11/24/2020

Remaining modules:

-Clock  
-byte bus injector  
-control/interrupt <- needs instruction register  
- screen, depending on how advanced I want to get.  
  
-keyboard <-unlikely, requires memory mapping and that’s a lot of work.

I may add in one or two advanced features, such as screen output or interrupts, but the main purpose of this build is to get practice building consistently functional computers, and getting a general design to use as a base for my more advanced projects.  
  
The old computer is absolutely useless, connections need to be squeezed before they work. I think that having a soldiered final result is very important, I want something that can work perfectly after you switch it on. The plan is to get a general rough draft of the computer’s design made first, then begin looking into specific chips and possibly start building.

8\6\2020  
I have been reading from the operating systems text so the development on my computer has been slow. I might work on this for a bit longer before I resume the text.   
  
  
  
  
  
  
x\x\2020  
I am encountering some uncertainties regarding the design of the rest of my computer while working on other modules like the interrupt module. So I think I should focus on getting the foundation of the computer designed simultaneously while I build other conceptual modules.

In particular, I have no idea what the data bus should look like when it is finished, and the interrupt module’s address generator must be connected to a specific data-line to interface with the instruction register.  
  
  
Maybe after designing a specific module I can add it to a larger more comprehensive design, just to see how every other module works together.