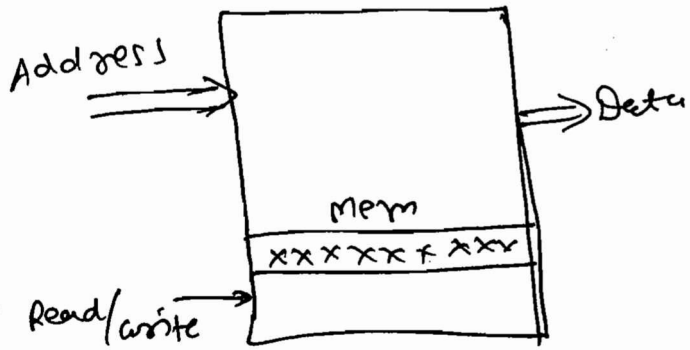
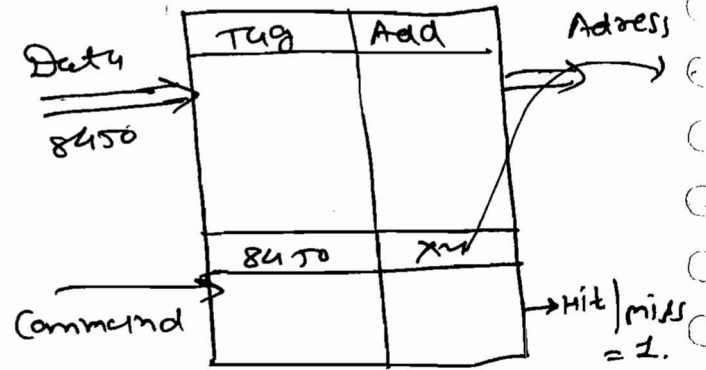


★ CAM :

(a)



(b)



⇒ Cache memory:

