1. Which generation of the 4-bit simulators above is the most abstract? Why?
2. Explain the purpose or function of the RAM and the CPU.
3. Describe in your own words the difference between the fetch and execute steps.
4. Summarize the differences between assembly language and machine language programming.

**Portfolio Reflection Questions**

**Make a copy** of this document in your Portfolio Assignments folder and answer these questions in the spaces below. Once complete, turn in this assignment according to the steps given by your teacher.

[4.9 Abstraction: Inside the CPU Curriculum Page](https://course.mobilecsp.org/mobilecsp/unit?unit=23&lesson=154)

Answer the following questions:

1. Which generation of the 4-bit simulators above is the most abstract? Why?

**Answer**

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2. Explain the purpose or function of the RAM and the CPU.

**Answer**

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|  |

3. Describe in your own words the difference between the fetch and execute steps.

**Answer**

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4. Summarize the differences between assembly language and machine language programming.

**Answer**

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