**ECE 486/586**

**Tournament Branch Predictor**

**Jordan Fluth, Brett Dunscomb, Scott Lawson and Robert Gaskell**

# Program Design

A tournament branch predictor is by nature a state machine. The team elected to take an object-oriented approach to the program design to be able to maintain state between function calls.

### Class Diagram:



# Using the Simulator

# Source Code

The source code for the simulator is attached, and can be found here:

<https://github.com/JustRob83/pdp11/tree/master/src>

# Team Member Roles

Jordan Fluth: path\_history class

Brett Dunscomb: Sat\_counter class

Scott Lawson: PREDICTOR class, predictor\_table class

Rob Gaskell: Test Plan

# Test Plan