# Python CPU Simulation

## Problem Description

I intend to implement a CPU simulator in Python capable of processing a few simple instructions. The implementation will be based on MIPS. I find this particular task useful and interesting as it will help me gain a deeper understanding of how a processor works on a fundamental level. After implementing each piece of hardware in Python, I will have a better idea of how they all work together to produce the desired output.

The expected result of this project is to have to be able to feed my Python program a set of instructions, have the simulator process the instructions similar to the way that a processor would, and display the correct result.

## Methodology

The following pieces of hardware will be implemented in separate .py files:

* ALU
* Logical Gates
* Registers
* Memory
* Multiplexer

Each of the above files will be imported into the main.py file, which will serve as the control unit for the processor. I am open to suggestions on what types of instructions MIPS should be supported by this project, but at the very least I plan to implement ADD, LOAD, and STORE instructions. Other instructions currently being considered are JUMP and BRANCH instructions, but it is hard to say what I will be able to accomplish in the allotted time. I will maintain a github page for this project, and intend on making periodic commits as I make progress with descriptions for each commit. This project’s Github page can be found at: https://github.com/rmcew/CS3339-Project

## Deliverables

The .py files listed above will be the deliverables for this project, as well as an in-class demonstration.

Team Members and Specific Roles  
The entire project including the proposal, code, and presentation will be completed by Ross McEwen.