Problem 1:

Registers: A register is a memory holding location, which can hold any kind of data

* Program Counter: PC is what holds and keeps track of what line of code the computer is executing
* Instruction Register: Registers that hold the current instruction being executed
* Data/Address Registers: Registers that hold Data or an address to another register

Control Unit: Controls the operation of the processor, let’s the CPU know how to respond to program instructions

Arithmetic and Logic Unit: The ALU is the fundamental building block of a CPU, it performs arithmetic and logic operations

Clock: Clock speed is how fast a processor can execute instructions. Different CPU have different clock speeds

BUS: Internal wiring that connect and transfer data to all the different components of a CPU