INTRODUCTION

Need: It’s too hard for beginners to learn about CPU design
Goal: Make it easier for beginners to learn about CPU design
Design Objectives: Produce a complete CPU design that includes seven lessons and practice exercises at the end of every lesson
Target Audience: Educational institutions that want to use a simplified CPU to teach a class and self-learners
Learning Modules: The completion time of the entire lesson plan is 3.6 hours

CPU DESIGN

Prototype of our simple CPU

TEACHING STRATEGY

The types of questions each learning module aims to answer is shown below

ASSEMBLY CODE

Each line represents the machine code to the corresponding assembly code from a virtual machine

 ADMIN

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