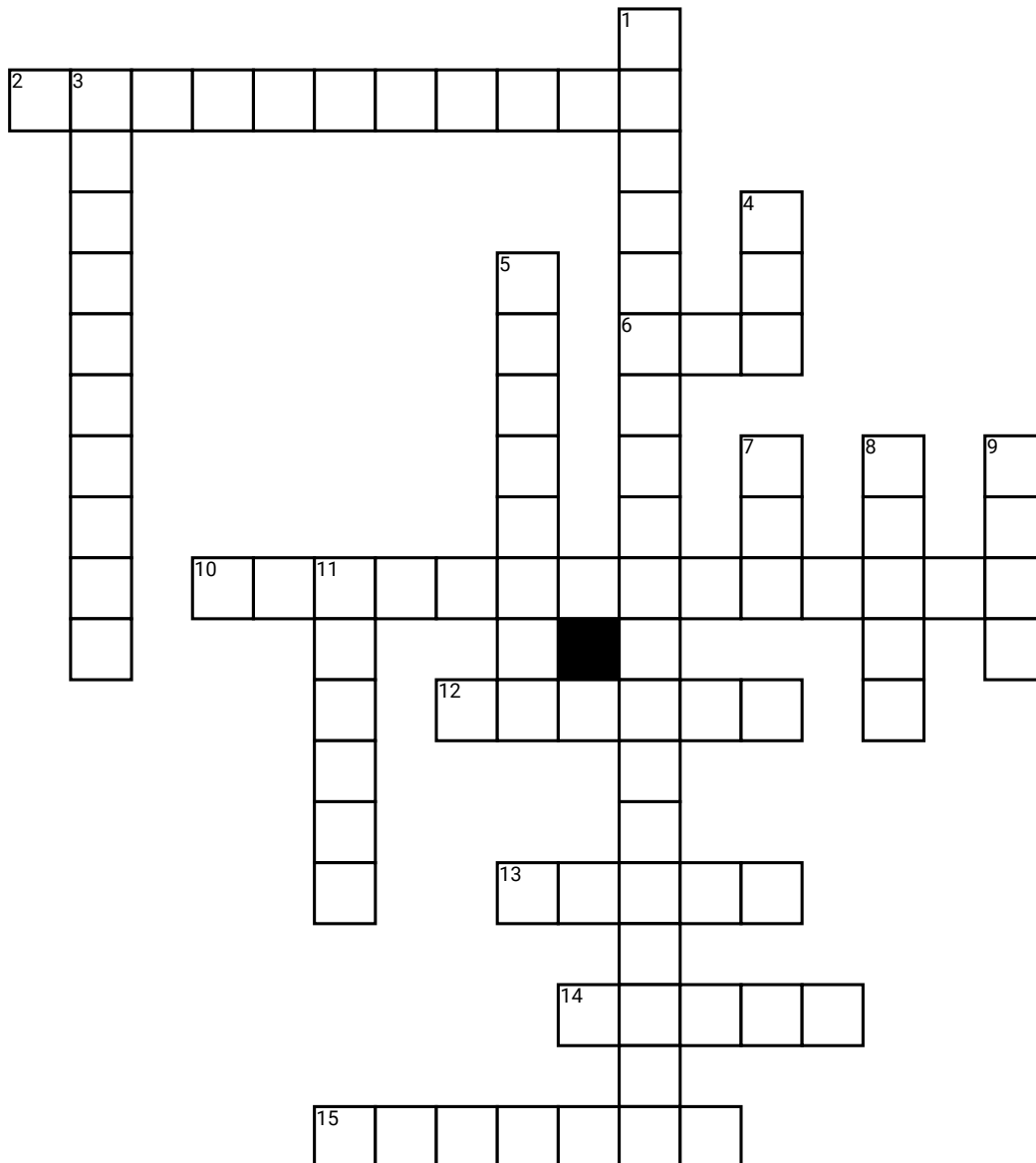# Systems Architecture

Across

2. Where arithmetic and logic results are stored

6. Holds the contents found at the address

10. Holds the memory address of the next instruction to be fetched from main memory

12. Decoding an instruction

13. Small amount of very fast memory that is part of the CPU

14. Data ____ed by a user

15. Carrying out an instruction

Down

1. Part of the CPU, where + - AND, OR operations are run

3. Name for how fast a CPU runs

4. Holds the current instruction that is to be fetched from memory

5. Physical components in a computer

7. Central component of a computer

8. Retrieving an instruction from store

9. Inside the CPU, contains an ALU, control unit and registers

11. Data _____ed by the computer