Fetch/Execute Cycle: Detailed Architecture



Number	Operation	Number	Operation
0	ACC→bus	8	ALU→ACC
1	Load ACC	9	INC→PC
2	PC→bus	10	ALU operation
3	Load PC	11	ALU operation
4	Load IR	12	Addr→bus
5	Load MAR	13	CS
6	Bus→MDR	14	R/W
7	Load MDR		

MAR: Memory Address

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Register, holds the address of a memory location.

MDR: Memory Data Register,

holds the address of a memory location.

Decoder: assembles the complete instruction with its operands, ready for execution