**CSCI 6461 Computer System Architecture   
Project Part 1 Design Notes  
Team 12**Sai Bharath Reddy Lattupalli, Namana, Reshma Raj, Vaishnavigoyal

**Classes**

**MainFrame.java**

This class contains all the methods to update on the UI.

**Simulator.java**

All the instructions are implemented in the Simulator.java which move data between memory and the general-purpose and processor registers, processor registers and I/O devices from one processor register to another and perform operations such as conditional moves.

**Constants.java**

­All the constants used in the simulator design are defined in this class.

**Memory.java**

This class represents the memory of CISC simulator which contains 2048 words can be expandable to 4096 words.

**OpCodes.java**

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

**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.

**Util.java**

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

**Word.java**

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

**GUI**

**Graphical user interface, application

Description automatically generated**In the part 2 we have created an extension text area to display Keyboard Console, Printer Display, CACHE at the bottom of the GUI and added Program 1 load button to load the program 1.