CSCI 6461 Computer System Architecture - Project Part 0

Team 5 - User Guide

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1. Overview

This paper provides fundamental instructions for the Java-based assembler software's setup, use, and comprehension. Once assembly language instructions are converted to machine code, the assembler creates two files: a listing file and a loading file.

Files Included

1.1. Assembler.java

The assembly process is managed by this primary software. It creates output files after processing an input file that contains assembly instructions line by line.

1.2. DataFileHandler.java

Reading the input file and producing the output files (loading and listing files) are the responsibilities of this utility class (StringFormatter Class).

2. Input Files:

2.1. Source File for Assembly

The assembler reads an assembly source file, such SourceFile.txt. The format of the assembly instructions in the source file should be as follows:

Instruction format:

OPCODE REGISTER,INDEX,ADDRESS[,I]

where:

- OPCODE is the mnemonic (e.g., LDR, STR).
- REGISTER, INDEX, ADDRESS are the operands.
- I (optional) is the indirect address bit, set to 1 or omitted.

3. Output Documents

3.1. The loading file (Load.txt)

The machine code in octal format, ready for memory loading, is contained in this file.. Every line includes:

<Program Counter (Octal)> <Instruction (Octal)>

3.2. Listing File (listing.txt)

Both the original assembly code and the matching machine code are included in the listing file. Each line is formatted as follows:

<Program Counter (Octal)> <Instruction (Octal)> <Original Instruction>

4. Running the Assembler

4.1. Step 1: Setup

Verify that the files listed below are in the same directory.

- Assembler.java
- DataFileHandler.java
- Input file (e.g., source_file.txt)

4.2. Step 2: Compile

Use the javac command to compile the Java program.

javac Assembler.java

4.3. Step 3: Run

Run the assembler with the following command:

java -jar Team7Assembler.jar

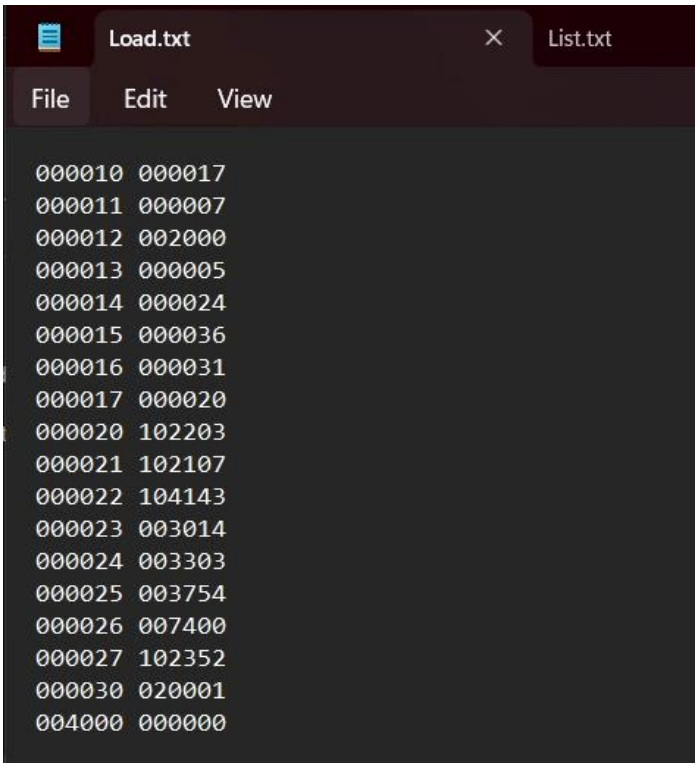
5. Sample Input and Output

5.1. Sample Input File (SourceFile.txt)

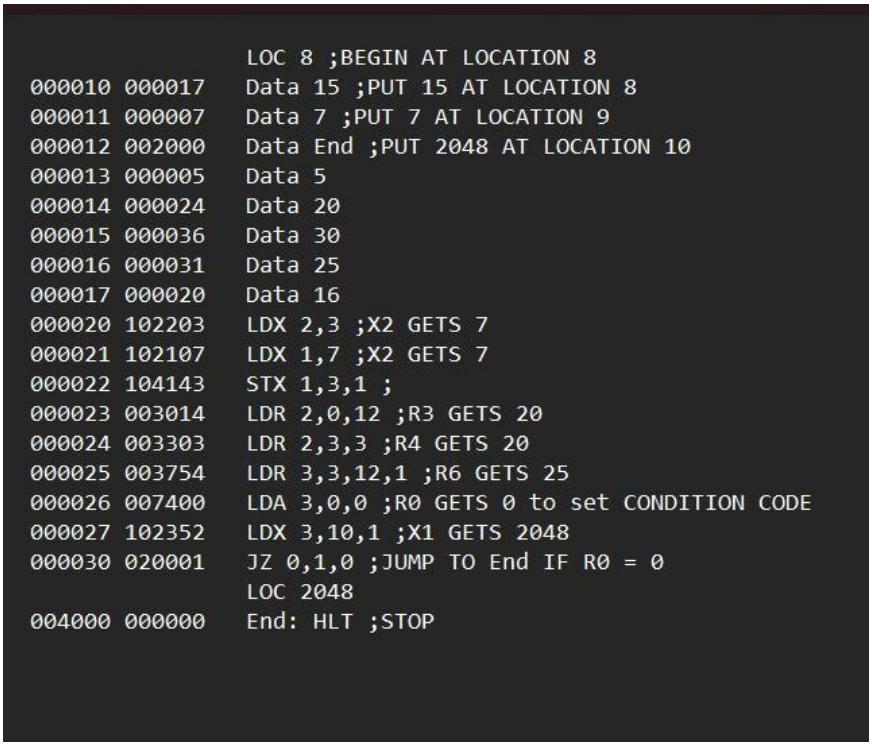
```
LOC 8 ;BEGIN AT LOCATION 8
Data 15 ;PUT 15 AT LOCATION 8
Data 7 ;PUT 7 AT LOCATION 9
Data End ;PUT 2048 AT LOCATION 10
Data 5
Data 20
Data 30
Data 25
Data 16
LDX 2,3 ;X2 GETS 7
LDX 1,7 ;X2 GETS 7
STX 1,3,1 ;
LDR 2,0,12 ;R3 GETS 20
LDR 2,3,3 ;R4 GETS 20
LDR 3,3,12,1 ;R6 GETS 25
LDA 3,0,0 ;R0 GETS 0 to set CONDITION CODE
LDX 3,10,1 ;X1 GETS 2048
JZ 0,1,0 ;JUMP TO End IF R0 = 0
LOC 2048
End: HLT ;STOP
```

5.2. Sample Output:

Load.txt



List.txt



6. Summary

After reading and processing assembly instructions from an input file, this assembler produces two files with octal machine code. If these procedures are performed and the file format is kept intact, the assembler will function properly.