

Activity: Final Project Ideas; I/O

A. Why?

- We should ponder the final project some more.
- I/O comes in special opcode vs memory-mapped and polled vs interrupt-driven flavors.

B. Outcomes

By the end of the class you should

- Be closer to figuring out what the final project might look like.
- Understand the implications of special opcode vs memory-mapped I/O.
- Understand the implications of polled vs interrupt-driven I/O.

C. Questions

1. If you haven't done so, write down the final project ideas you and your group have come up with and hand them in so we can discuss them. Questions to ponder: Group vs one-person projects? Projects in assembler? In higher-level languages?
2. In group, discuss: How would the LC-3 design change if it used special opcode(s) for I/O instead of memory-mapped I/O?
3. What would we have to change to add a disk I/O device to the LC-3?