1) Memory, Out, PC, ACC 2) Memory, Out, PC, ACC, IR, Mar, RT State Yes, the RTA state includes the ISA state 3) 4 RT State transitions 4) RTA state 2 = t2 S/ When HIt is passed through the IR, the instruction code is 1111. This code is then passed through a NAND gate and becomes 0000. Now, the code is passed to an AND gate with the clock, so the clock stops because the AND gates output will be 0 with the HIT code, With no clock output, the SAM Stops, 6/16 op codes 32 by 8 1) Instruction tormat W MMMMM 000 lda Add M 001 mmmmm Sub M 010 mmmmm Sta M 011 mmmm Jmp M 100 mmmm Jaz M 101 wwww 110 XXXXX 111 XXXXX Out HIT

Next 8 Current PC RTA Acc Out RTA insta hex memory OD IE ZF EO FO ... o 0 0 62 tI Lda 0 0 Same tz lda tr 0 tz Ida 04 3 Ida ty 04 th Add 04 Add tr t3 04 Add ty 63 OB Add OB ti ty 8 OB tz Sub ty OB t3 tz Sub 10 3 ty 09 11 to Sub Sub ti 09 12 ty 13 ti out 4 tz 09 09 to out 14 4 tz 09 4 45 09 to Out ti 09 15 09 ti HI+ 09 tr 16 tz HI+ 09 t3 09 17 4/+ 09 09 t3 XX XX 18 a) Inc = t, Amux = t3 1 (lda V Add V Sub V Sta) Dmux = ty 1 lda Acc = ty 1 (lda V Add V Sub) Sub = ty / Sub Mst = ty / Sta PC = tz / [Jmp V Ja. Out=t31 Out HIT= t3 10) PC = t3 1 (Jmp V (Jaz 1 NOR(ACC