

Cache Simulation - Compilation and Execution Guide

This document provides instructions for compiling and executing the C++ cache simulation program.

Prerequisites

- C++ Compiler (e.g., g++, clang)
- A Unix-like environment (Linux, macOS) or Windows with a Unix compatibility layer (like Cygwin or WSL for Windows)

File Structure

Ensure you have these files in your project directory:

- `cache_simulator.cpp`: The main C++ source file.
- `cache.config`: Configuration file for the cache.
- `cache.access`: File containing the cache access patterns.

Compilation

To compile the cache simulator, use the following command in the terminal:

```
g++ -o cache_simulator cache_simulator.cpp
```