



Practice 0

- MSX88 SIMULATOR

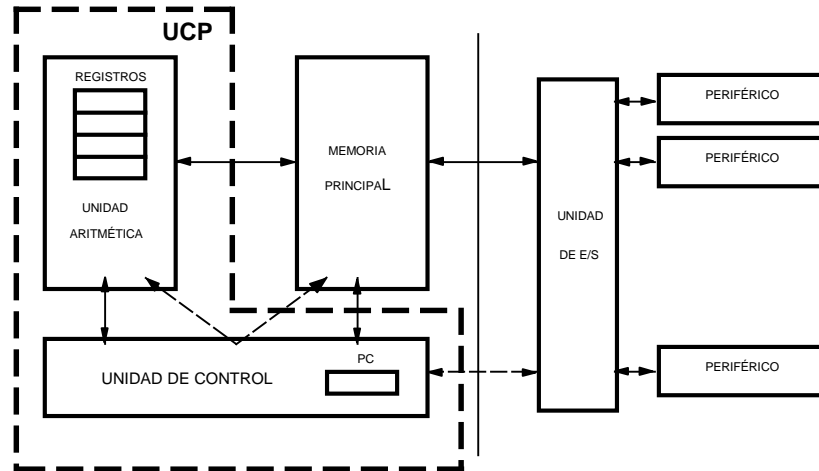


Von Neumann Architecture

- Developed 1945 by John von Neumann
- Executes machine instructions from a program stored in the memory

- **Blocks:**

- Memory
- Arithmetic-Logic Unit and registers
- Control Unit
- Input/Output unit



- **Buses** connect different parts:
data bus, address bus, control bus

Fundamentals of Computer Technology

Instruction execution cycles

1. **Fetch**

CU generates signals to read a instruction from memory in the direction pointed by the program counter PC

2. **Decode:**

CU receives instruction at IR and decodes it

3. **Fetch operands:**

CU reads, if neccessary, operands from memory or registers

4. **Executions and store results**

CU generates signals to execute instruction, and stores result in memory or registers

5. **Program Counter update.** CU updates the program counter to point to the next instruction to be executed.

- sequential working
- sequence modification ↓ PC modification ↓ bifurcation or jump

Programming languages (I)

High level language:

- Set of instructions and syntaxis (PASCAL, C)
- portable** (same code compiles in different machines)

Low level language

- **Machine language:**

Instructions are written in binary

- Difficult and a lot of mistakes



Solution: high level language
and compile

- **Assembly language:**

Instructions are represented with
symbolic names or mnemonics

- Each instruction correspond
with a machine instruction

Programming languages (II)

- High level language (example: PASCAL)

```
BEGIN
```

```
  Resta:= Minuendo - Sustraendo
```

```
END.
```

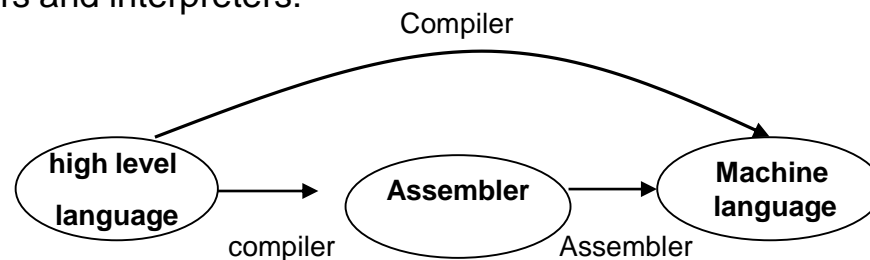
- Machine language and assembler (Example: i80x86)

```
A10000      MOV AX, Minuendo
```

```
2B060200    SUB AX, Sustrayendo
```

```
A30400      MOV Resta, AX
```

- Traduction from high level program to machine language are carried on by compilers and interpreters:

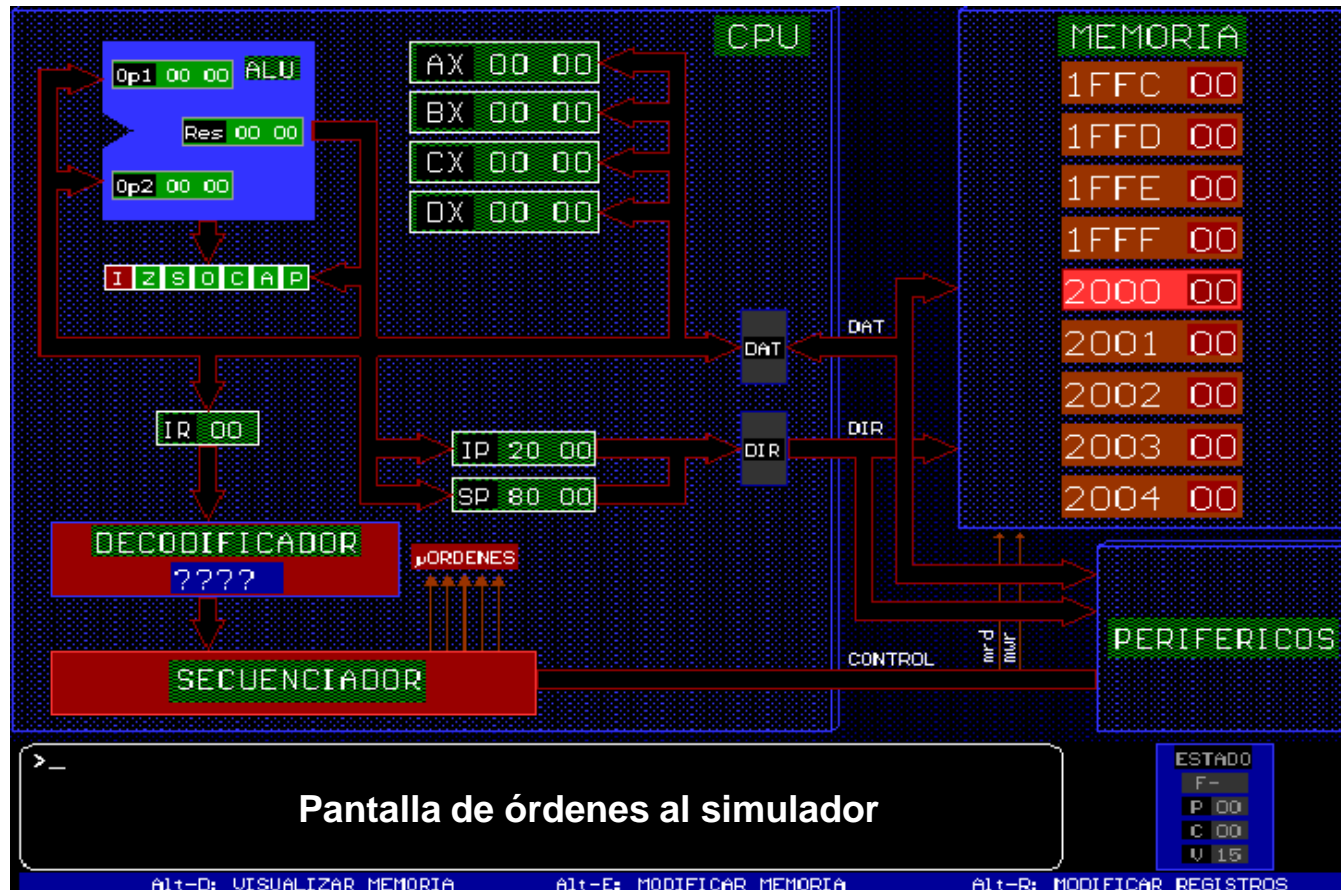


Fundamentals of Computer Technology

Simulator MSX88 (I)

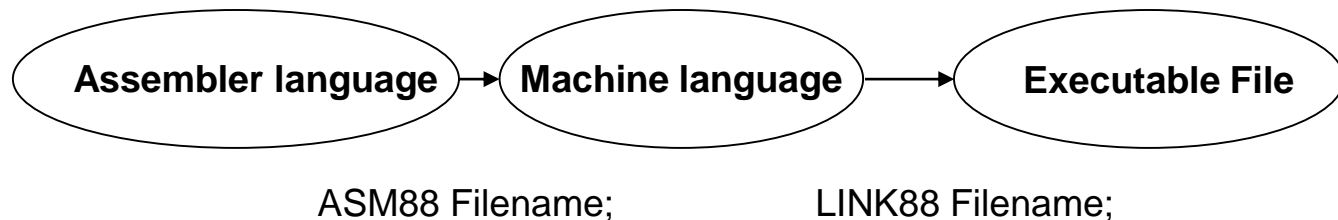
- This simulator is a simplified version of the i8088
- It has a 64Kb RAM
- Allows connection of peripherals
- It has a program to monitor the MSX88
- The instructions provided by this CPU are a real part of those offered by i8086 / 8088 microprocessors
- It has the tools:
 - ASM88 (assembler)
 - LINK88 (assembler program)

Simulator MSX88 (II)



Simulator MSX88 (III)

- To change an assembly file to be executable these steps must be followed:
 - Open an MS-DOS session
 - Write the command: `cd C: \ MSX88`
 - `FileName ASM88;`
 - `FileName LINK88;`



Simulator MSX88 (IV)

- To use MSX88 simulator you should write down:
 - MSX88 (on MS-DOS screen)
- When the MSX88 screen is open:
 - L FileName (on the order screen of simulator)
 - To execute instruction: F6 (instruction by instruction) or F7 (cycle machine)
 - R IP 2000h (on the order screen of simulator)
 - Q To leave the simulator