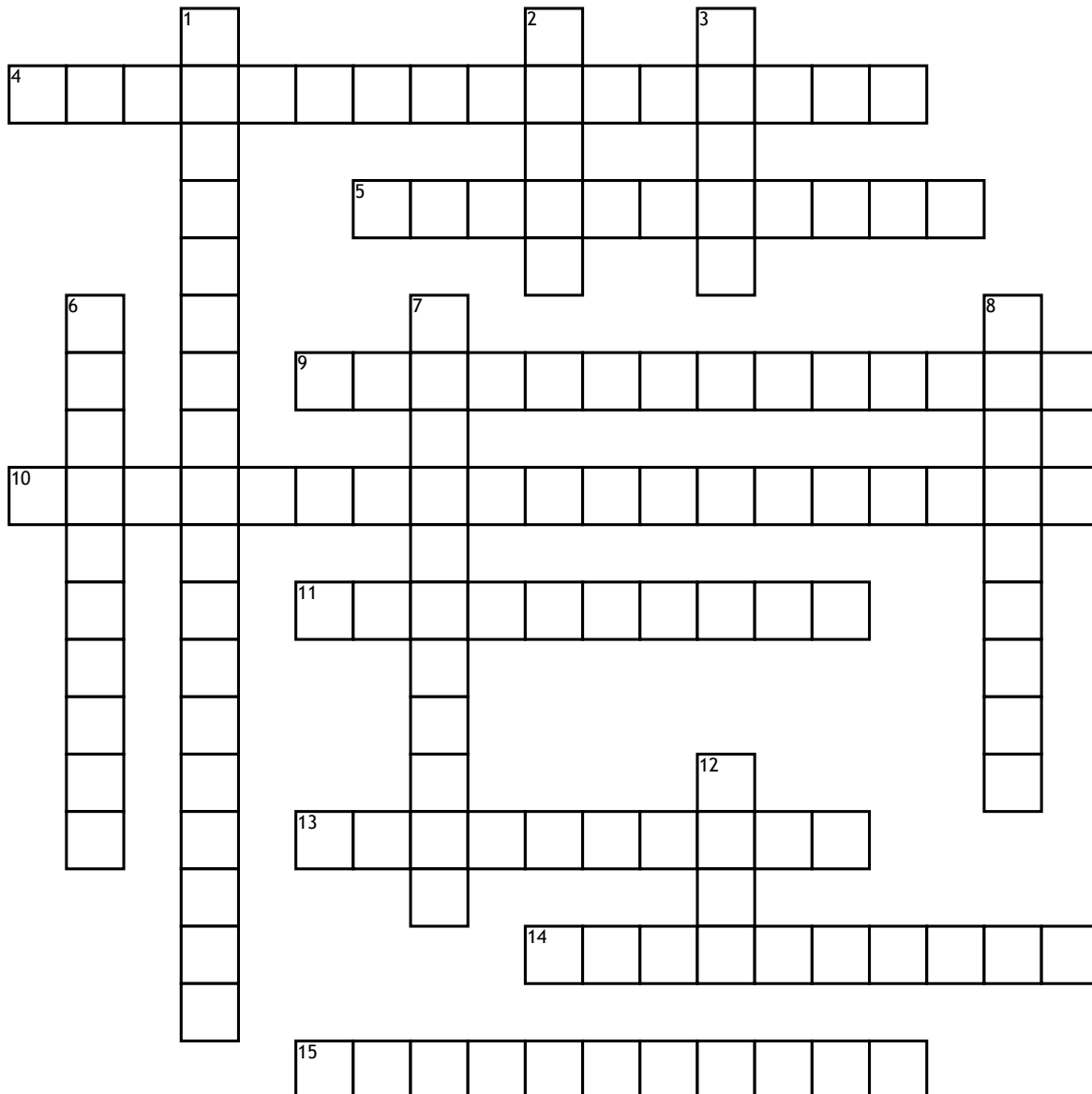


1.1.1



Across

4. Language for coders using mnemonics
 5. The languages in which computers work in, which uses binary
 9. Holds the address of the next instruction to be executed
 10. Completes all calculations in the CPU
 11. How many cycles of the CPU per second
 13. Holds the data and instructions ready to be used by the CPU

14. Where the fetching of one instruction can occur during the decoding or executing of others
 15. Holds the result of arithmetic and logical operands

Down

1. Holds the data read from main memory
 2. Extremely fast to access memory in the CPU
 3. They transfer data between the CPU and Main Memory

6. Carries the addresses of memory locations from the CPU to main memory
 7. Component which sends out signals to coordinate how data moves around and between the CPU and main memory
 8. Memory locations inside the CPU, storing data and instructions
 12. A processor with its own cache, there can be many in the CPU