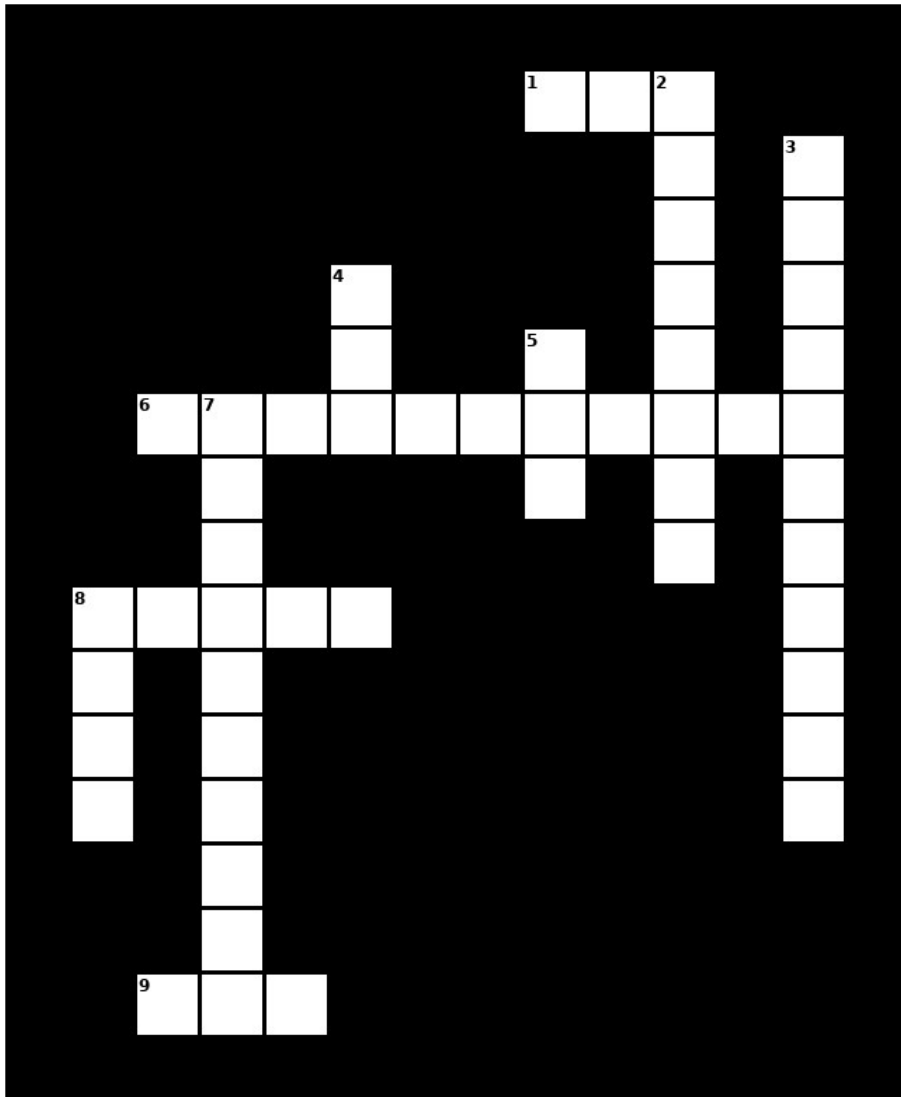


1.1 Systems architecture - Crossword 1: CPU components

Instructions: Use the definitions to complete the grid. Write answers without spaces, hyphens, slashes or punctuation.



Across

1. Register that stores the address of the memory location currently being accessed.
6. Register that stores intermediate results from calculations.
8. Small, very fast memory close to the processor used for frequently needed data and instructions.
9. Register that stores data being transferred to or from memory.

Down

2. Tiny storage location inside the processor used during instruction processing.
3. Part of the processor that coordinates and controls the fetch-decode-execute cycle.
4. Processor that fetches, decodes and executes program instructions.
5. Part of the processor that performs arithmetic and logical operations.
7. Number of processor cycles carried out each second.
8. Processing unit within a processor that can work on instructions.