The registers are storage capacities of a very small size (8, 16, 32, 64 bits), but very fast in terms of access speed, used for temporary store of operands with which a processor works.

operands = data, command codes, addresses

- the registers are NOT RAM, it is 1000x faster than RAM or HDD

  EU = executive unit

  BIU = bus interface unit

- base 2 → is a REPRESENTATION mechanism

  base 16 → is also a REPRESENTATION mechanism (a compact one)

  base 10 → is an INTERPRETATION mechanism

- datatype = structure that has to be given + associated operations

  data. method (2,3)

- data encapsulation
  inheritance
  polymorphism
  } → concept of object oriented programming

- the datatype in 80x80 processors = size of representation

next lecture: General registers of cpu