How Requests from User go through Software and getting processed

User makes a request through typing smth within a software. This data is getting stored inside the RAM, which is faster than the SSD. Than the cpu take’s the data stored within the and stores this data into the MDR and it goes into the the control unit, which decodes the data into binarys and decides how it gets communicated, most of the times through the cache to the ALU (algomethric Logic Unit). The ALU takes those data and processes all logical operations

Fetch-Decode-Execute Cycle

1. Fetching the instructions/data from memory usually RAM.

* The Program Counter (PC) holds the address of the next instruction to be executed. The Memory Adress Resolution (MAR) uses this address to locate the instruction in memory.
* The Instruction Register (IR) temporarily holds the fetched instruction for further processing.

1. Decoding binarys
2. Execute the instruction