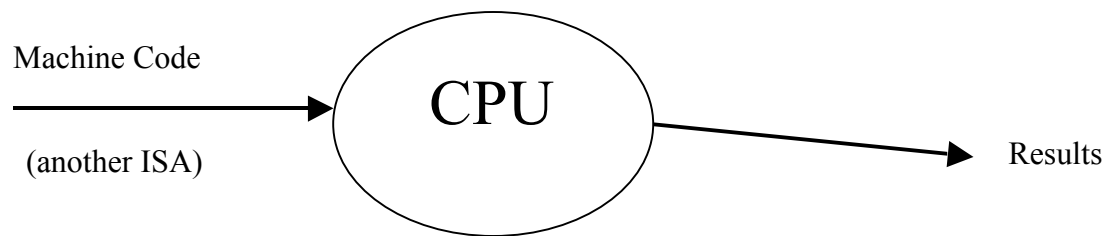
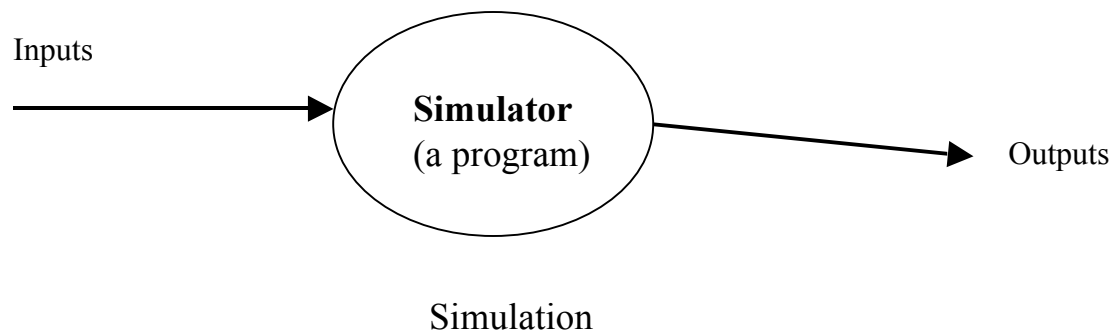
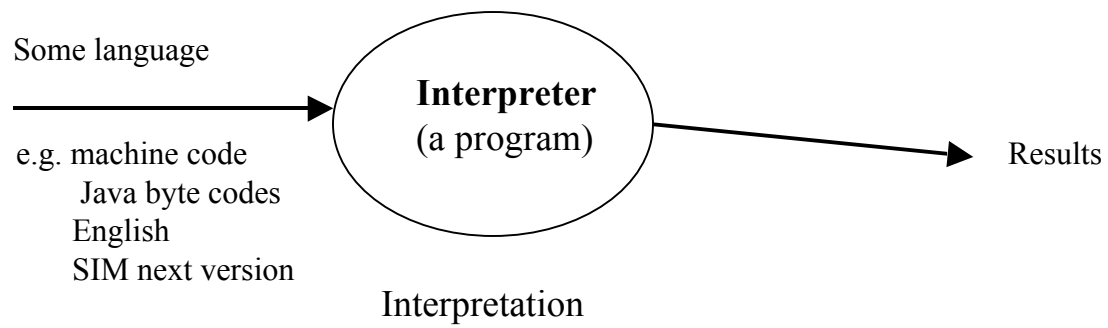


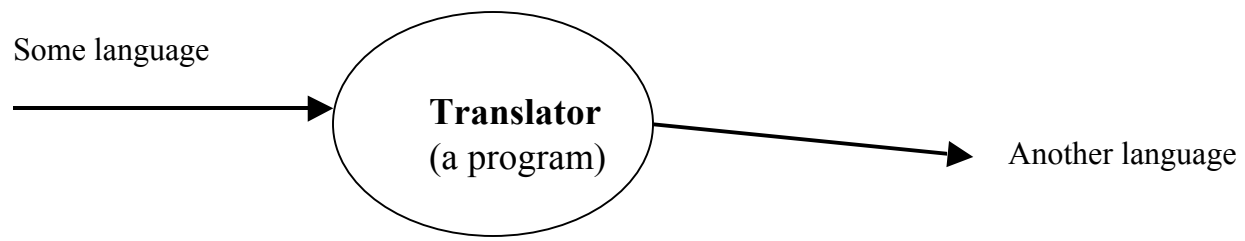
Native Mode Execution



Emulation
(typically faster than native mode execution)



Note: both SIM and XSPIM are simulators



Translation	Tool Name
C++ to machine code	Compiler
Assembly to machine code	Assembler
Java to byte codes	Compiler