

Stored Program Concept

Parts of a CPU:

- **Arithmetic Logic Unit (ALU)**
Circuitry for arithmetic and logic operations.
- **Control Unit**
Fetches, interprets, and executes instructions.
- **Registers**
Holds data for use by the ALU.
- **Buses**
Circuits connecting the CPU, registers, and memory.
- **Main Memory**
Internal memory containing instructions and data for use by the CPU. (Storing instruction in memory is known as the stored program concept - Von Neumann.)

Control Unit Registers:

- **Program Counter (PC):**
Contains the main memory address of the next instruction to be fetched.
- **Instruction Register (IR):**
Contains the instruction that is currently executing.

Control Unit Instruction Execution - The Machine Cycle:

- **Fetch** the next instruction from the address in main memory contained in the program counter. Place the instruction into the instruction register. Increment the program counter to the next location in memory.
- **Decode (or interpret)** the instruction to understand what operations and resources are required for its execution.
- **Execute** the next instruction by obtaining the resources needed and carrying out the required operations.

Example - Add two numbers stored in memory:

- obtain the first number from memory and store it in a register.
- obtain the second number from memory and store it in a register.
- use the ALU to add the two numbers together and place the sum into another register.
- store the sum into main memory.