Architecture Report:

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For all instructions Control\_memory is:

A screenshot of text

Description automatically generated

There are 8 instructions all together:

* INC – Increment
* ADI – Add Immediate
* ADD – Add
* LD – Load
* SR – Store
* NOT – Not
* B – Branch Unconditional
* Bz – Branch Conditional (Zero)

Increment (INC):

Memory\_m:

A close up of a logo

Description automatically generated

This resulted in the following output:

A screen shot of a computer

Description automatically generated

Add Immediate (ADI):

Memory\_m:

A close up of a keyboard

Description automatically generated

This resulted in the following output:

A screen shot of a video game

Description automatically generated

Add (ADD):

Memory\_m:

A screenshot of a cell phone

Description automatically generated

This resulted in the following output:

A close up of a computer

Description automatically generated

Load (LD):

Memory\_m:

A screenshot of a cell phone

Description automatically generated

This resulted in the following output:

A screen shot of a computer

Description automatically generated

Store (SR):

Memory\_m:

A close up of a keyboard

Description automatically generated

This resulted in the following output:

A screen shot of a computer

Description automatically generated

Not (NOT):

Memory\_m:

A picture containing orange

Description automatically generated

This resulted in the following output:

A screen shot of a computer

Description automatically generated

Branch Unconditional (B):

Memory\_m:

A picture containing orange, holding, white, room

Description automatically generated

This resulted in the following output:

A close up of a screen

Description automatically generated

Branch Conditional (Bz):

Memory\_m:

A screenshot of a cell phone

Description automatically generated

This resulted in the following output:

A screen shot of a computer

Description automatically generated