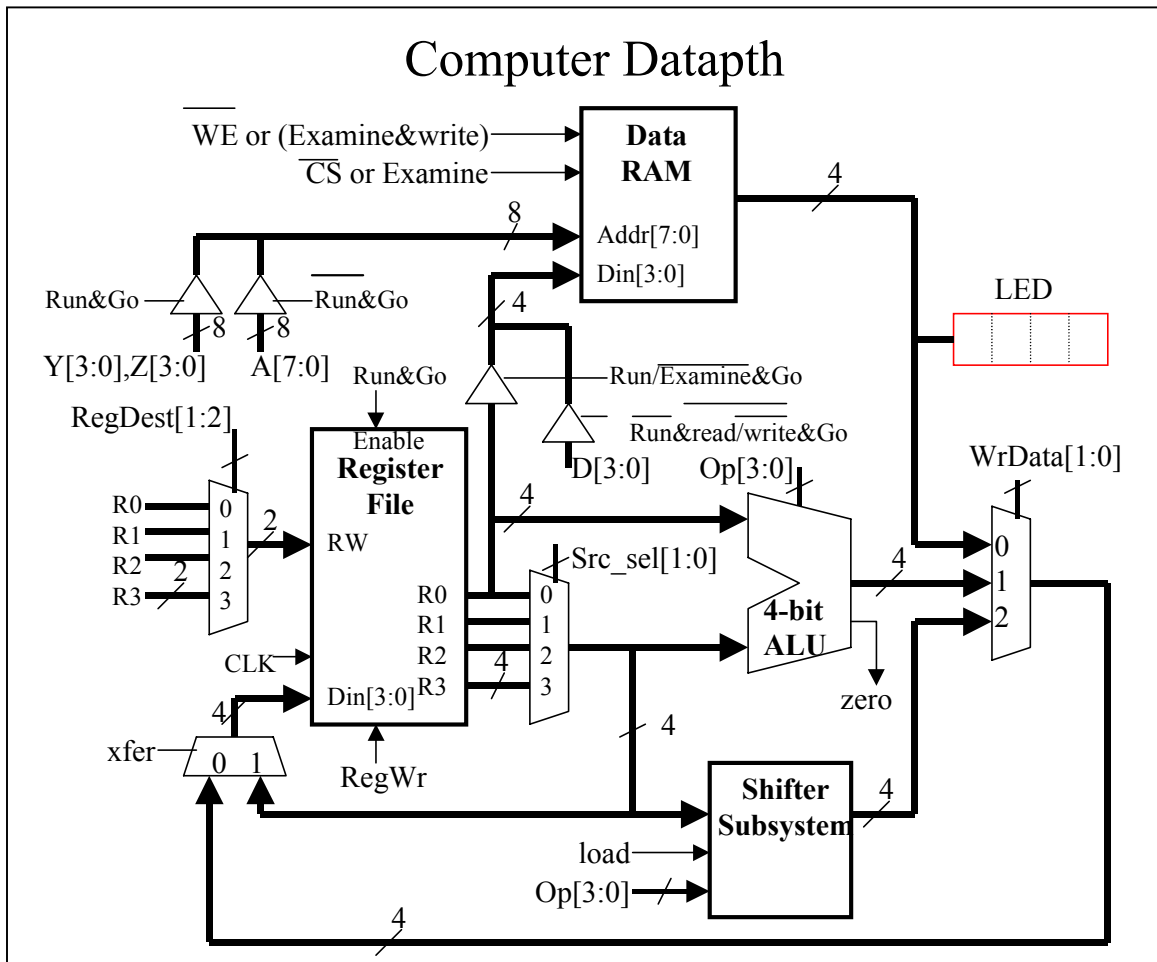
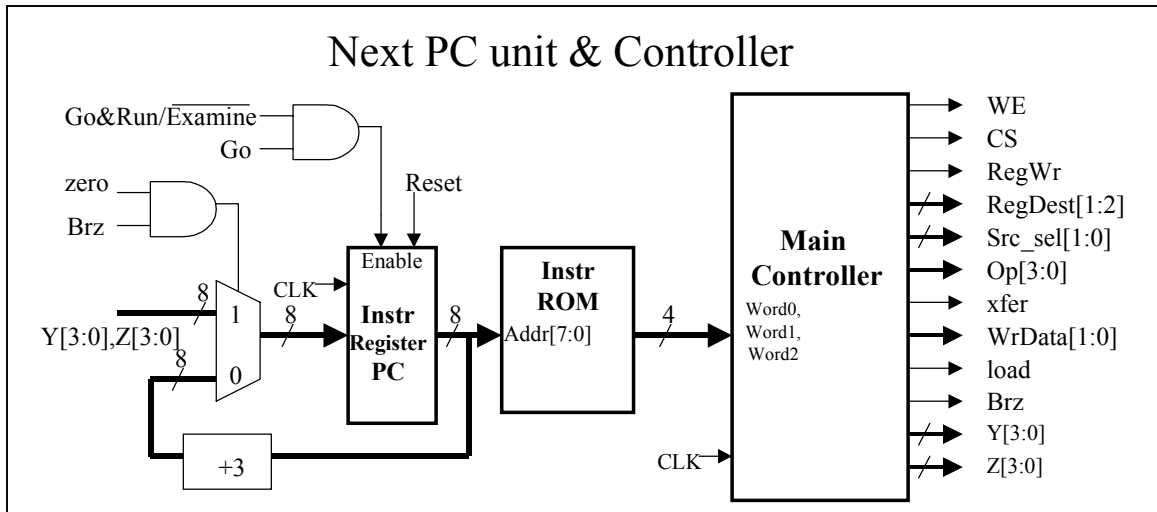
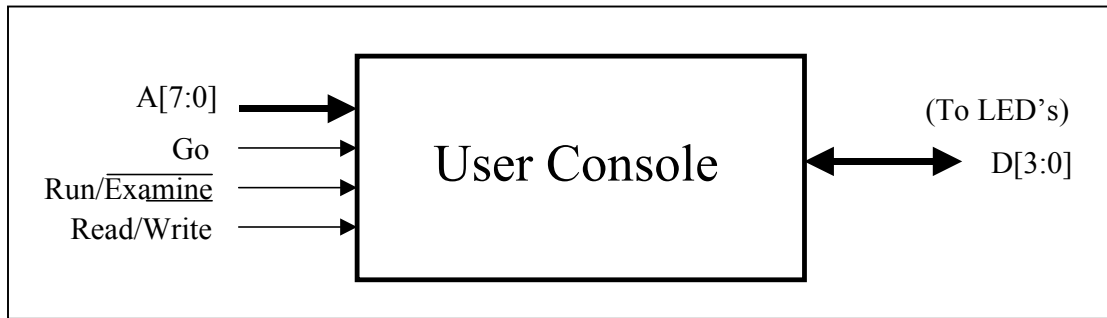


1. Processor Datapath
  - Additional assumptions:
  - a. It's a single-cycle processor implementation
  - b. Each instruction fetch requires burst reading 3 sequential words from the instruction ROM based on the current PC
  - c. Register decoding is done by the controller from the first or second words read, depending on the decoded instruction.
  - d. The machine starts once the Go button is pressed





2.

### Controller Output Signals

<i>Control Signals</i>	RegWr	RegDest	Src_sel	Op <3:0>	Load	WrData <1:0>	Brz	WE	CS	Xfer	
<i>Instructions</i>	<b>ADD</b>	1	0	R[x1x0]	00xx	x	01	0	0	0	
	<b>NAND</b>	1	0	R[x1x0]	01xx	x	01	0	0	0	
	<b>LSR</b>	1	0	0	1000	1	10	0	0	0	
	<b>LSL</b>	1	0	0	1001	1	10	0	0	0	
	<b>ASR</b>	1	0	0	1010	1	10	0	0	0	
	<b>RSL</b>	1	0	0	1011	1	10	0	0	0	
	<b>Xfer</b>	1	R[y3y2]	R[y1y0]	1100	x	x	0	0	0	1
	<b>LOAD</b>	1	0	x	1101	x	0	0	0	1	0
	<b>STOR</b>	0	x	x	1110	x	x	0	1	1	x
	<b>BRZ</b>	0	x	0	1111	x	x	1	0	0	x

### Register Transfer Operations

<i>Transfer Operations</i>	<i>Control Signals</i>
R[0] ← R[0]	RegDest = 00, Src_sel = 00, xfer=1
R[0] ← R[1]	RegDest = 00, Src_sel = 01, xfer=1
R[0] ← R[2]	RegDest = 00, Src_sel = 10, xfer=1
R[0] ← R[3]	RegDest = 00, Src_sel = 11, xfer=1
R[1] ← R[0]	RegDest = 01, Src_sel = 00, xfer=1
R[1] ← R[1]	RegDest = 01, Src_sel = 01, xfer=1
R[1] ← R[2]	RegDest = 01, Src_sel = 10, xfer=1
R[1] ← R[3]	RegDest = 01, Src_sel = 11, xfer=1
R[2] ← R[0]	RegDest = 10, Src_sel = 00, xfer=1
R[2] ← R[1]	RegDest = 10, Src_sel = 01, xfer=1
R[2] ← R[2]	RegDest = 10, Src_sel = 10, xfer=1
R[2] ← R[3]	RegDest = 10, Src_sel = 11, xfer=1
R[3] ← R[0]	RegDest = 11, Src_sel = 00, xfer=1
R[3] ← R[1]	RegDest = 11, Src_sel = 01, xfer=1
R[3] ← R[2]	RegDest = 11, Src_sel = 10, xfer=1
R[3] ← R[3]	RegDest = 11, Src_sel = 11, xfer=1

3. Controller (Moore Machine implementation)  
 Outputs are control signals to the datapath.

