

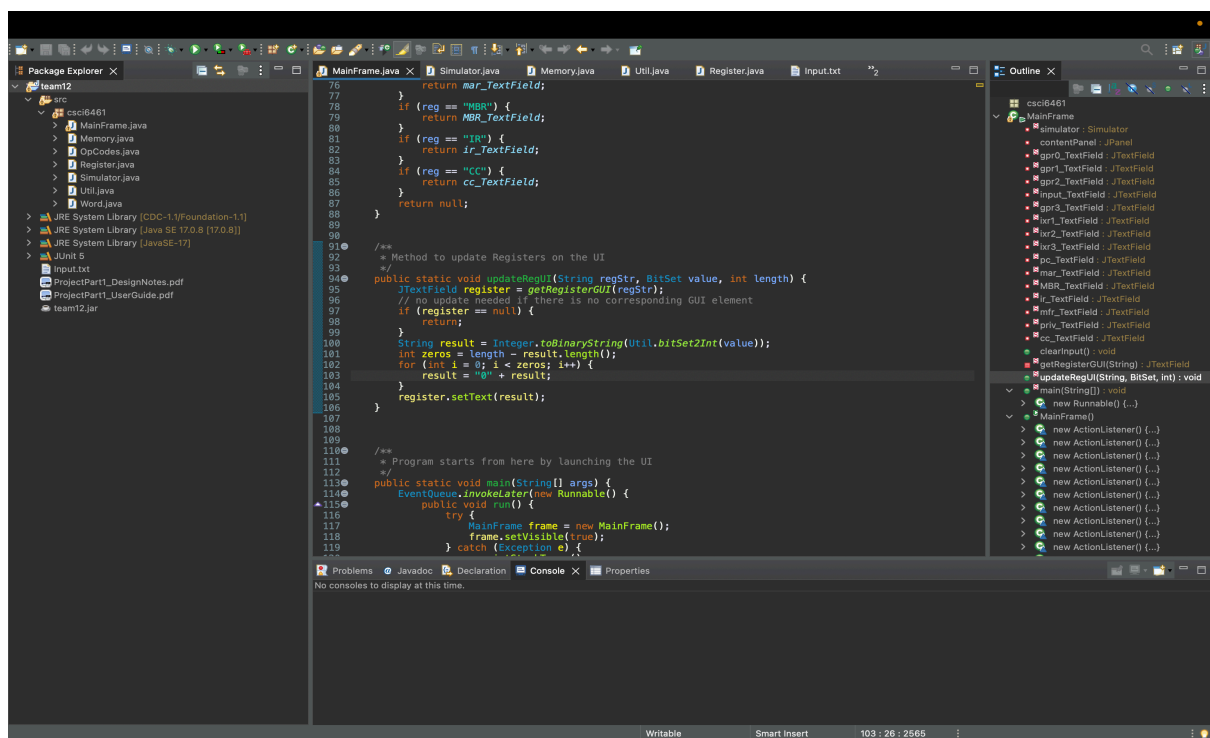
CSCI 6461 Computer System Architecture

Project Part 1 Design Notes

Team 12

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Classes



MainFrame.java

This is the class that contains all methods to update the UI.

Simulator.java

This class has methods that perform all operations like Load, Store, Fetch, Decode and moves data between registers and memory.

Memory.java

This class represents the memory of CISC simulator which 4096 words.

Util.java

This is a general-purpose utility class to implement word conversions.

Word.java

This class represents a word in a simulator that holds a 16-bit binary value.

Register.java

This class represents the register in a computer system that can hold a binary value and it returns the size of the register.

OpCodes.java

The opcodes for the simulator have been defined in this class.

UI

UI of Simulator

GPR 0

0000000000000000

LD

GPR 1

0000000000000000

LD

GPR 2

0000000000000000

LD

GPR 3

0000000000000000

LD

IXR 1

0000000000000000

LD

IXR 2

0000000000000000

LD

IXR 3

0000000000000000

LD

PC

000000000000

LD

MAR

000000000000

LD

MBR

0000000000000000

LD

IR

0000000000000000

MFR

0000

Priviledged

0

CC

0000

LD

Input

Load

Store

INIT

SS

Run

Clear