```
from PyQt5.QtWidgets import QTableWidgetItem, QMessageBox
     from PvQt5.QtGui import QFont
     from PyQt5.QtCore import Qt
 3
 4
     def message box errors(errors: list):
 5
 6
 7
        Fenster, das alle Elemente aus errors anzeigt
 8
       info = QMessageBox()
 9
       info.setIcon(QMessageBox.Critical)
10
       info.setWindowFlags(Qt.WindowTitleHint | Qt.CustomizeWindowHint | Qt.MSWindowsFixedSizeDialogHint)
11
        font = QFont()
12
13
       font.setPointSize(10)
       info.setFont(font)
14
15
       info.setText("\n".join(errors))
       info.setWindowTitle("Fehler")
16
17
       info.exec_()
18
19
     class CU: # Control Unit = Steuerwerk
       def init (self, ui, instruction set, timer, cache, alu, input register, output register):
20
          self.ui = ui
21
          self.CACHE = cache
22
23
          self.ALU = alu
          self.input register = input register
24
          self.timer = timer
25
          self.output_register = output_register
26
          self.register = ["?", "0"]
27
28
          self.program counter = 0
29
          self.instruction set = instruction set
30
       def fetch(self):
31
32
          if self.program counter == -1:
33
            self.ui.label_which_cycle.setText("IDLE")
34
             return
35
          self.register[0] = self.CACHE.read(self.program_counter)
36
37
          self.register[1] = self.CACHE.read(self.program counter + 1)
38
39
          self.ui.label_befehlszaehler.setText(str(self.program_counter))
40
          enc = encode instruction(self.instruction set, str(self.register[0]), str(self.register[1]))
          self.ui.label_befehlsreg_1.setText(enc[0])
41
42
          self.ui.label_befehlsreg_2.setText(enc[1])
43
44
       def decode(self):
          if self.program_counter == -1:
45
            self.ui.label_which_cycle.setText("IDLE")
46
47
             return
```

```
elif self.register[0] not in self.instruction set:
48
             self.program counter = -1
49
             self.ui.label which_cycle.setText("IDLE")
50
51
             return
52
53
          self.ui.label_dekodierer_1.setText(str(self.register[0]))
54
           self.ui.label_dekodierer_2.setText(str(self.register[1]))
55
56
           if self.register[0] == self.instruction set[0]: # Id
57
             if self.register[1].startswith("@"):
58
                self.ALU.acc = self.CACHE.read(int(self.register[1].replace("@", "")))
59
             else:
60
                self.ALU.acc = self.register[1]
61
62
           elif self.register[0] == self.instruction set[1]: #st
63
             if self.register[1].startswith("@"):
64
                self.CACHE.write(int(self.register[1].replace("@", "")), self.ALU.acc)
65
                try:
66
                  if int(self.register[1].replace("@", "")) % 2 == 0:
67
                     self.ui.Speicher.setItem(int(int(self.register[1].replace("@", "")) / 2), 1, QTableWidgetItem(self.ALU.acc))
68
                  else:
                     self.ui.Speicher.setItem(int(int(self.register[1].replace("@", "")) / 2), 3, QTableWidgetItem(self.ALU.acc))
69
70
                except Exception as e:
                  print(e. reduce ex (0))
71
                  message box errors(["Ein Fehler ist aufgetreten!"])
72
73
             else:
74
                message_box_errors(["Ein Fehler ist aufgetreten!"])
75
76
           elif self.register[0] == self.instruction set[2]: # in
77
             if self.register[1].startswith("@"):
                self.ui.input_reg.setEnabled(True)
78
79
                self.ui.button_weiter.setEnabled(False)
80
                self.ui.input reg.setPlaceholderText(self.register[1])
81
                self.ui.input_reg.setFocus()
82
                self.timer.stop() # input handled in Program.input_pressed
83
             else:
84
                message box errors(["Ein Fehler ist aufgetreten!"])
85
86
           elif self.register[0] == self.instruction set[3]: # out
87
             if self.register[1].startswith("@"):
88
                self.output register.text = self.CACHE.read(int(self.register[1].replace("@", "")))
                self.ui.output reg.setText(str(self.output register.text))
89
90
             else:
                message box errors(["Ein Fehler ist aufgetreten!"])
91
92
93
           elif self.register[0] == self.instruction_set[4]: # add
             if self.register[1].startswith("@"):
94
95
                self.ALU.operand = self.CACHE.read(int(self.register[1].replace("@", "")))
```

```
96
             else:
97
                self.ALU.operand = self.CACHE.read(int(self.program_counter + 1))
98
             self.ALU.operation = "+"
99
100
          elif self.register[0] == self.instruction set[5]: # sub
             if self.register[1].startswith("@"):
101
               self.ALU.operand = self.CACHE.read(int(self.register[1].replace("@", "")))
102
103
             else:
104
                self.ALU.operand = self.CACHE.read(self.program_counter + 1)
             self.ALU.operation = "-"
105
106
          elif self.register[0] == self.instruction set[6]: # mul
107
108
             if self.register[1].startswith("@"):
               self.ALU.operand = self.CACHE.read(int(self.register[1].replace("@", "")))
109
110
             else:
111
               self.ALU.operand = self.CACHE.read(self.program_counter + 1)
             self.ALU.operation = "*"
112
113
          elif self.register[0] == self.instruction set[7]: # div
114
115
             if self.register[1].startswith("@"):
               self.ALU.operand = self.CACHE.read(int(self.register[1].replace("@", "")))
116
117
             else:
118
                self.ALU.operand = self.CACHE.read(self.program counter + 1)
             self.ALU.operation = "/"
119
120
          elif self.register[0] == self.instruction set[8]: # mod
121
122
             if self.register[1].startswith("@"):
123
               self.ALU.operand = self.CACHE.read(int(self.register[1].replace("@", "")))
124
             else:
125
               self.ALU.operand = self.CACHE.read(self.program counter + 1)
126
             self.ALU.operation = "%"
127
128
          elif self.register[0] == self.instruction set[9]: # cmp
129
             if self.register[1].startswith("@"):
130
               self.ALU.operand = self.CACHE.read(int(self.register[1].replace("@", "")))
             else:
131
132
               self.ALU.operand = self.CACHE.read(self.program_counter + 1)
133
             self.ALU.operation = "?"
134
135
          if self.program_counter != -1:
136
             self.program counter += 2
137
138
          if self.register[0] == self.instruction_set[10]: # jmp
139
             self.program counter = int(self.CACHE.read(self.program counter - 1)) * 2 - 2
140
141
          elif self.register[0] == self.instruction_set[11]: # ilt
             if self.ALU.result == "-1":
142
143
               self.program_counter = int(self.CACHE.read(self.program_counter - 1)) * 2 - 2
```

```
144
145
           elif self.register[0] == self.instruction_set[12]: # jeq
146
             if self.ALU.result == "0":
147
                self.program counter = int(self.CACHE.read(self.program counter - 1)) * 2 - 2
148
149
           elif self.register[0] == self.instruction set[13]: # jqt
150
             if self.ALU.result == "1":
151
                self.program counter = int(self.CACHE.read(self.program counter - 1)) * 2 - 2
152
153
           if self.register[0] == self.instruction set[14]: # end
154
             self.program counter = -1
155
             self.ui.label which cycle.setText("IDLE")
156
157
        def execute(self):
158
           if self.program counter == -1:
159
             self.ui.label_which_cycle.setText("IDLE")
160
             return
161
162
           if self.register[0] in self.instruction_set[4:10]:
163
             self.ALU.compute()
164
165
166
     def encode instruction(instruction set: list, instruction: str, val: str):
167
        if len(instruction_set) != 15:
           return "0", "0"
168
169
170
        elif instruction == instruction_set[0]: # Id
171
           return "101" if str(val).startswith("@") else "100", str(val).replace("@", "")
172
173
        elif instruction == instruction set[1] and val.startswith("@"): #st
174
           return "111", str(val.replace("@", ""))
175
176
        elif instruction == instruction set[2] and val.startswith("@"): # in
177
           return "121", str(val.replace("@", ""))
178
179
        elif instruction == instruction set[3] and val.startswith("@"): # out
180
           return "131", str(val.replace("@", ""))
181
182
        elif instruction == instruction set[4]: # add
           return "201" if str(val).startswith("@") else "200", str(val).replace("@", "")
183
184
185
        elif instruction == instruction_set[5]: # sub
           return "211" if str(val).startswith("@") else "210", str(val).replace("@", "")
186
187
188
        elif instruction == instruction_set[6]: # mul
           return "221" if str(val).startswith("@") else "220", str(val).replace("@", "")
189
190
191
        elif instruction == instruction_set[7]: # div
```

```
192
           return "231" if str(val).startswith("@") else "230", str(val).replace("@", "")
193
194
        elif instruction == instruction set[8]: # mod
195
           return "241" if str(val).startswith("@") else "240", str(val).replace("@", "")
196
197
        elif instruction == instruction set[9]: # cmp
           return "251" if str(val).startswith("@") else "250", str(val).replace("@", "")
198
199
200
        elif instruction == instruction set[10] and not val.startswith("@"): # imp
201
           return "300", str(val)
202
        elif instruction == instruction set[11] and not val.startswith("@"): # ilt
203
204
           return "310", str(val)
205
206
        elif instruction == instruction_set[12] and not val.startswith("@"): # jeq
207
           return "320", str(val)
208
        elif instruction == instruction_set[13] and not val.startswith("@"): # jgt
209
210
           return "330", str(val)
211
212
        elif instruction == instruction set[14] and not val.startswith("@"): # end
213
           return "400", "0"
214
215
        else:
           return "0", "0"
216
```