

Sequencer ->	S0	S0	S2	S2	S4	S4	S6	S6											
	S7	S1	S1	S3	S3	S5	S5	S7											
Signals	S0A	S1A	S2A	S3A	S4A	S5A	S6A	S7A											
ENABIN																			
CLRIN																			
STOIN																			
DECON																			
ENABXY																			
CLRXY																			
STOXY																			
ALUON																			
ENABOUT																			
CLROUT																			
STOOUT																			

Read Instruction and M value

Decode the instruction so ALU knows what to do

Can't store Y until we have M since it may be an ALU argument

ALU needs to maintain result until end of instruction

Store M, A, D, PC as needed