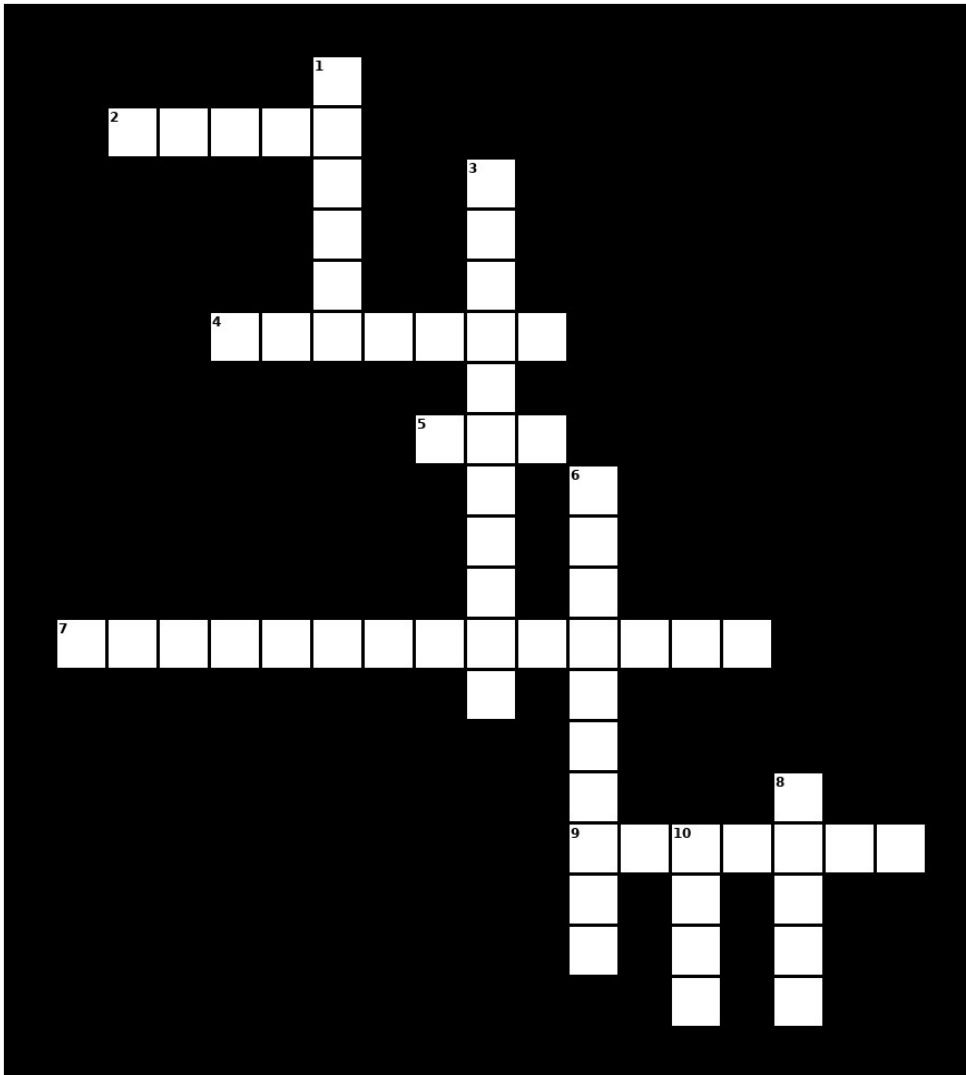


1.1 Systems architecture - Crossword 2: Fetch-decode-execute cycle

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



Across

2. Repeated sequence of stages used to process instructions.
4. Stage where the required operation is carried out.
5. Set of connections used to transfer data, addresses and control signals.
7. Register that stores the address of the next instruction to fetch.
9. Location reference used to find data or instructions in memory.

Down

1. Stage where the processor works out what an instruction means.
3. A command that tells the processor what operation to perform.
6. Architecture where programs and data are stored in the same memory.
8. Stage where the next instruction is retrieved from memory.
10. Values that are stored, moved or processed by a computer.