COMP262-01
CPU SIM Project: a PEP8 Virtual Machine SIMULATION–PART3 CODING of the SIMULATION PROCESS/PROGRAM

Continue with the coding of the Simulation program.
For this part (3), we will need the results of part 2, the completed DI (Decode Instruction) stage method.

We will now proceed to implement the CO, FO and WO stage methods.
At this point, the simulation will still produce only a partial update of the CPU State, showing the results of FETCHING, DECODING, CALCULATING OPERAND's effective addresses and FETCHING/WRITING OPERANDS, for the program instructions.
Since we are now executing more stages for the instructions we would now display other appropriate components.

<u>Deliverables</u>
The source for the program, with DETAILED comments indicating WHAT parts of the program are not working and what is left to be coded.