2	**One** mark per mark point (**Max 4)** MP1 low number of instruction formats //low number of instruction sets MP2 uses single-clock cycle instructions MP3 uses fixed length instructions MP4 uses many general-purpose registers MP5 works well with pipelining MP6 hard-wired control unit MP7 makes extensive use of RAM MP8 uses a low number of addressing modes MP9 the design emphasis is on the software.

8	**One** mark per mark point (**Max 4)** MP1 many instruction formats possible MP2 large instruction set MP3 many addressing modes available MP4 uses variable length/multi-operation instructions MP5 multi-clock cycle instructions MP6 complex decoding of instructions MP7 uses complex circuits MP8 makes frequent use of cache memory MP9 uses programmable control unit // uses micro-programmed control unit // uses hardwired control unit MP10 hardware needs to be able to handle more complex instructions convert into sub-instructions // Design emphasis is on the hardware.