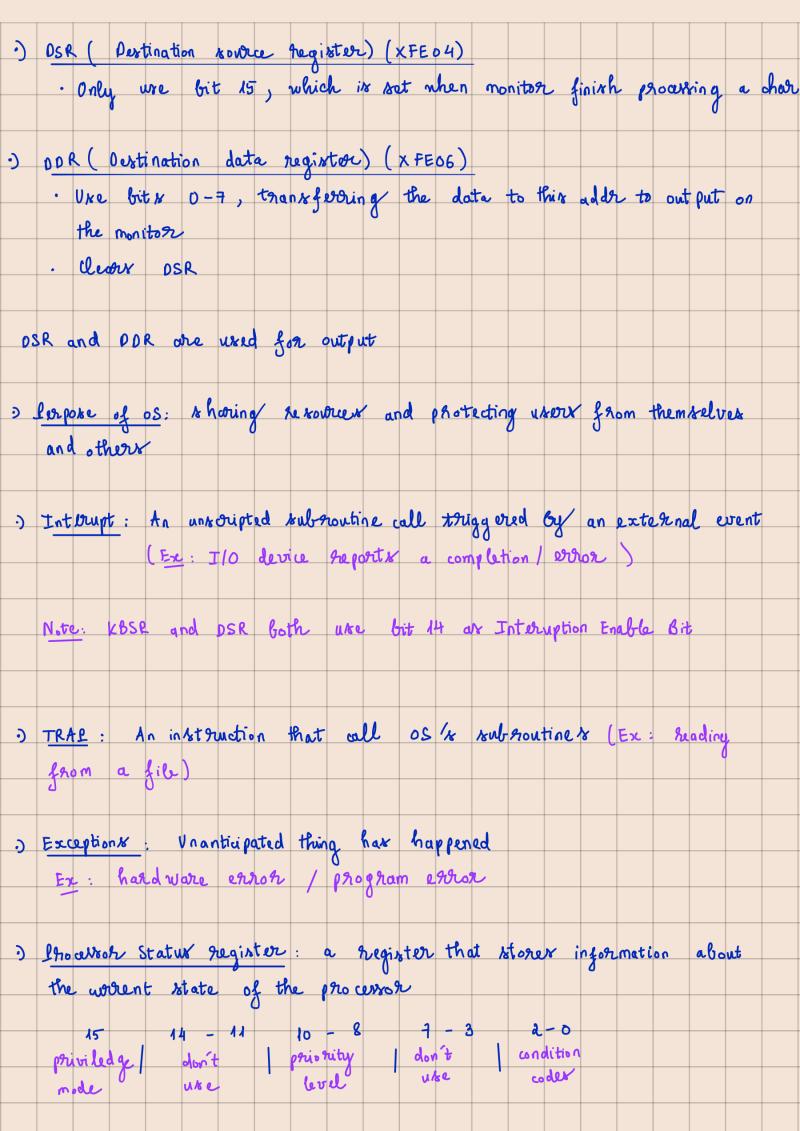
.) Memory - mapped IO: I/O devicer and memory share the rame addr krace ·) Data registers: Used for actual transfer of data 3 Statur registers: Information the device is telling ur ·) Control registers: Allows us to set changeable device characteristics

(finish input a char?)

I/O Completion handling: Interupt - driven & Polling · Interupt - driven: A device signal the CRU when it needs attention · Polling: CLU actively checker the status of a device ) Asynch nonoux I/O: allow programs to continue executing other tarks while waiting for I/O Note: we will four on memory-mapped, asynchronous I/O with .) KBSR ( Keyboard source register) (XFE00)

. Only use bit 15, which is set when a character is available · Use bits 0 - 7, where the location is sead-only and reacting dears KBSR KBSR and KBOR ore used for key board input



| * | Bit | 15: | 0 - | ی د | per          | TiV8091 | , m | de |  |  |  |  |  |  |
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