**Fetch\_unit**

Changed from a four clock stall in FSM to 3 clock stall.

Added bit-wise reduction of current state of stall (stall\_cs) as determiner of no op flag.

Changed PC\_out assignment when not in reset state from current state of stall being in state 1 to bit-wise reduction of next state of stall and also when exiting the stall state after finding that it will not be performing a jump, to maintain the PC as long as the current state of stall is still high.

**Register File**

Added write enable as condition for read data 2.

**Memory**

Added write enable as condition for assigning data out.