CSCI 6461 Computer System Architecture
Project Part 1 User Guide
Team 12

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Preparation Instructions

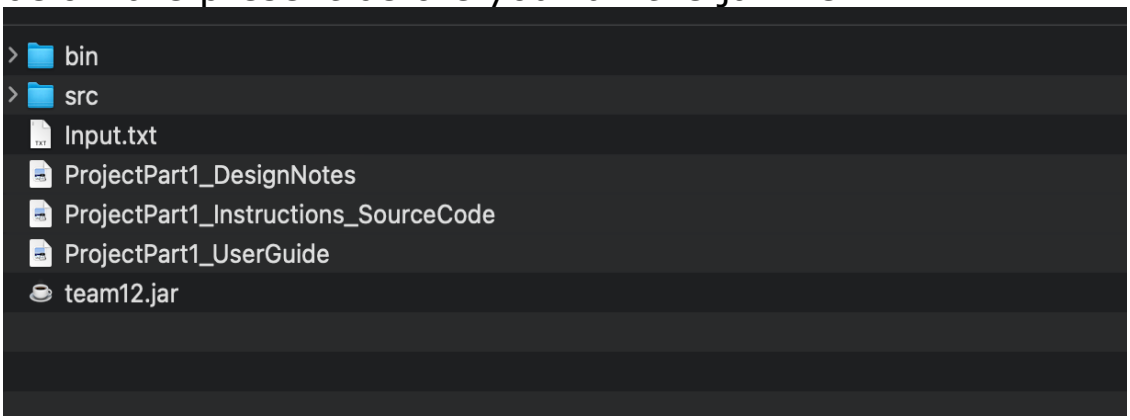
Install Java.

Download the below file from the blackboard.

Filename: Team12_ProjectPart1.zip

Execution Instructions:

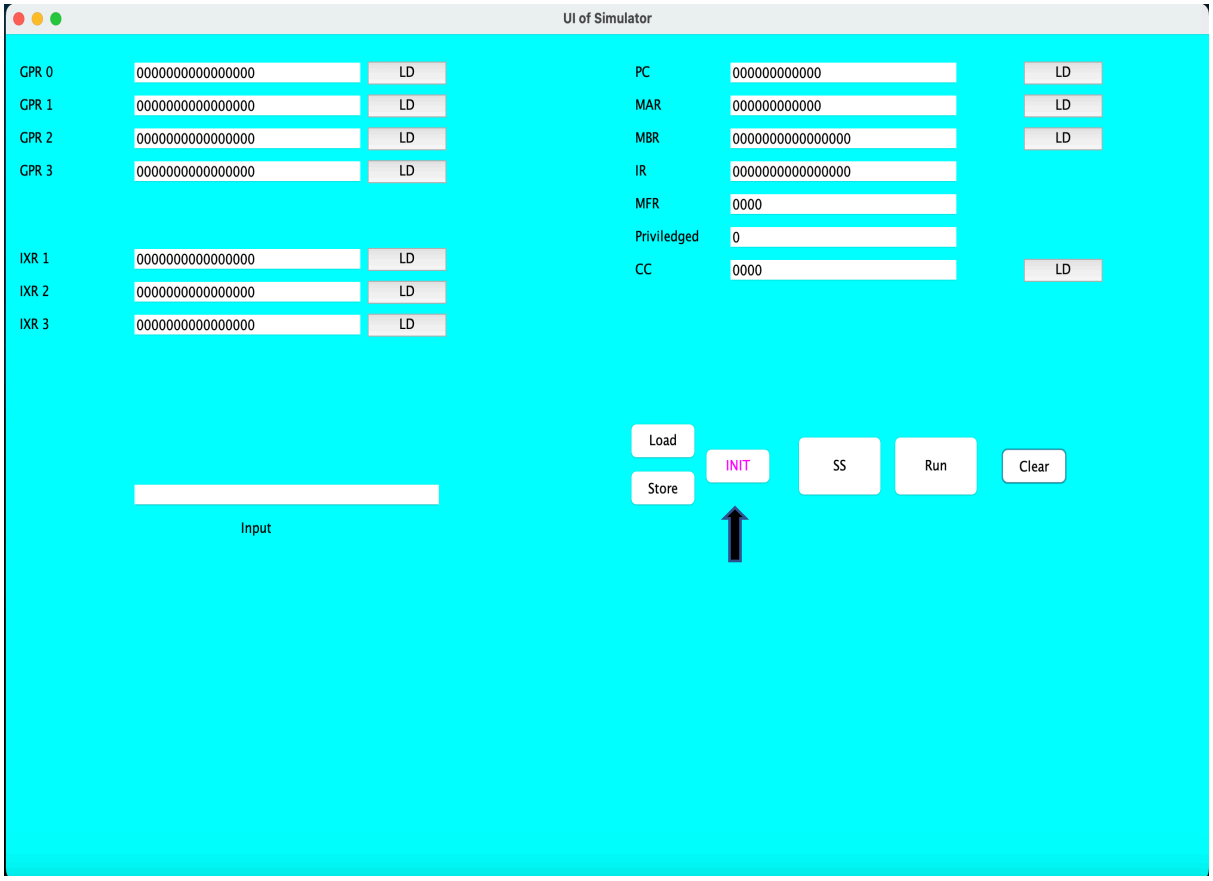
1. Download the file named Team12_ProjectPart1.zip.
2. Extract Zip file and make sure all the files indicated below are present before you run the jar file.



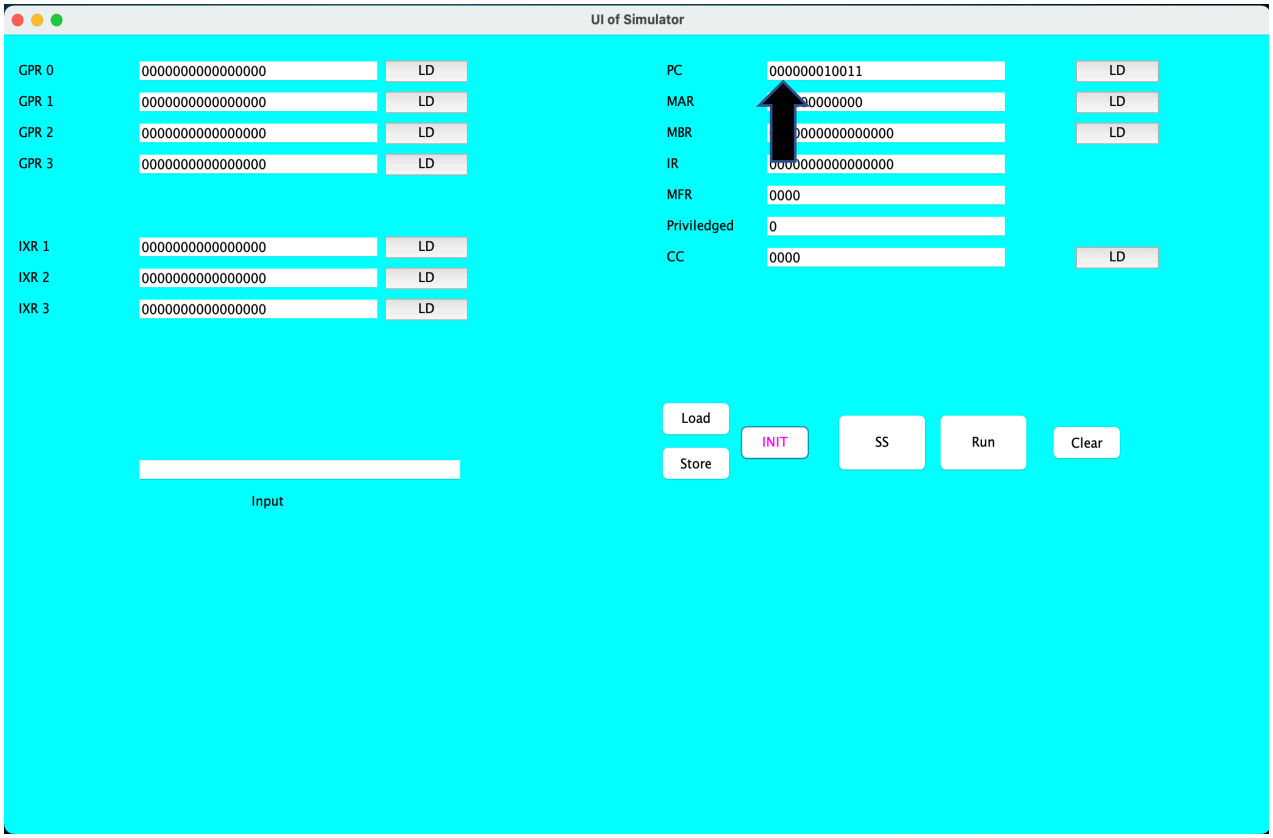
3. Double click on team12.jar to run the jar file/ open terminal and execute "java -jar team12.jar" from the folder where you have these files.

Operating the Simulator

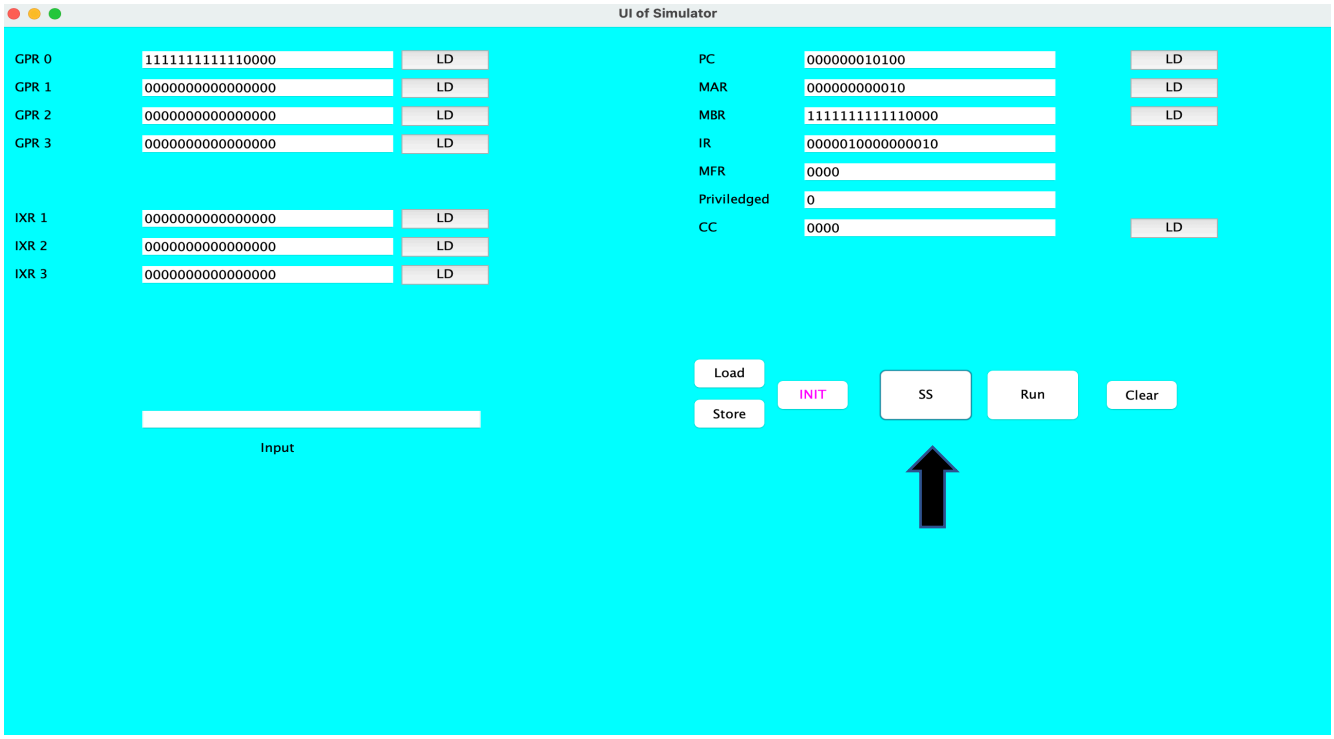
1. Click on INIT button.



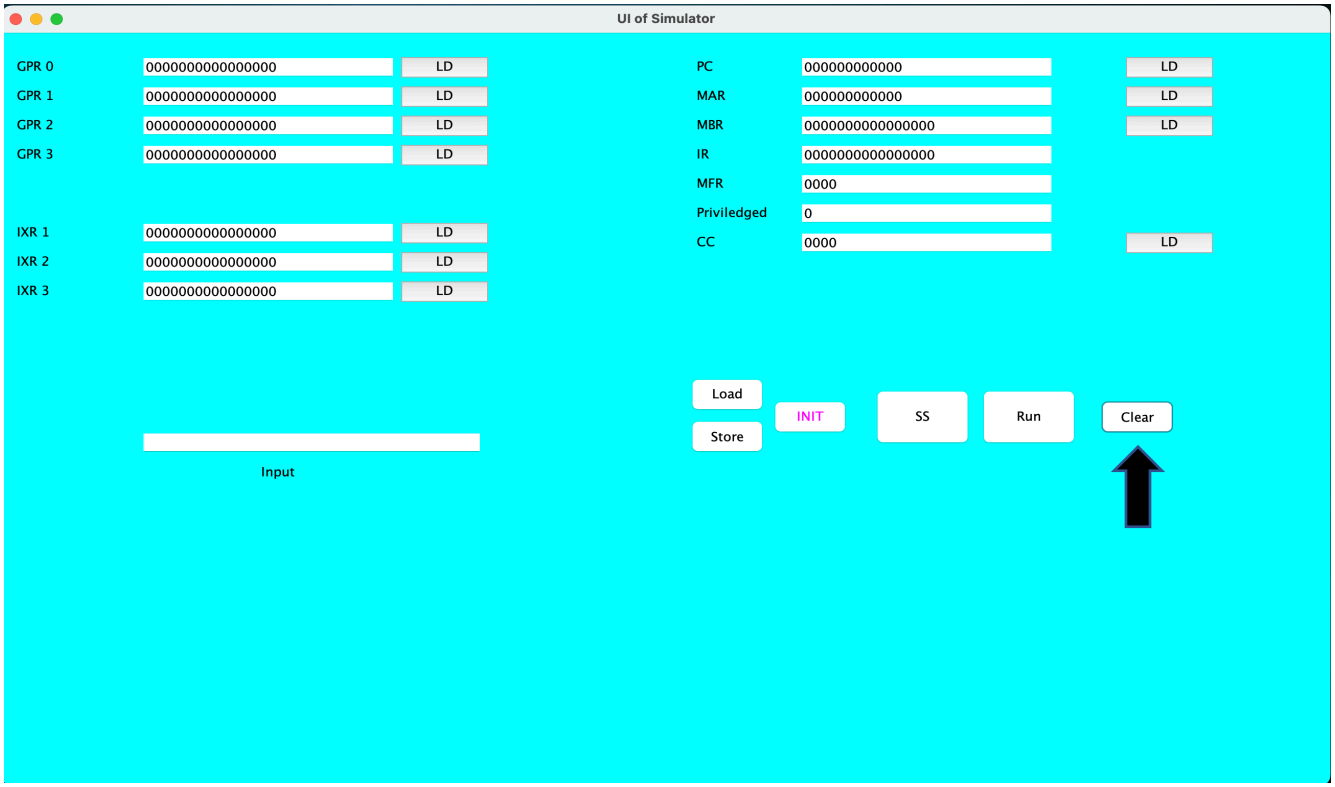
The values of default file “input.txt” gets loaded into the memory with the starting address being x0013 i.e., 0000000000010011 in binary form. PC points to this address.



2. Click on “SS” to execute the instructions single step at a time.

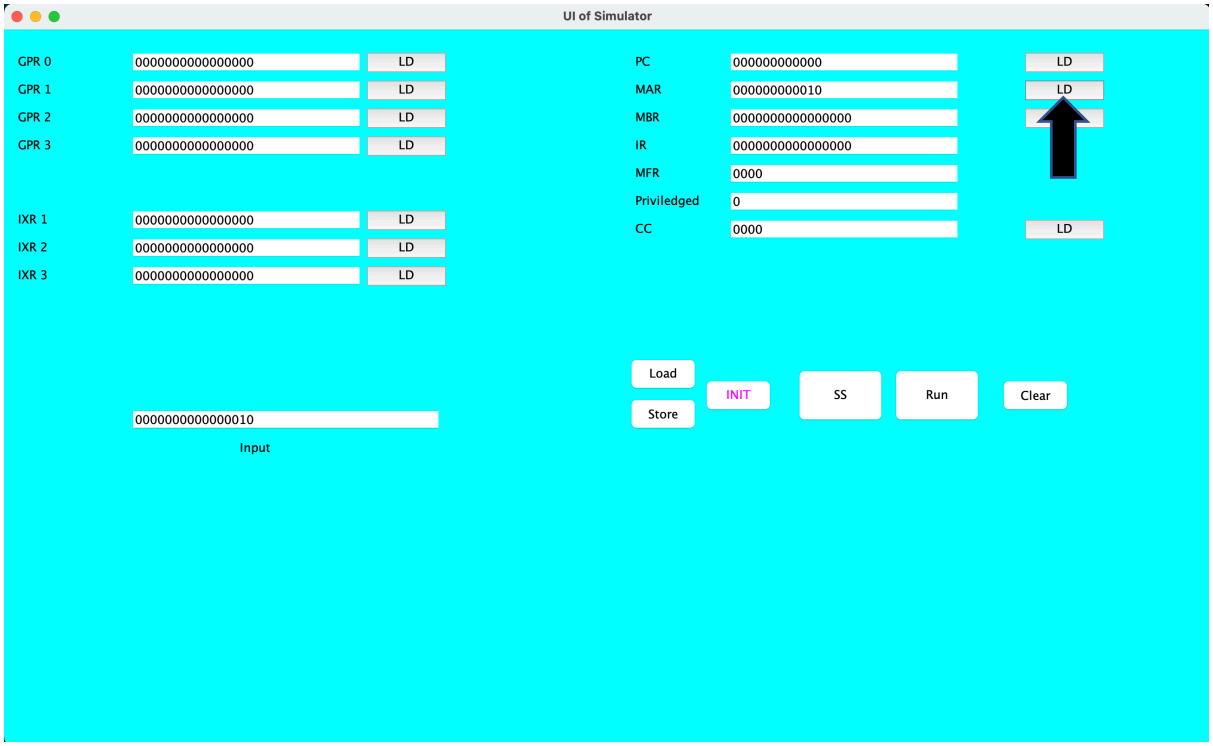


3. After performing “ss” on all instructions that were loaded into memory, click on “Clear” to reset the UI components to their default values.

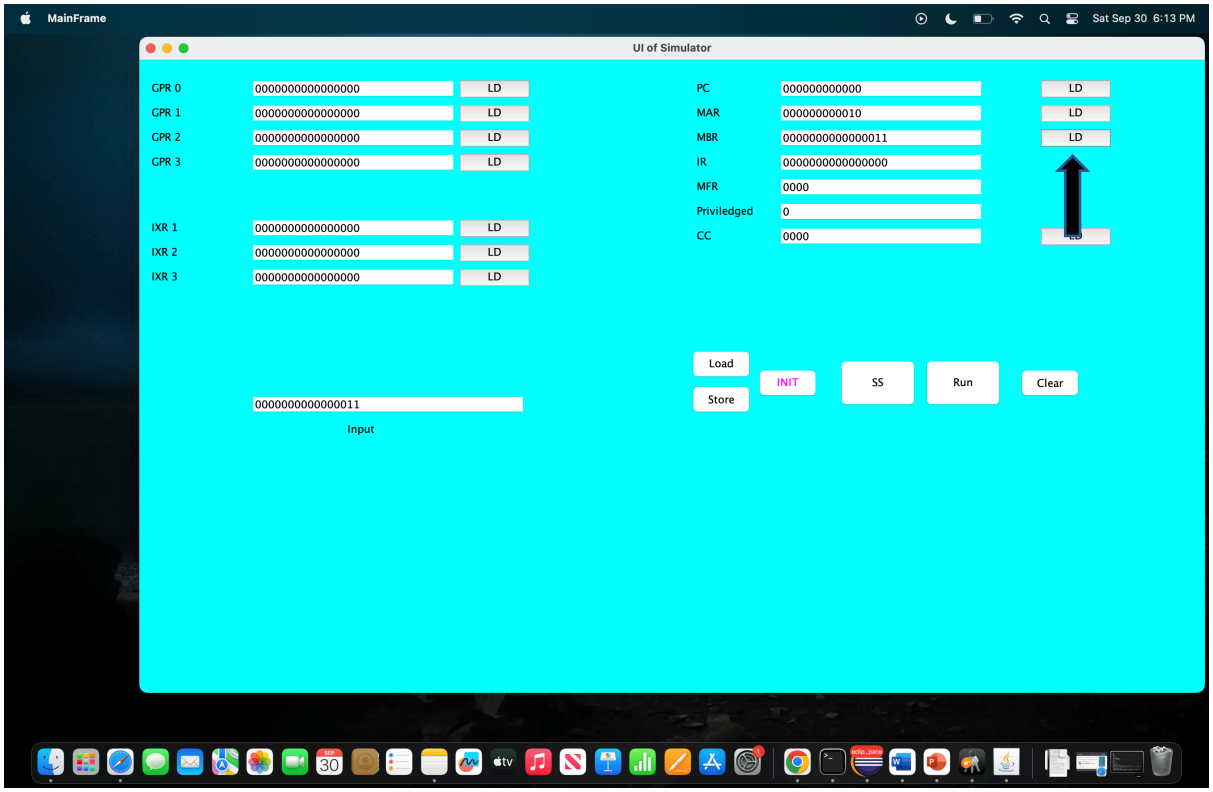


4. Use the textfield named “input” to give manual instructions and then click on any of the “LD” present against the registers to load the value into that specific register.

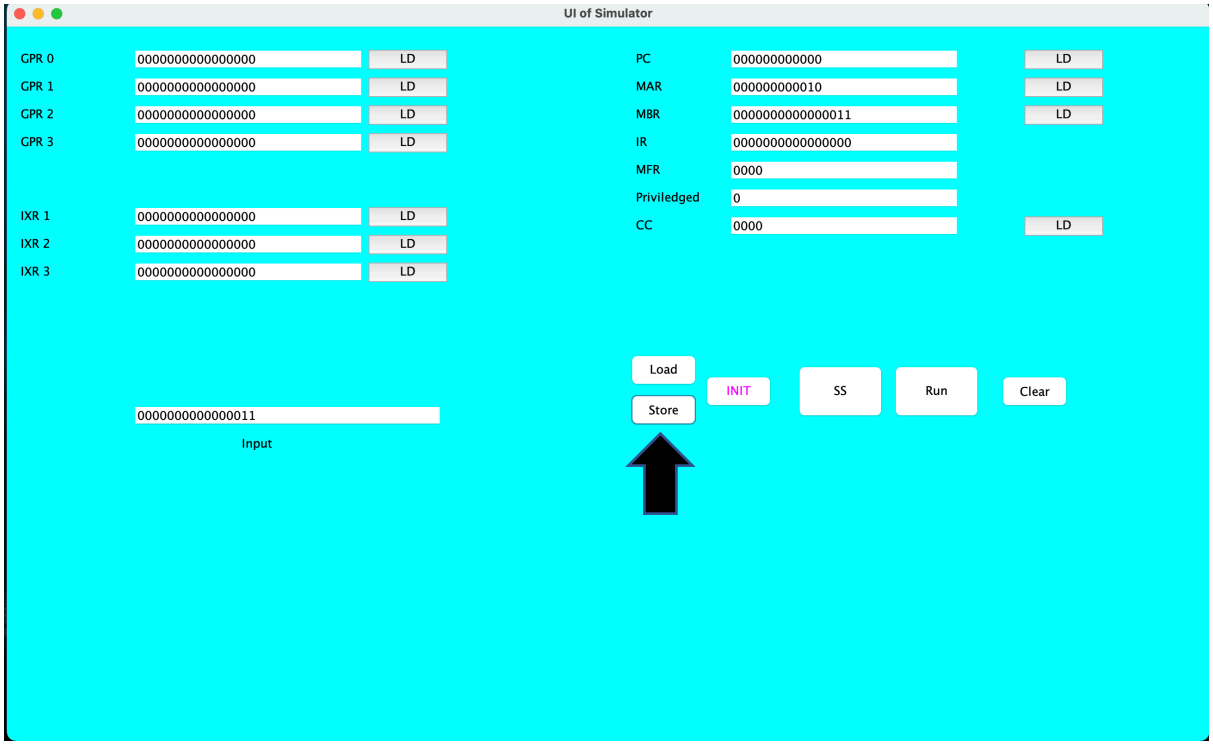
E.g:
1. To store a value at a particular location, enter the binary address in the input field and then click on “LD” against the MAR register.



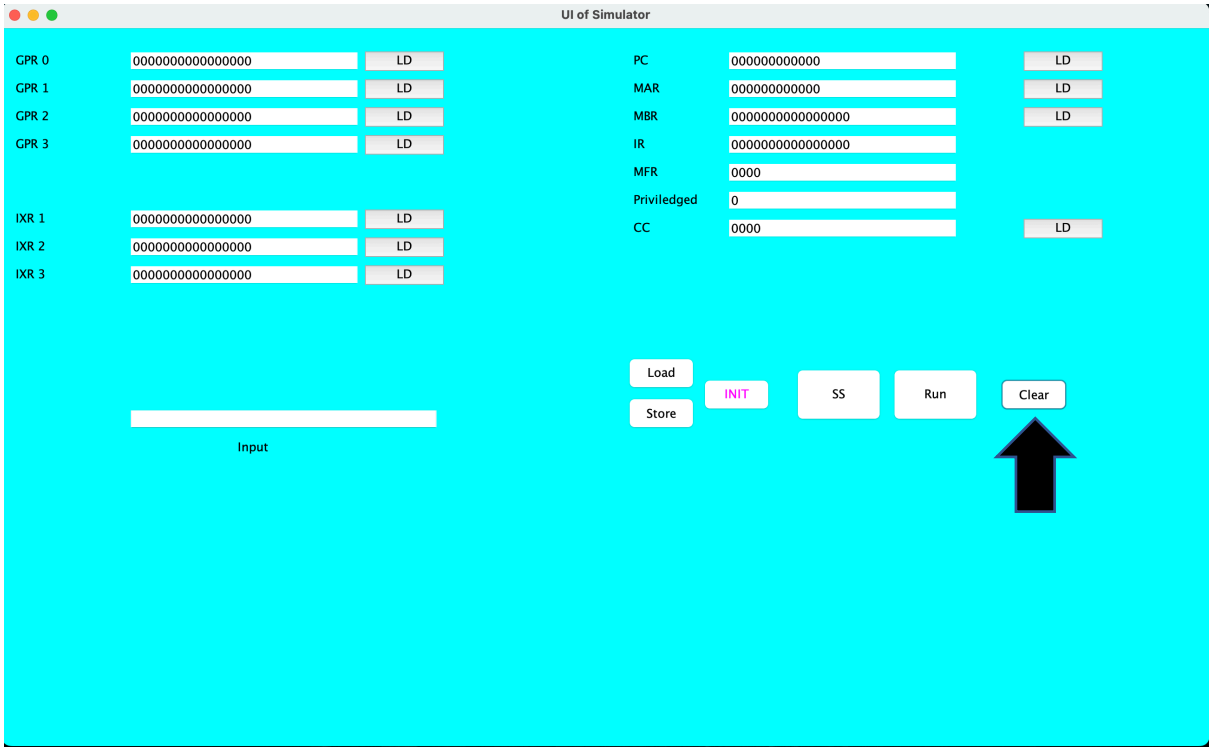
2. Then in the input field enter the value to be stored at that location and click on “LD” against MBR.



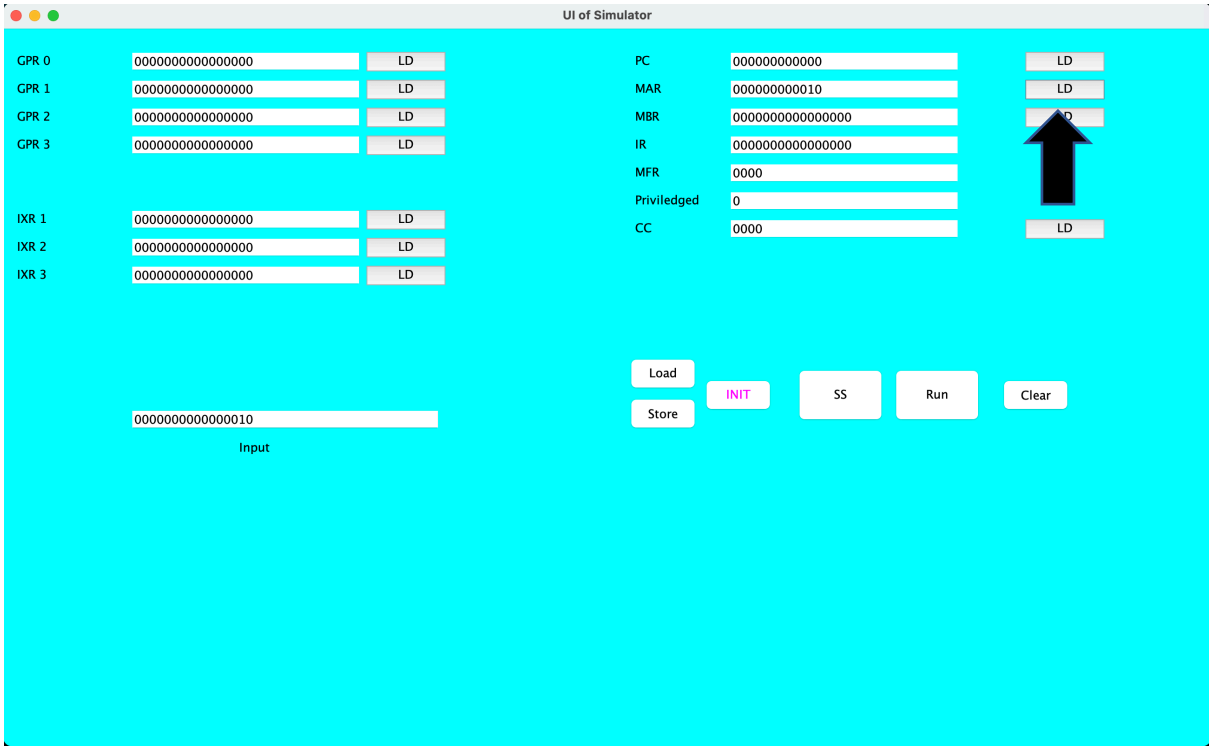
3. Then click on “Store” button to save this value into the memory.



4. Then click on “Clear” to reset the UI.



5. To load the value that was previously saved, enter the address in the input field and click on “LD” button at MAR.



6. Then click on “Load” button so that the value that was stored previously will be loaded into MBR.