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ECE 364

Lab 11

Summary

For Lab 11, I was part of the Fetch and Decode group. The Fetch and Decode program is used to obtain integer values from memory and process them into instructions that the processor can use. The way that this is done is by first fetching an integer from memory. In the code, there is a definition called `fetchInstruction` that will load the value from a specific memory location. The code to actually get the value is in a different section, therefore, our code will simply implement that function. This value is then passed to a section of code that will convert the integer into a binary representation. This binary representation is then examined and various pieces of information are found. By checking specific segments of the 32 bit binary sequence we found the intended operation, the register location, and both memory locations for the intended operation. This information is then put together as an object and returned to the processor.