No 0 - A 2 signals from the processor.

- BEO to BE memory
- 64 bits of data instead of addresses or logic
- 36 bits of addresses to PLDs

Same as before, except:

PII & Gone 2

Lecture 30
Firma 2 - Gear 2 (64 bit Memory Interface)
- IP Switch
- LED Point

In each case:

- Part of addressing
- Memory mapped I/O
- TO ADDRESS & CODING

Examples of instructions:

<table>
<thead>
<tr>
<th>OUT</th>
</tr>
</thead>
<tbody>
<tr>
<td>( EAX \rightarrow EDX )</td>
</tr>
<tr>
<td>( AX \rightarrow DX )</td>
</tr>
<tr>
<td>( AL \rightarrow DL )</td>
</tr>
</tbody>
</table>

Basic I/O Interface