CSCI 641

Computer Architecture

Semester Project

**Cache Simulator**

Developed a project using C++.

I have implemented two block placement strategies

1. Direct Mapped (Please Enter associativity = 1 for testing).
2. 2 - Way Set Associative (Please Enter associativity = 2 for testing).

Compiling Instructions:

1. Login to the development server, which has C++11 compiler installed on it.
2. *$ vi cachesimulator.cpp*
3. Write code using vi editor
4. Save program and exit vi editor using “*:wq”*  and type in following commands to execute.
5. *$ g++ -std=c++11 –o Cache cachesimulator.cpp*
6. *$ ls* (to see whether the executable has been created)
7. *$ ./Cache*