

Addresses	Operation	Meaning
0 – 3	fetch	Nonzero if the printer is powered on
4 – 7	store	Nonzero starts loading a sheet of paper
8 – 11	store	Memory address of data to print
12 – 15	store	Nonzero causes printer to pick up address
16 – 19	store	Start the inkjet spraying current band
20 – 23	store	Nonzero advances paper to the next band
24 – 27	fetch	Busy: nonzero when device is busy
28 – 31	fetch	CMYK ink levels in four octets

Figure 16.2 A specification for the bus interface on an imaginary printing device. A processor uses *fetch* and *store* to control the device and determine its status.