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| 2 | <b>One mark per mark point (Max 4)</b><br><br>MP1 low number of instruction formats //low number of instruction sets<br>MP2 uses single-clock cycle instructions<br>MP3 uses fixed length instructions<br>MP4 uses many general-purpose registers<br>MP5 works well with pipelining<br>MP6 hard-wired control unit<br>MP7 makes extensive use of RAM<br>MP8 uses a low number of addressing modes<br>MP9 the design emphasis is on the software. |
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| 8 | <b>One mark per mark point (Max 4)</b><br><br>MP1 many instruction formats possible<br>MP2 large instruction set<br>MP3 many addressing modes available<br>MP4 uses variable length/multi-operation instructions<br>MP5 multi-clock cycle instructions<br>MP6 complex decoding of instructions<br>MP7 uses complex circuits<br>MP8 makes frequent use of cache memory<br>MP9 uses programmable control unit // uses micro-programmed control unit // uses hardwired control unit<br>MP10 hardware needs to be able to handle more complex instructions convert into sub-instructions // Design emphasis is on the hardware. |
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