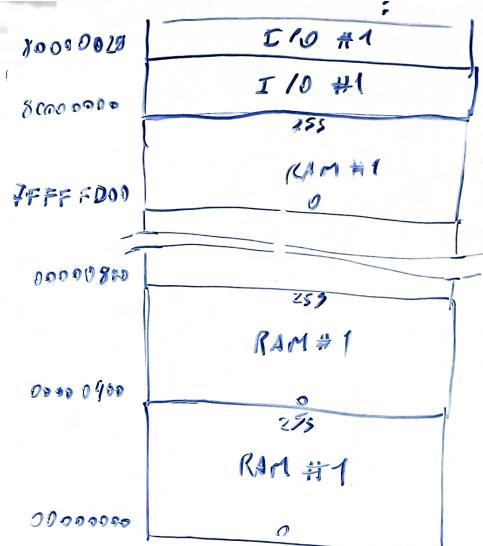






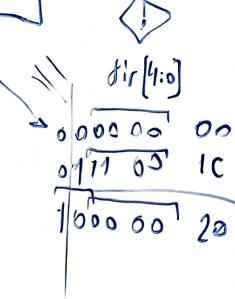
00000000 ] RAM  
FFFF FFFF ] I/O

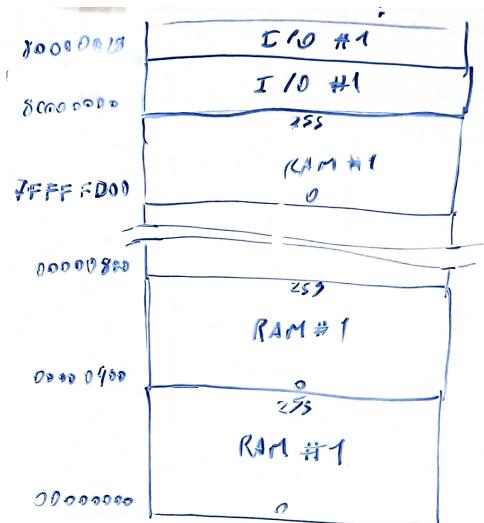
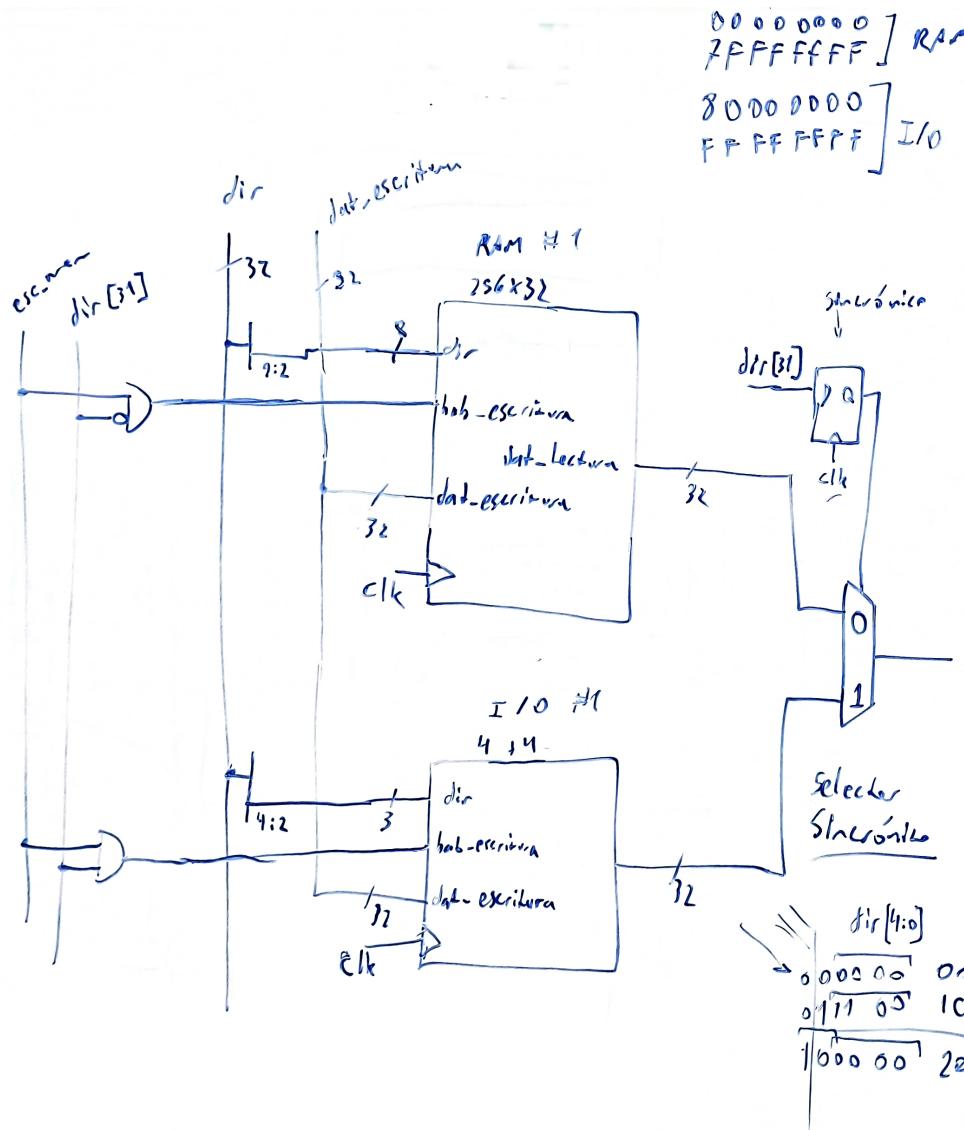
0 : 0000  
1 : 0111  
2 : 1000  
3 : 1111



dígitos hex. más significativos

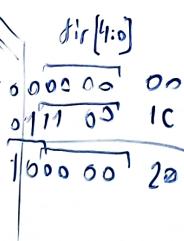
	RAM bit 31	I/O
0	0000	8 → 1000
1	0001	9 → 1001
2	0010	A → 1010
3	0011	B → 1011
4	0100	C → 1100
5	0101	D → 1101
6	0110	E → 1110
7	0111	F → 1111



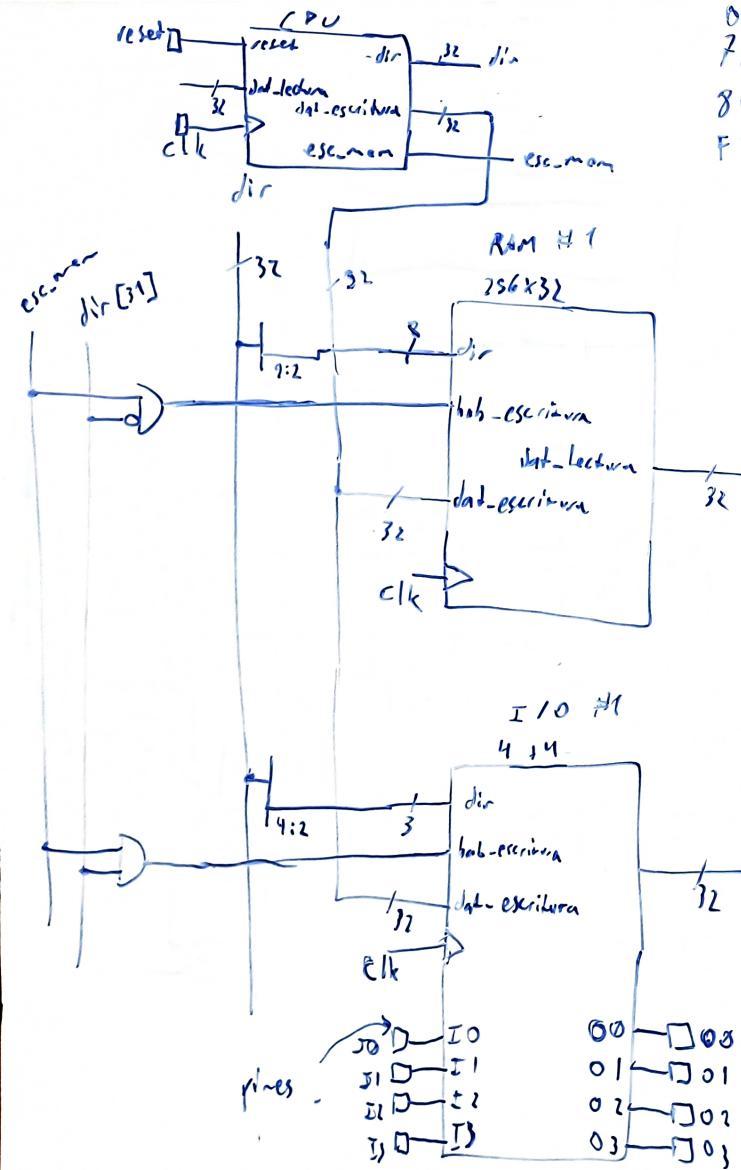


dígitos hex. más significativos

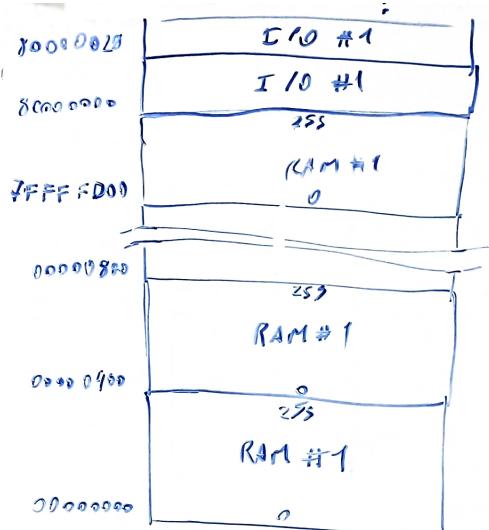
RAM bit=31	I/O
0 0000	8 → 1000
1 0001	9 → 1001
2 0010	A → 1010
3 0011	B → 1011
4 0100	C → 1100
5 0101	D → 1101
6 0110	E → 1110
7 0111	F → 1111



(alias de 00)



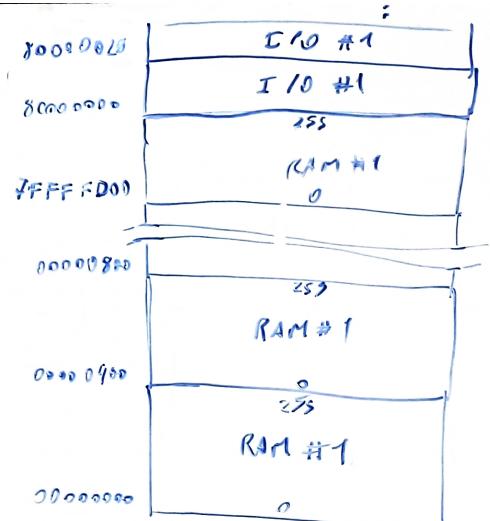
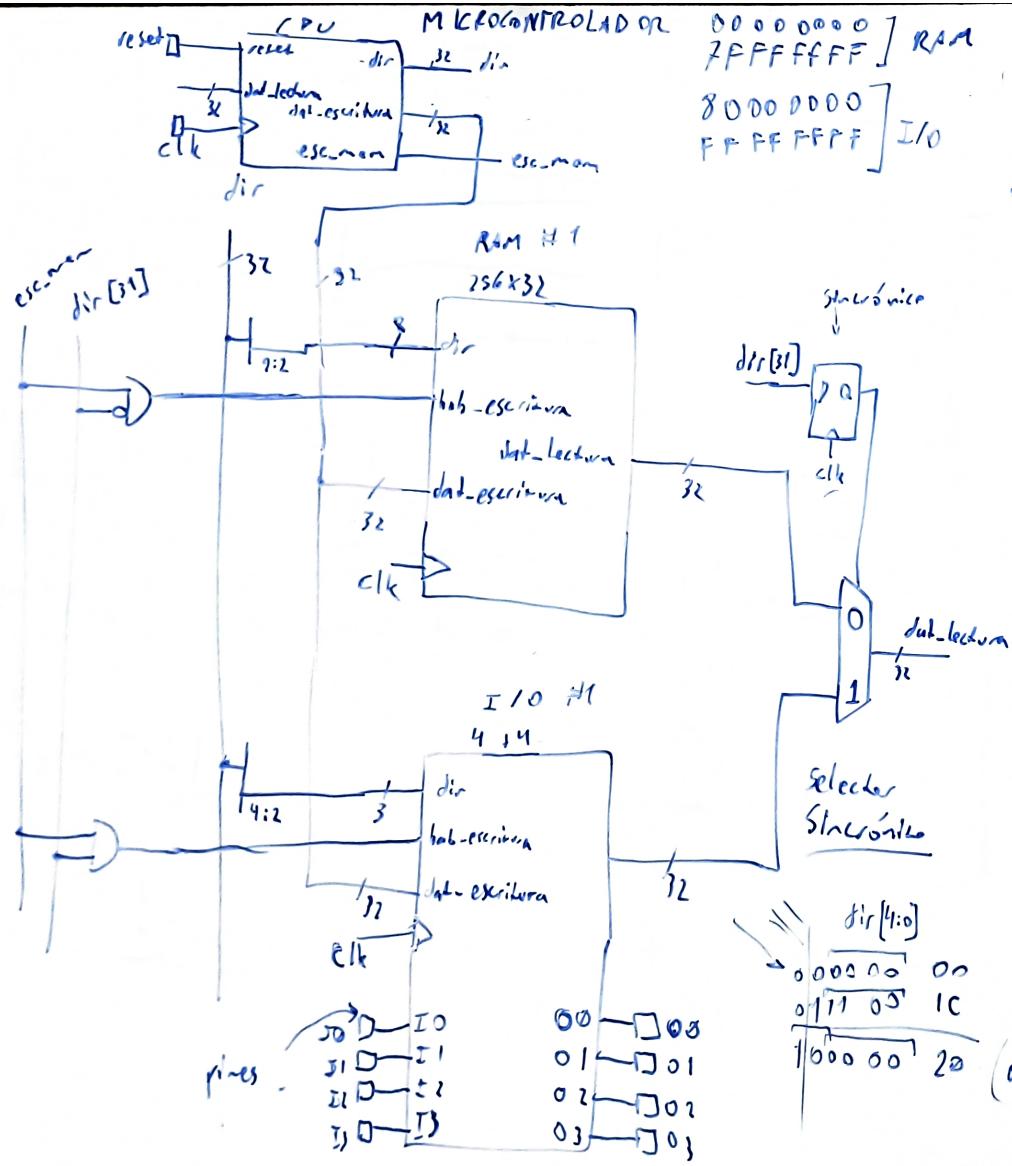
00000000 ] RAM  
FFFF FFFF ]  
8000 0000 ] I/O  
FF FF FFFF ]



digito hex. más significativo

	RAM bit=31	I/O
0	0000	8 → 1000
1	0001	9 → 1001
2	0010	A → 1010
3	0011	B → 1011
4	0100	C → 1100
5	0101	D → 1101
6	0110	E → 1110
7	0111	F → 1111

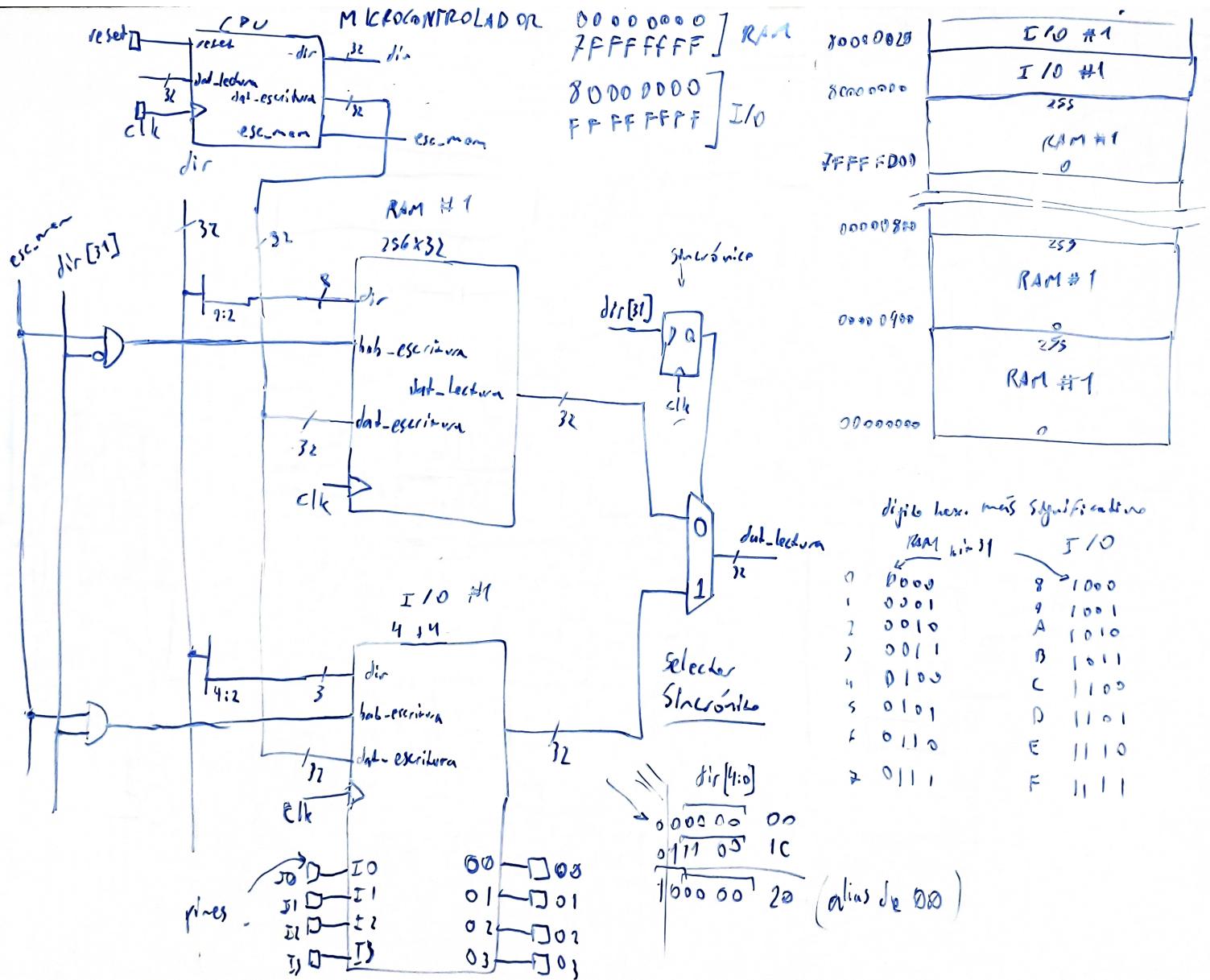
dts[4:0]  
0000 00 00  
0111 00 1C  
1000 00 20 (alias de 00)

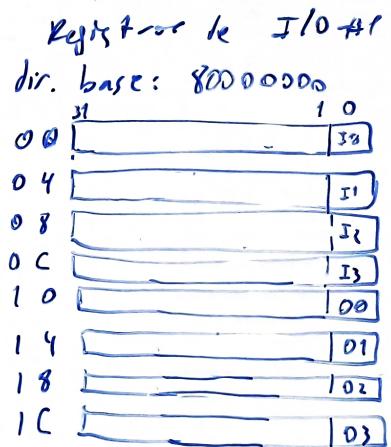
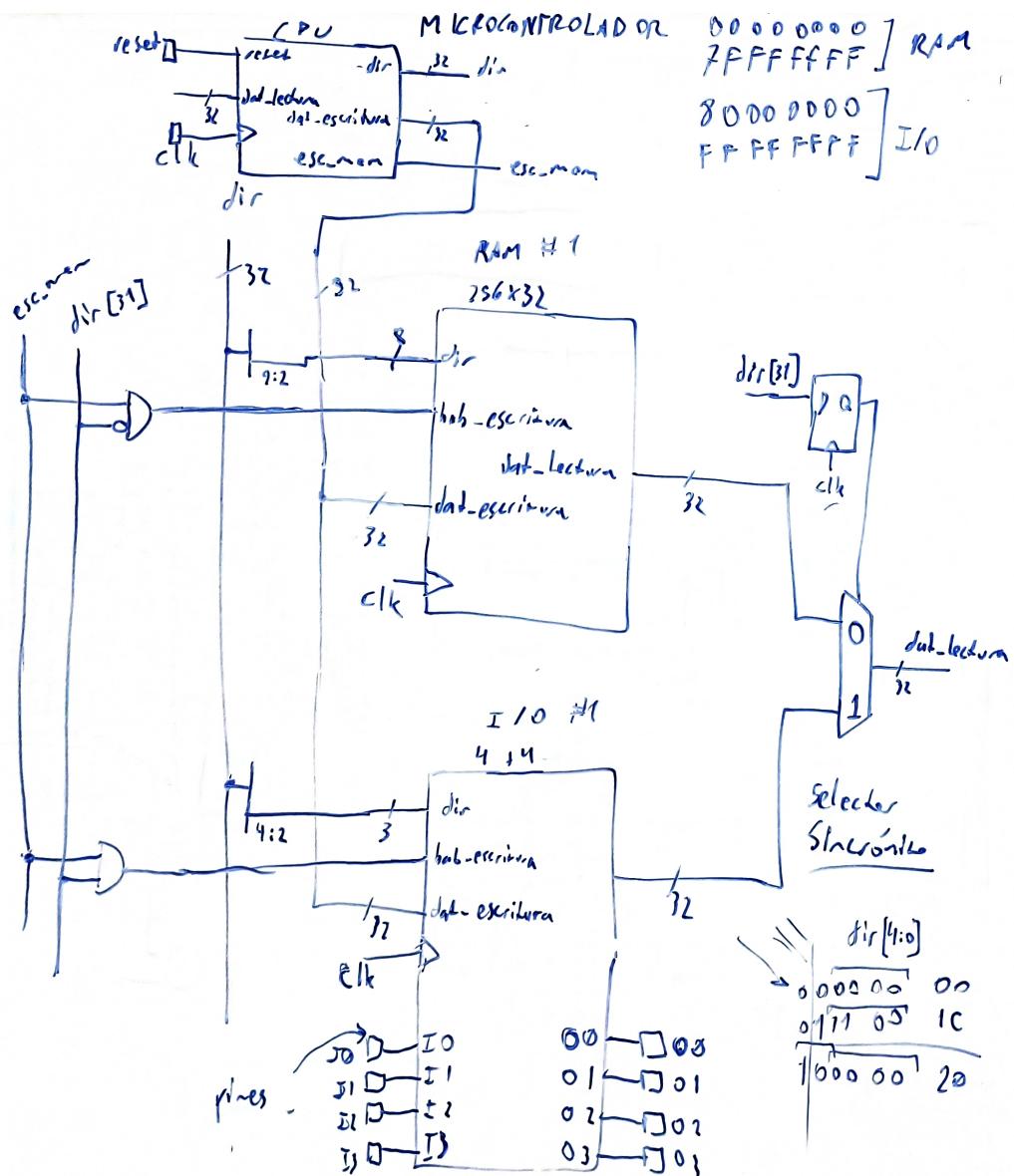


digit hex. mais significante

	RAM bit=31	J/T
0	B000	8 → 1000
1	0001	9 → 1001
2	0010	A → 1010
3	0011	B → 1011
4	0100	C → 1100
5	0101	D → 1101
6	0110	E → 1110
7	0111	F → 1111

(alias de DO )





Espacio en blanco: No implementado,  
Siempre vale 0

I0..I3: vale 1 si el  
Correspondiente pin esta en nivel  
ALTO, 0 si es BAJO. Solo  
lectura, escribir este bit no tiene  
efecto

00..03: Lee 1 si el pin es ALTO,  
0 si el pin es BAJO. Escribir ≠ Cambia  
el estado a ALTO y 0 Cambia el estado  
a BAJO