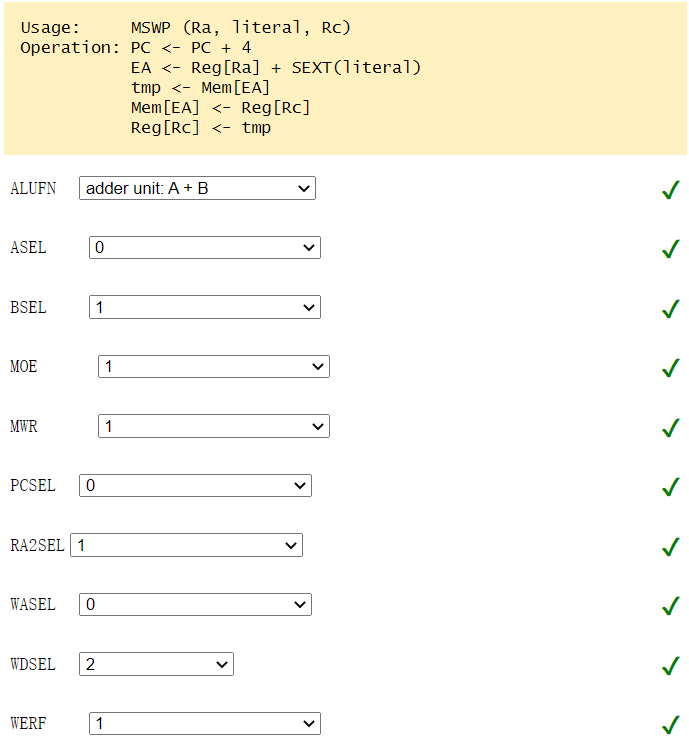
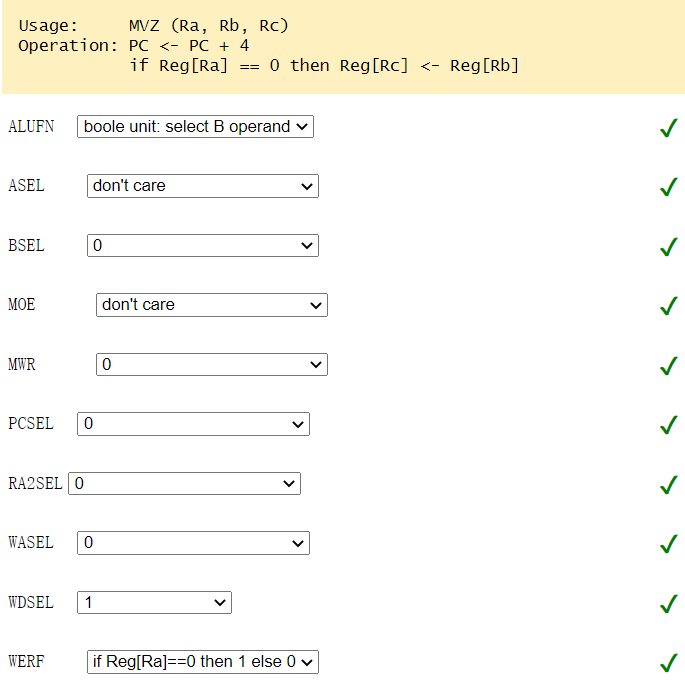
# BETA Control Rom

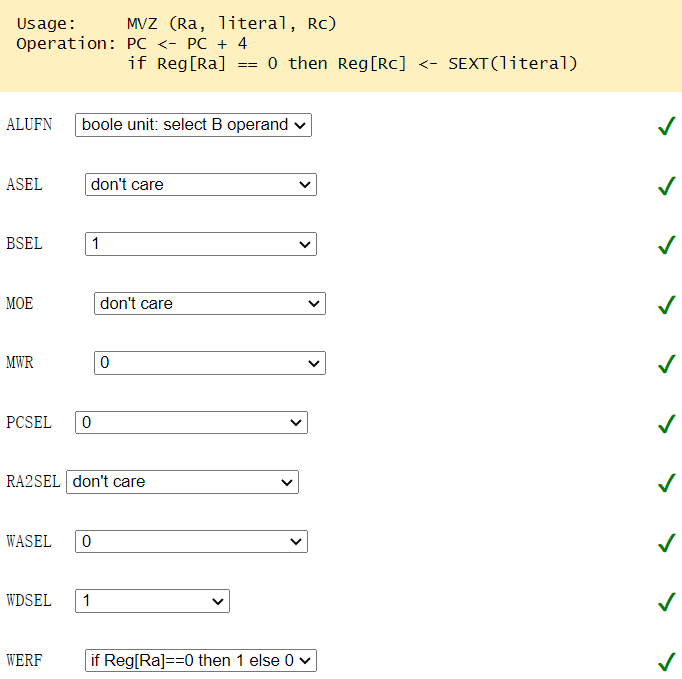
## A Swap register contents with memory location



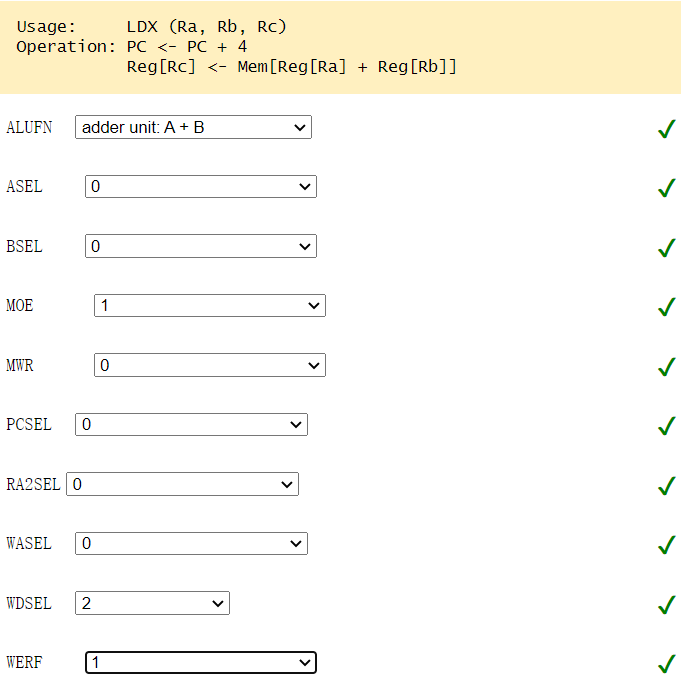
## B Move if zero



## C Move constant if zero

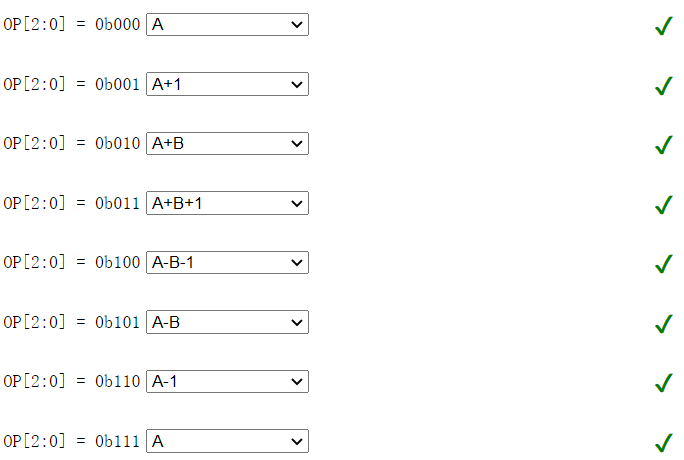


## D Load indexed



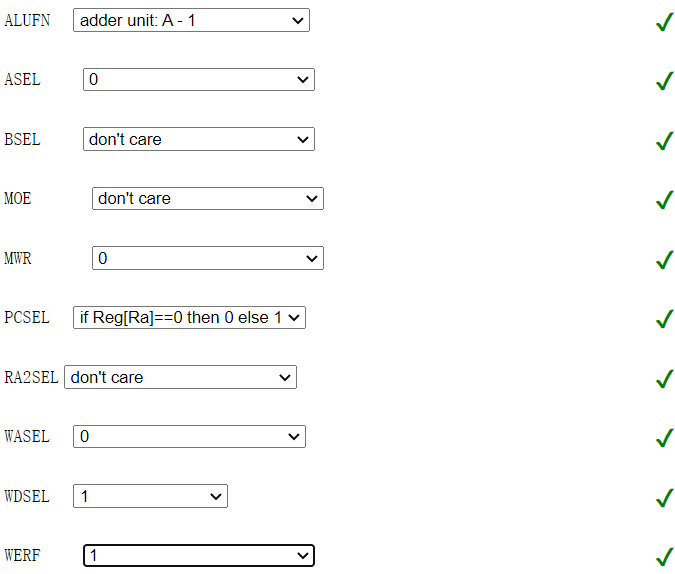
# New ALU

A：



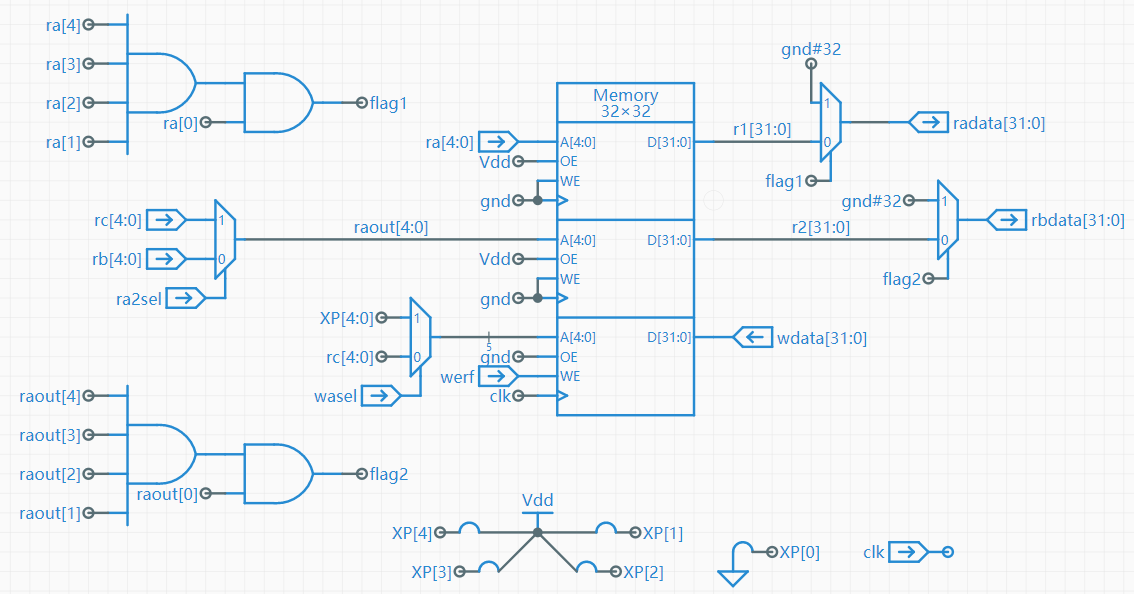
B：9、-1

C：

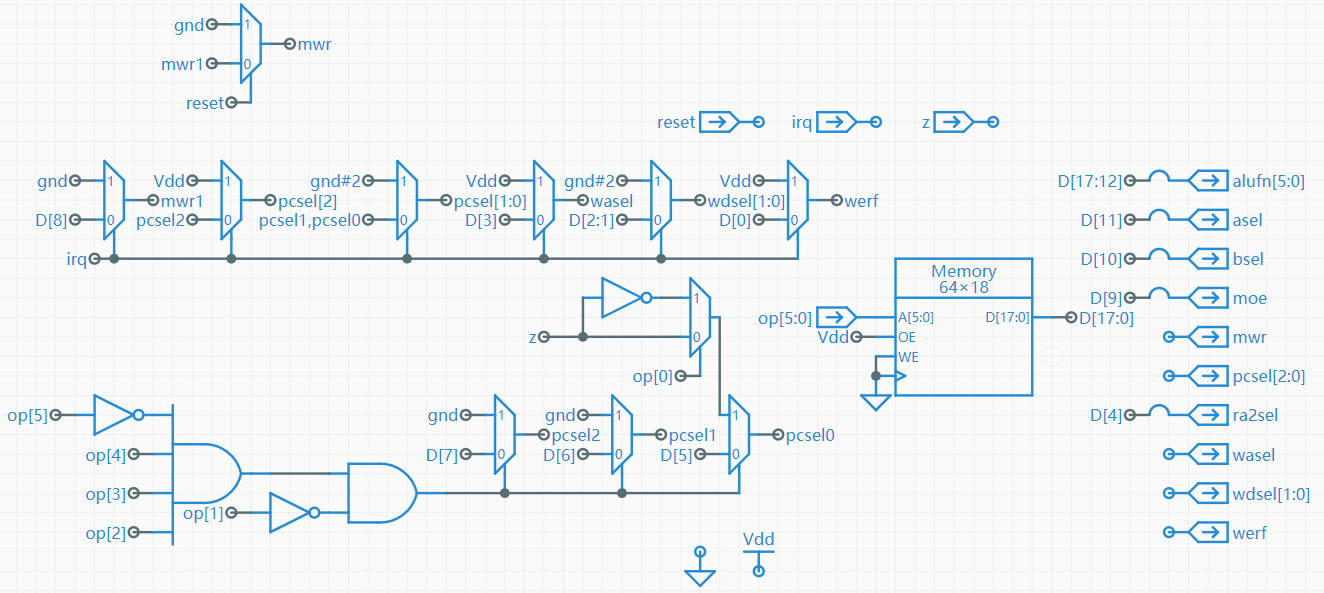


# Building the Beta

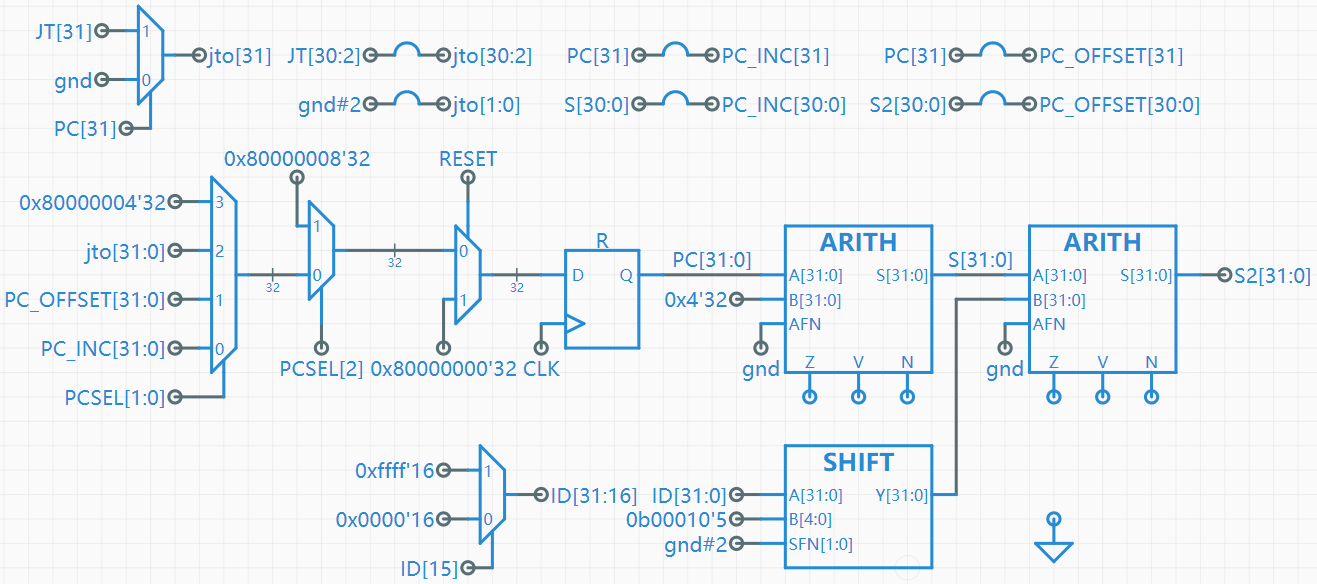
## Register File (REGFILE)



## Control Logic (CTL)



## Program Counter (PC)



## Beta