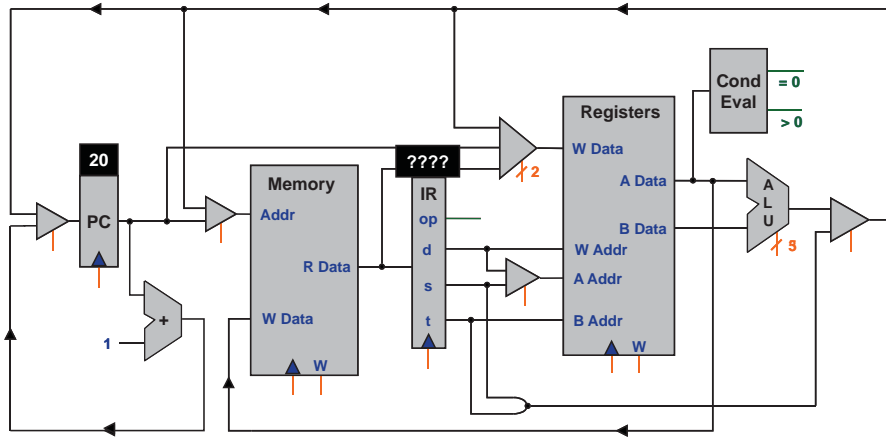


[5] and [6] are used in the fetch cycle:

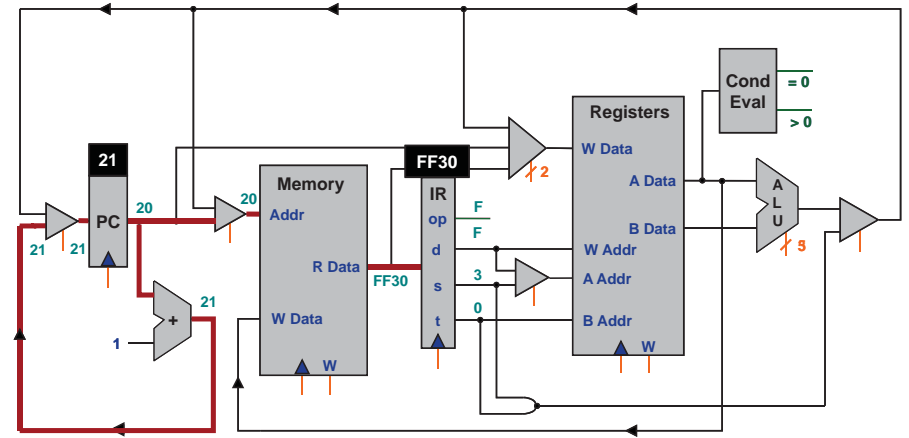
The TOY Datapath: Jump and Link



Before fetch:

pc = 20
mem[20] = FF30

The TOY Datapath: Jump and Link



Before fetch:

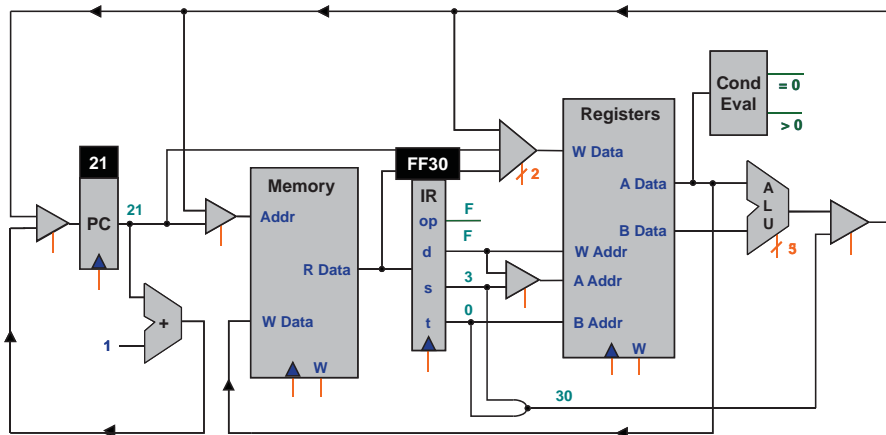
pc = 20
mem[20] = FF30

After fetch:

pc = 21
IR = FF30: R[F] ← 21; pc ← 30

[1] and [3] are used in the execute cycle:

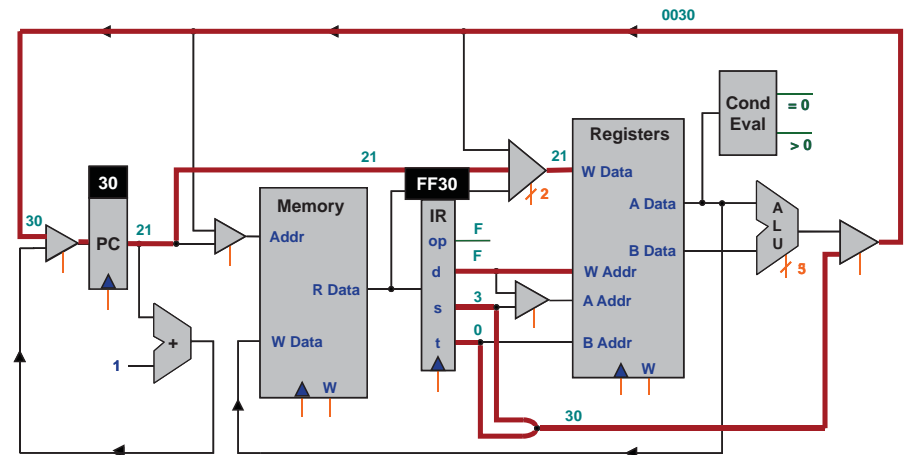
The TOY Datapath: Jump and Link



Before execute:

pc = 21
IR = FF30: R[F] ← 21; pc ← 30

The TOY Datapath: Jump and Link



Before execute:

pc = 21
IR = FF30: R[F] ← 21; pc ← 30

After execute:

pc = 30
R[F] = 21