

# CSA PRACTICAL FILE



**RAMANUJAN COLLEGE**

**DSC 02: COMPUTER SYSTEM ARCHITECTURE**

**SEMESTER - 1**

**(2025-26)**

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**Submitted To:-**

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*Department of Computer Science*

## Acknowledgement

I would like to take this opportunity to acknowledge everyone who has helped us in every stage of this project.

I am deeply indebted to my computer system architecture professor, **Dr Kamlesh Kumar Raghuvanshi** for his guidance and suggestions in completing this project. The completion of this project was possible under his guidance and support.

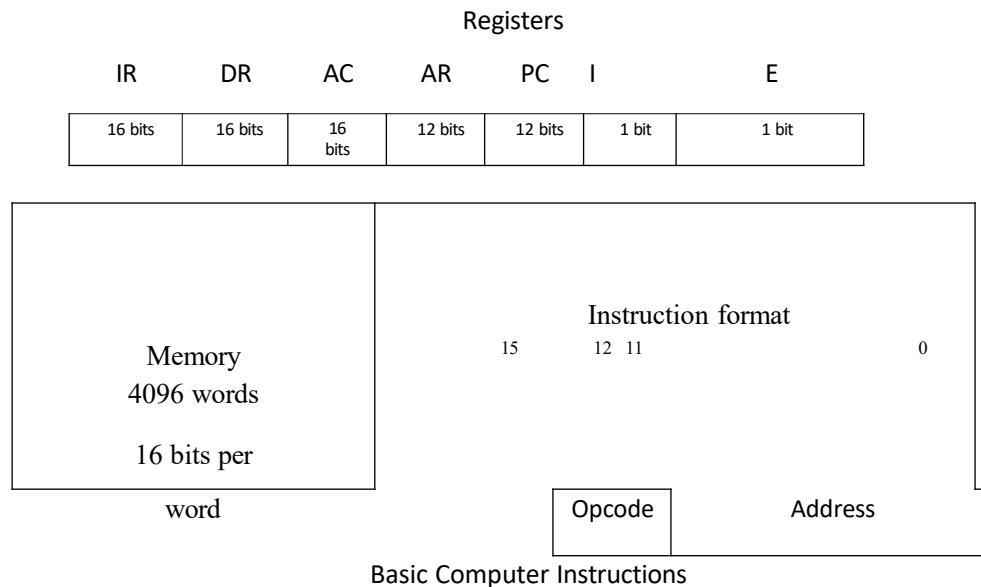
I am also very thankful to my parents and my friends who have boosted me up morally with their continuous support.

At last but not least, I am very thankful to God almighty for showering his blessings upon me.

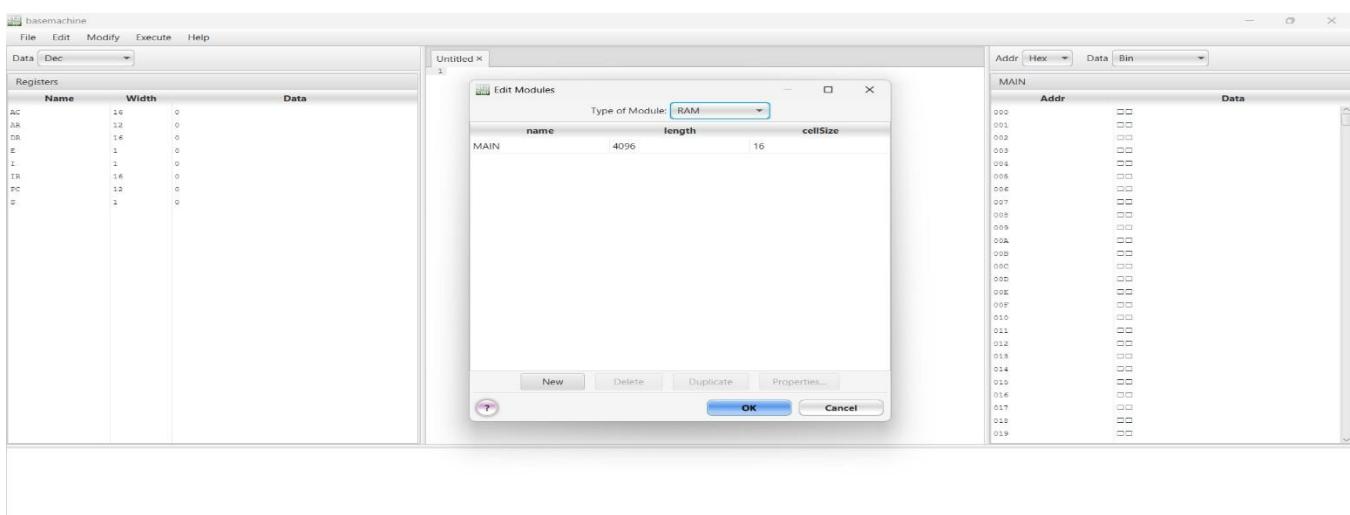
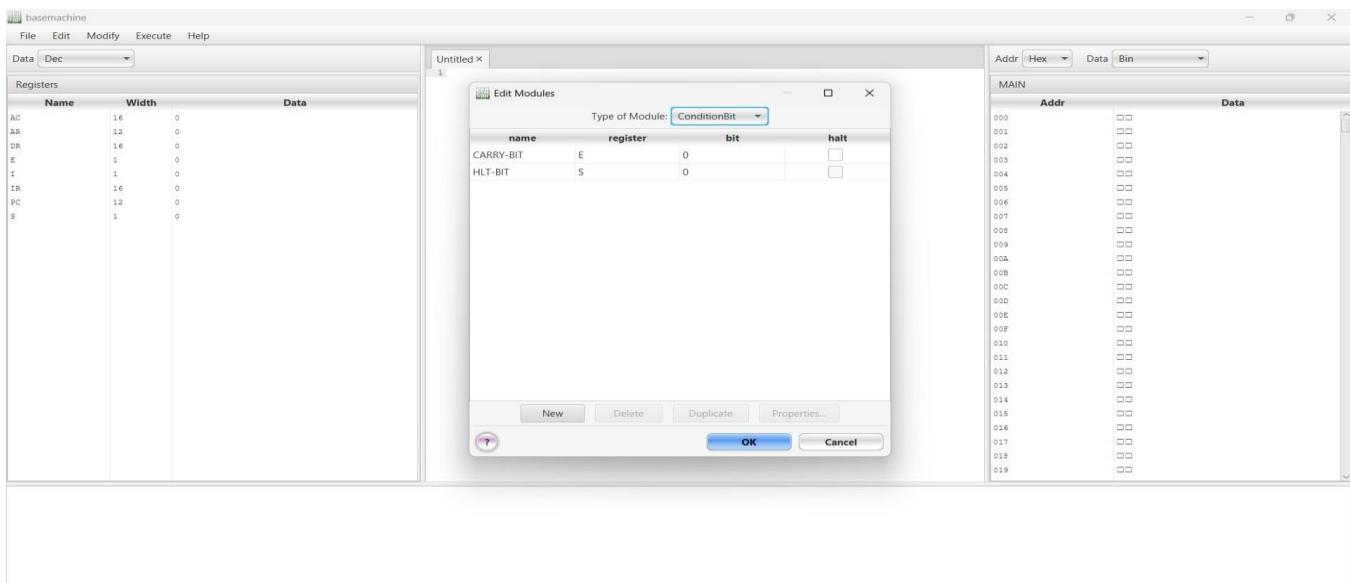
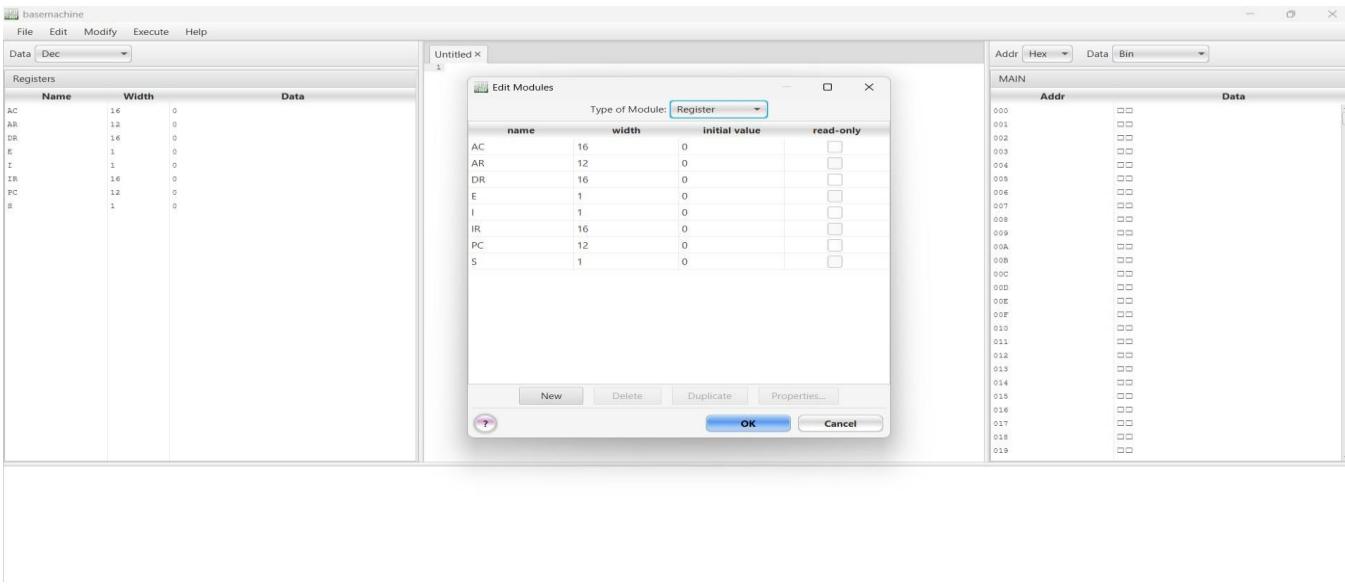
# INDEX

S. No.	Topics
1.	Create a machine based on the given architecture (Registers, Memory, Instruction Set).
2.	Create a Fetch routine of the instruction cycle.
3.	Write an assembly program to simulate ADD operation on two user-entered numbers.
4.	Write an assembly program to simulate SUBTRACT operation on two user-entered numbers.
5.	Write an assembly program to simulate the following logical operations on two user-entered numbers: AND, OR, NOT, XOR, NOR, NAND.
6.	Write assembly programs to simulate the following memory-reference instructions: ADD, LDA, STA, BUN, ISZ.
7.	Write programs to simulate register reference instructions and determine contents of AC, E, PC, AR, IR in decimal after execution: CLA, CMA, CME, HLT.
8.	Write programs for register reference instructions and determine contents of AC, E, PC, AR, IR in decimal after execution: INC, SPA, SNA, SZE.
9.	Write programs for CIR and CIL and determine contents of AC, E, PC, AR, IR in decimal after execution.
10.	Write a program that reads integers and adds them until a <b>negative non-zero</b> number is entered; then output the sum (excluding last number).
11.	Write a program that reads integers and adds them until <b>zero</b> is read; then output the sum.

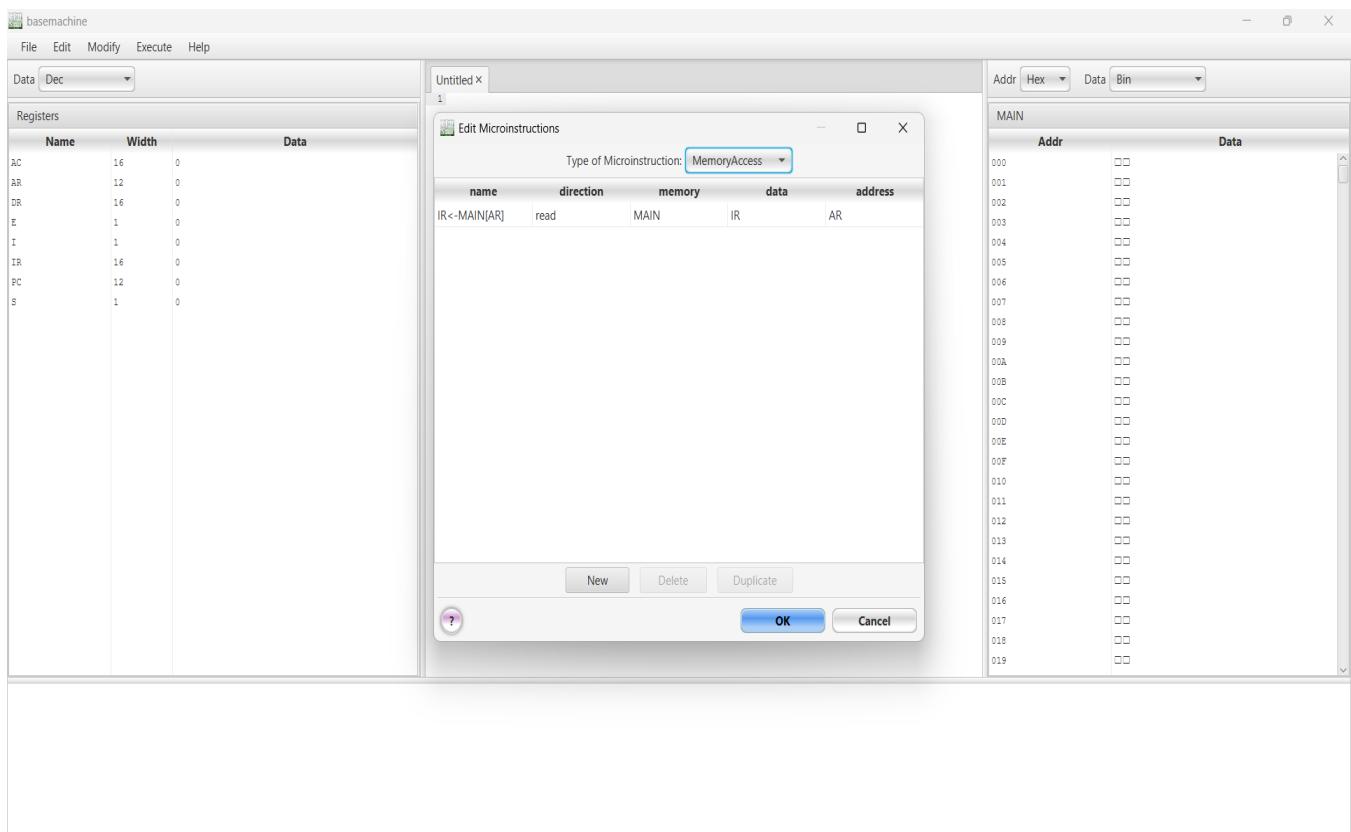
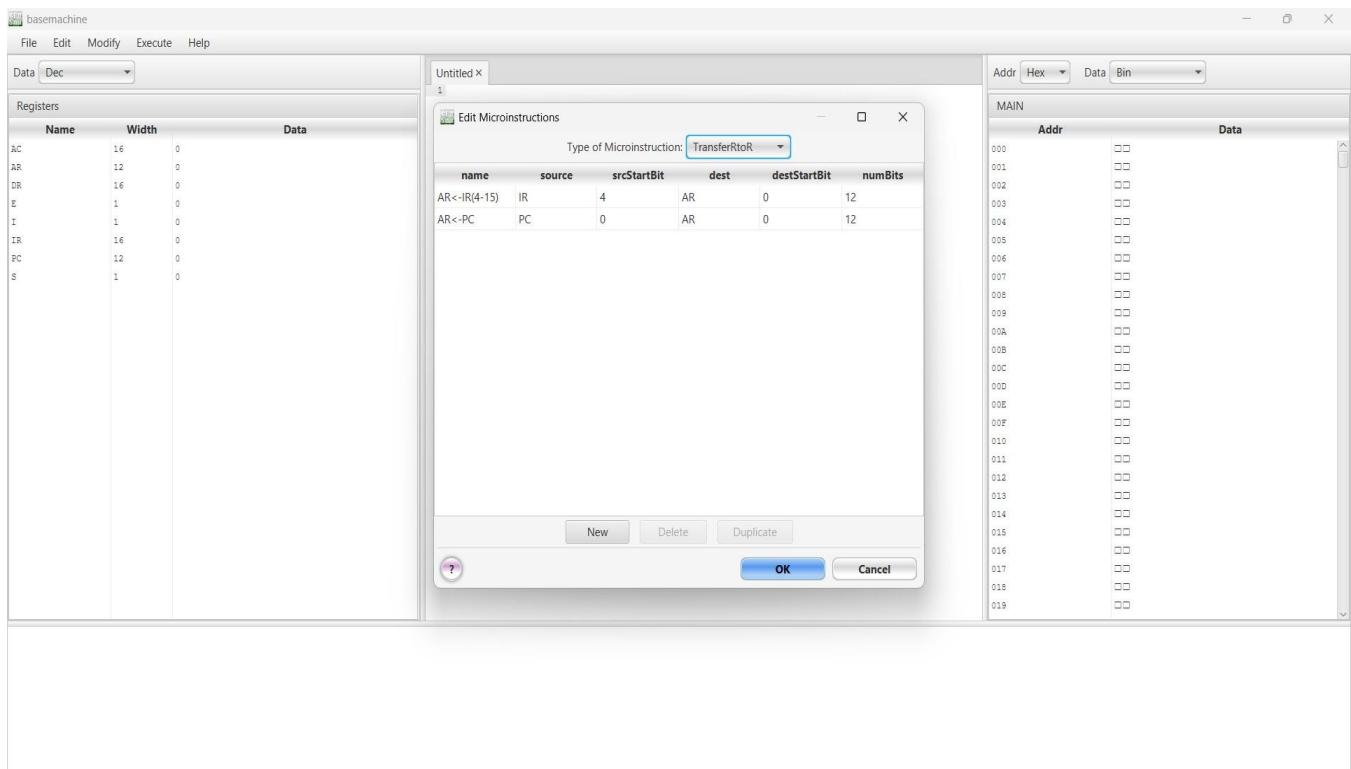
# Q.1. Create a machine based on the following architecture:

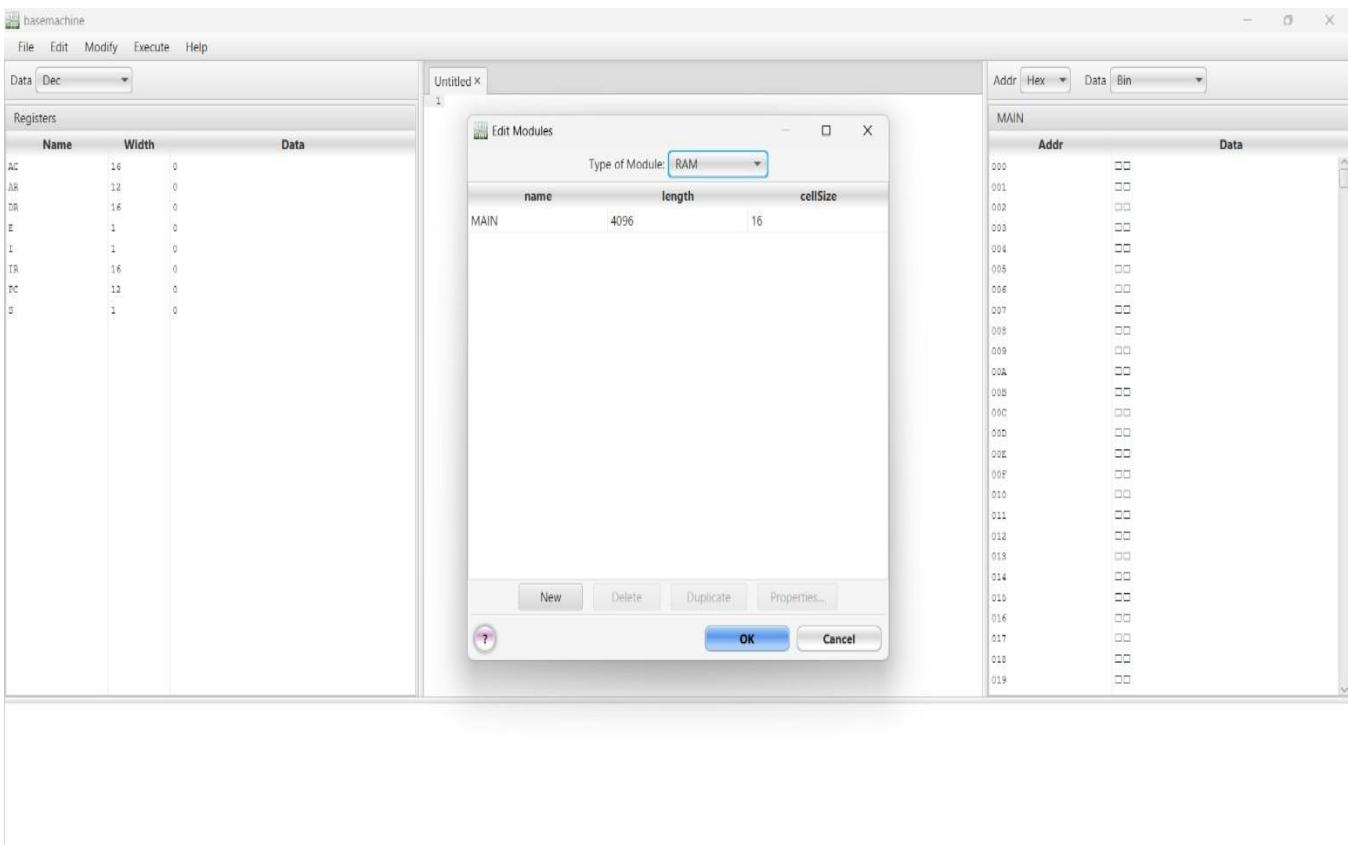
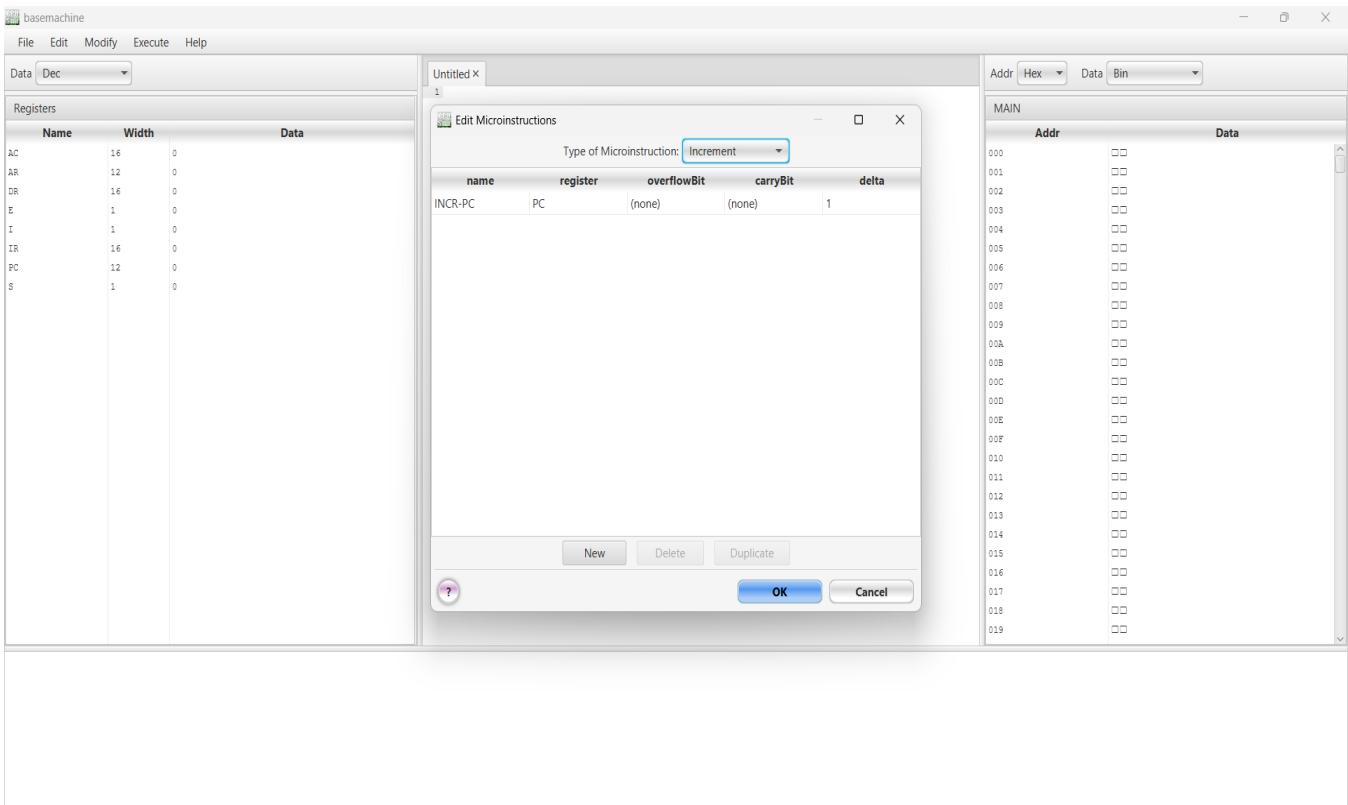


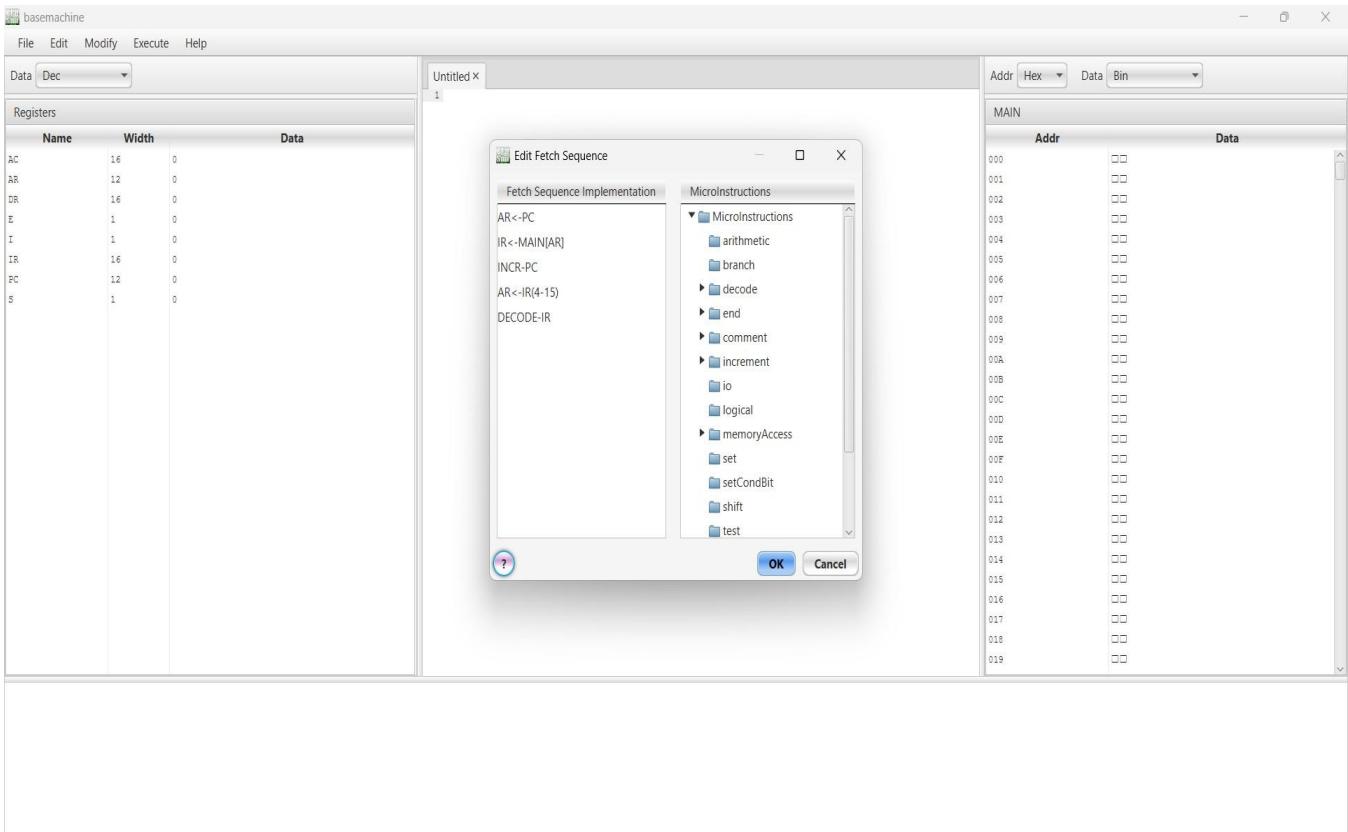
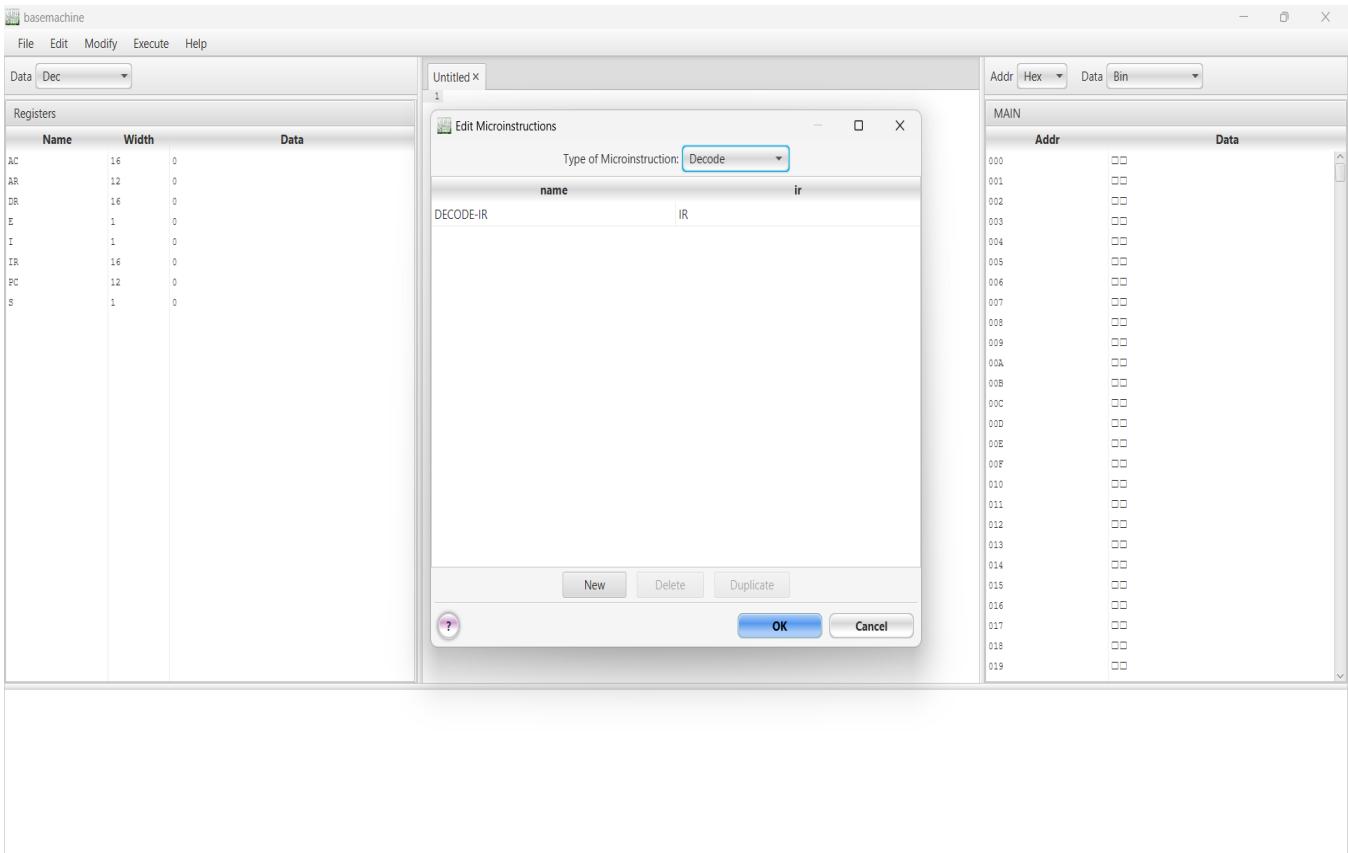
Memory Reference		Register Reference		
Symbol	Hex	Symbol	Hex	
AND	0xxx	Direct Addressing	CLA	7800
ADD	1xxx		CLE	7400
LDA	2xxx		CMA	7200
STA	3xxx		CME	7100
BUN	4xxx		CIR	7080
BSA	5xxx		CIL	7040
ISZ	6xxx		INC	7020
AND_I	8xxx	Indirect Addressing	SPA	7010
ADD_I	9xxx		SNA	7008
LDA_I	Axxx		SZA	7004
STA_I	Bxxx		SZE	7002
BUN_I	Cxxx		HLT	7001
BSA_I	Dxxx		INP	F800
ISZ_I	Exxx		OUT	F400



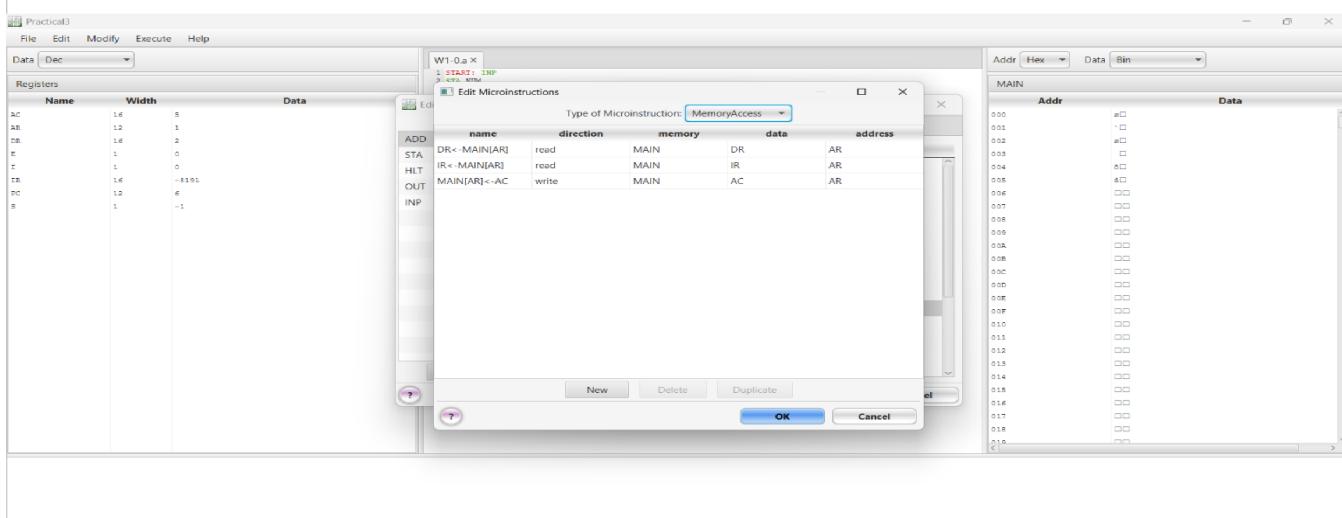
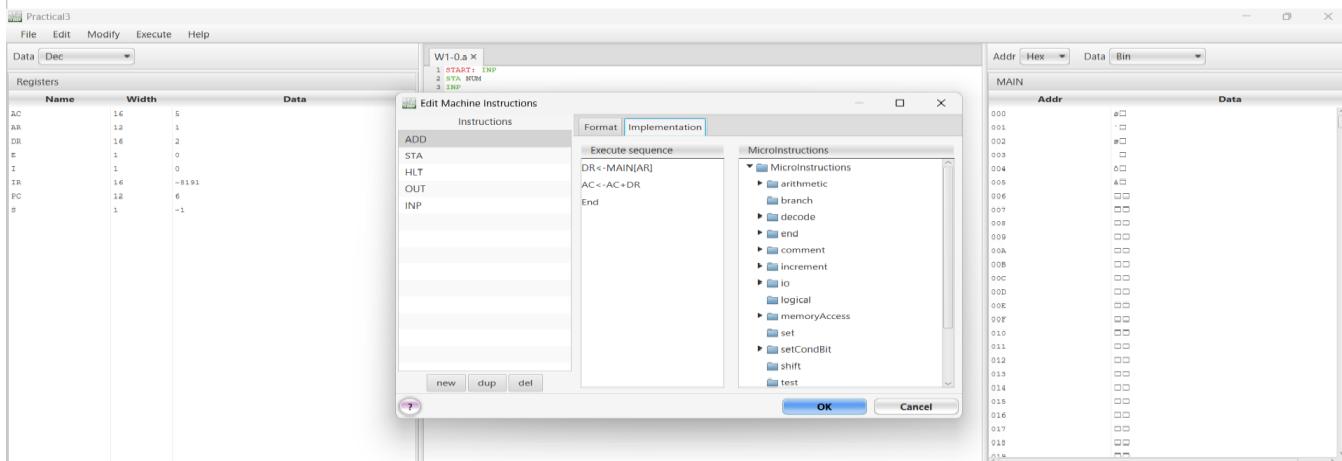
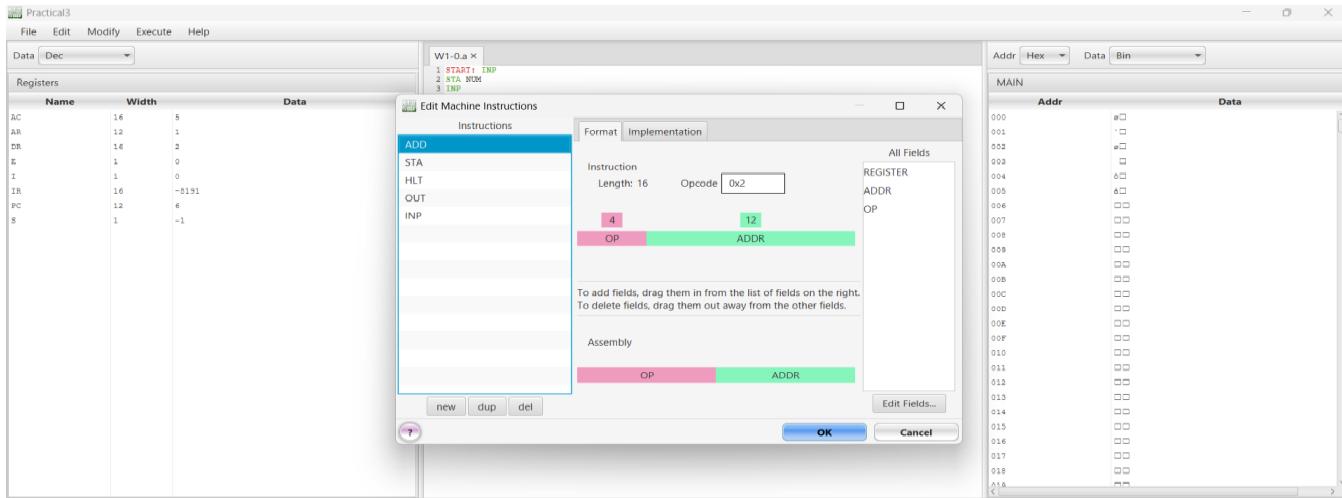
## Q2. Creating a FETCH Routine for the Instruction Cycle.

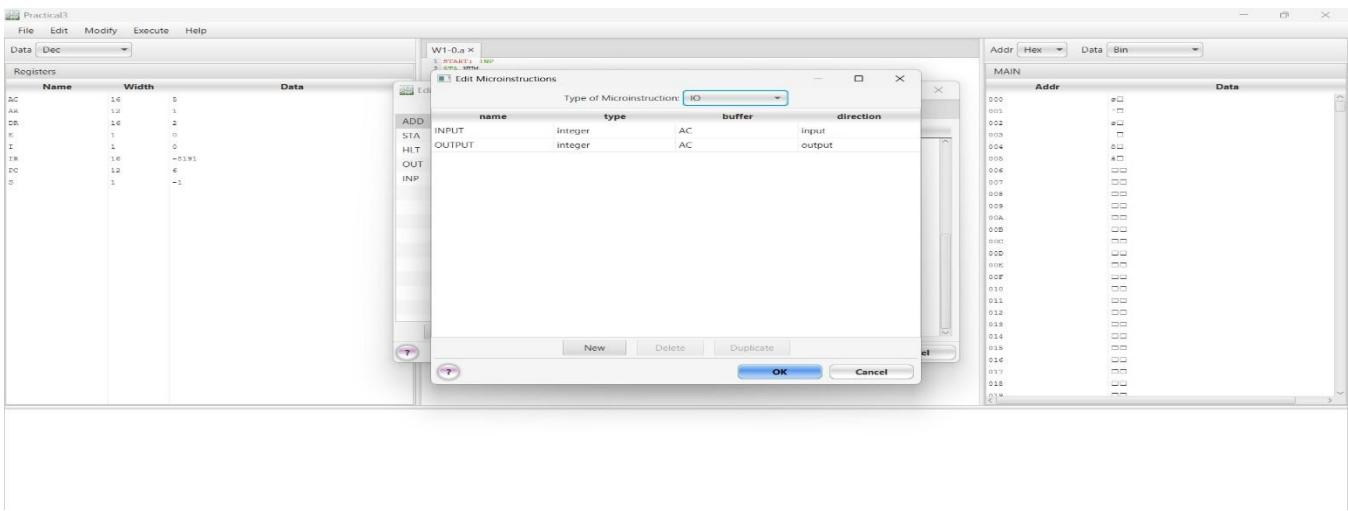
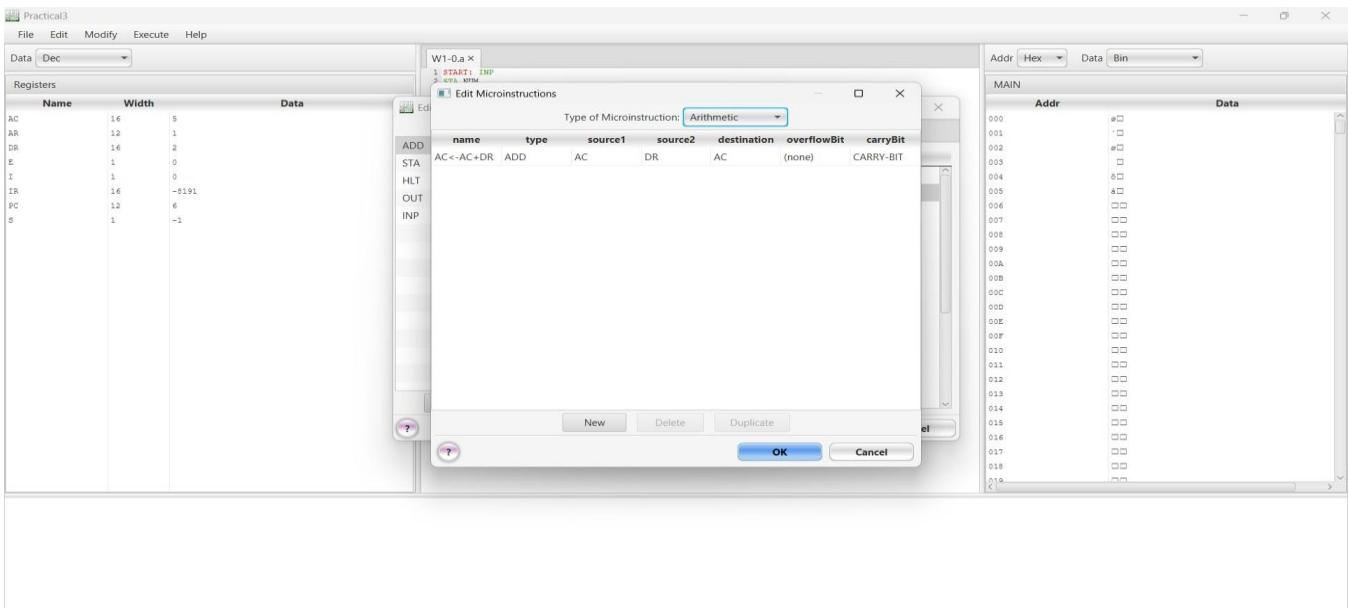






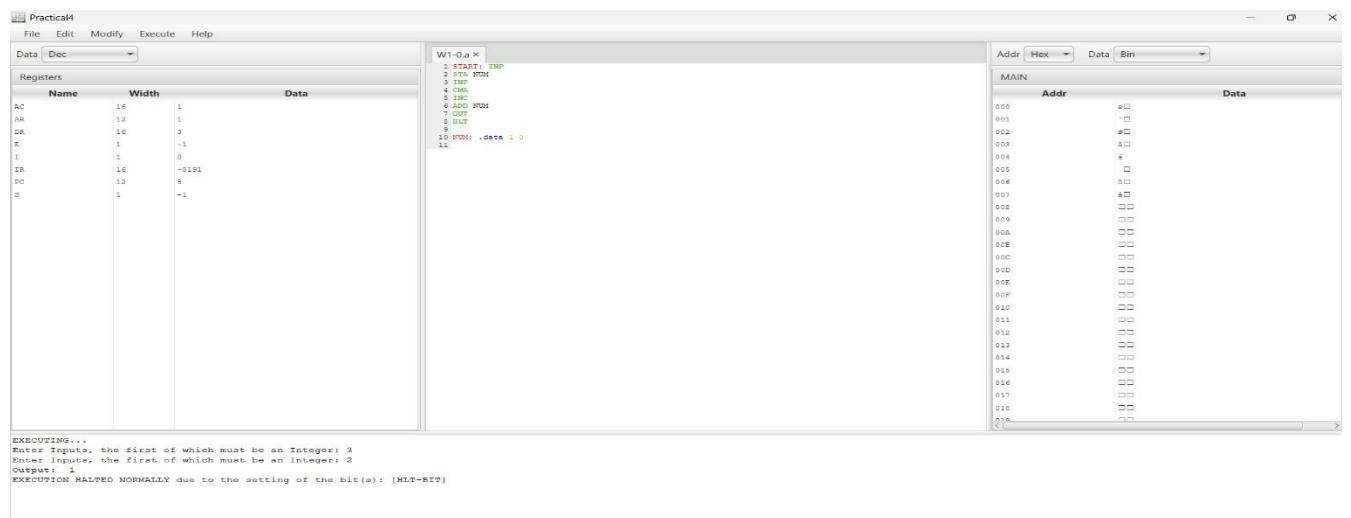
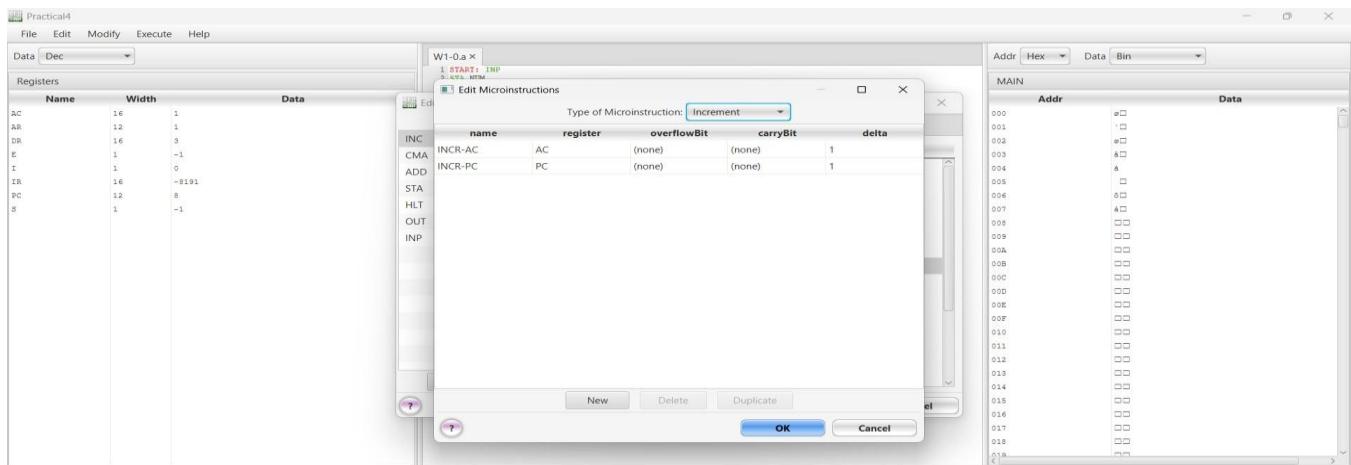
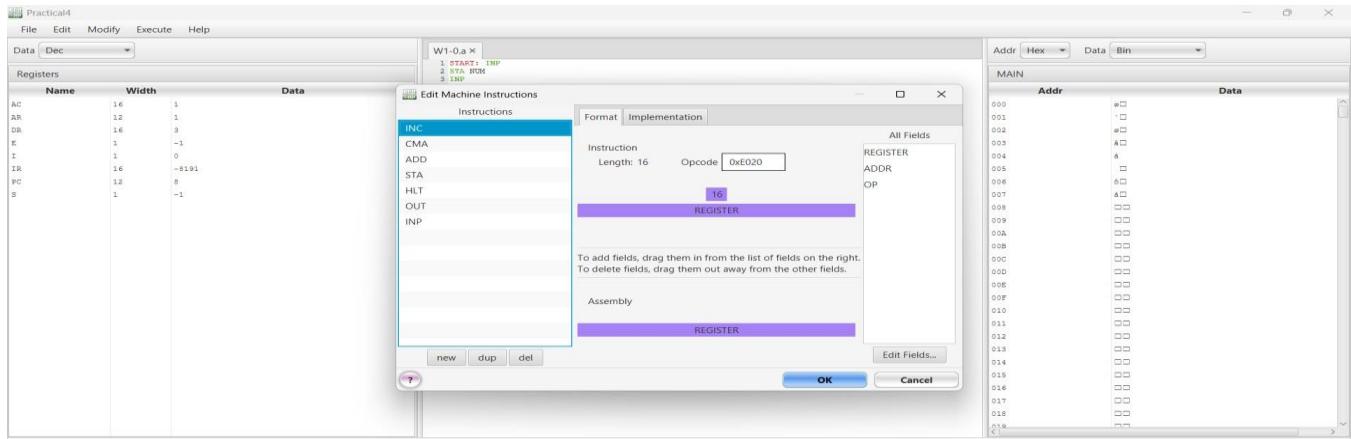
### Q. 3. Write an Assembly Program to simulate ADD operation on two user entered numbers.



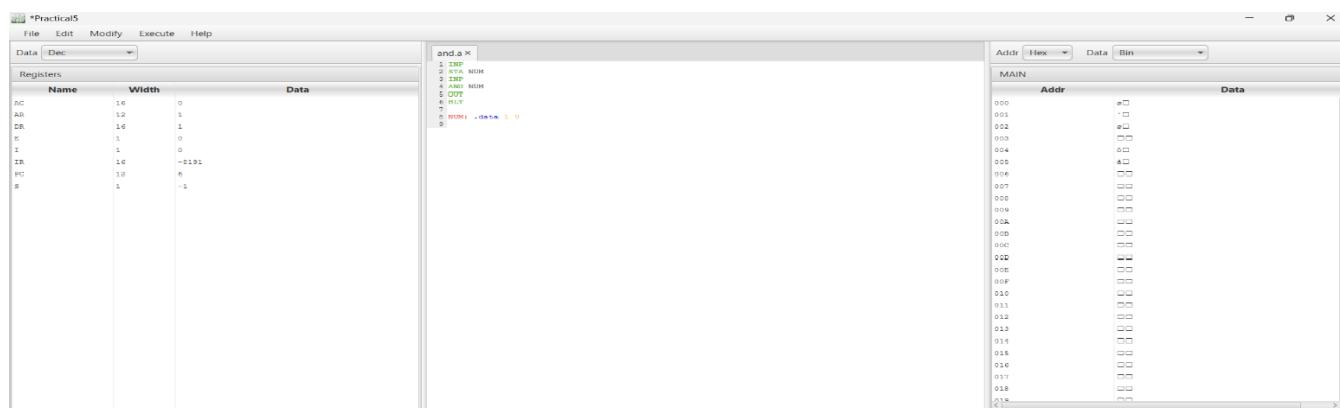
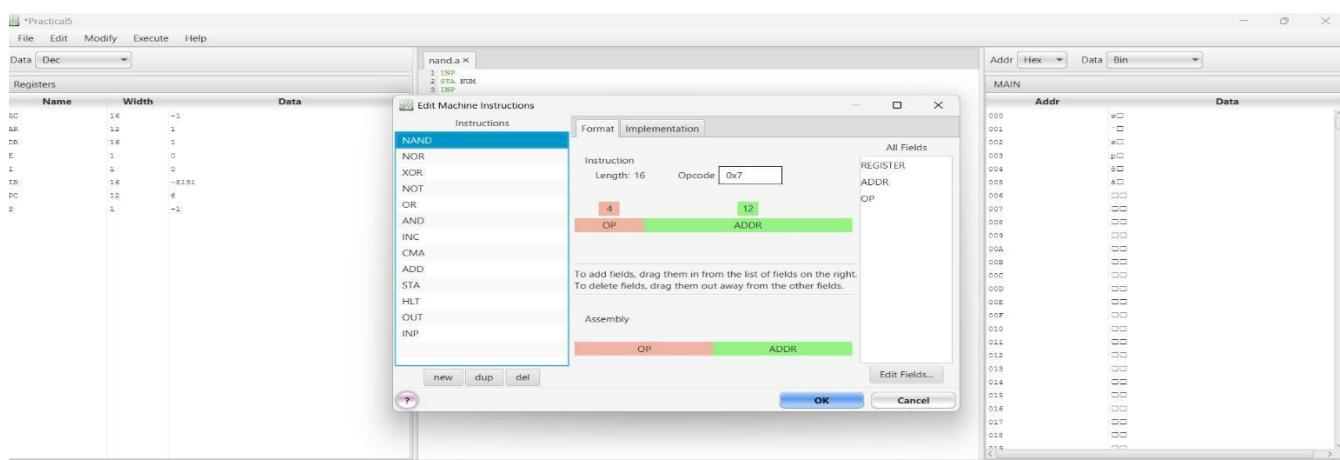


Show hidden icons

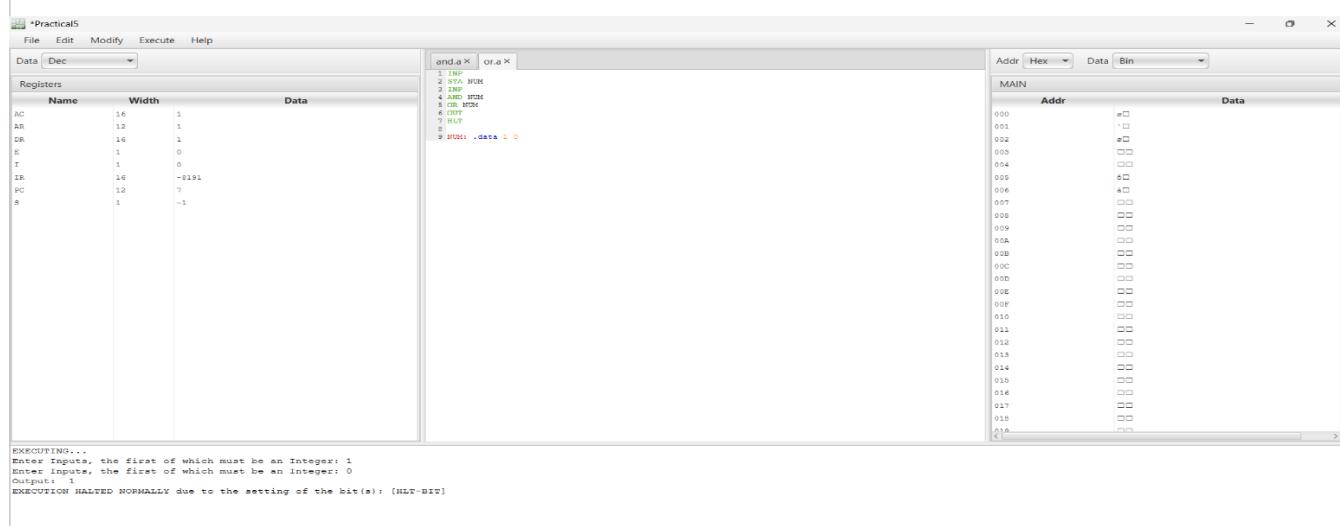
## Q. 4. Write an Assembly Program to simulate SUBTRACT operation on two user entered numbers.



**Q. 5. Write an Assembly Program to simulate following logical operations : AND, OR, NOR, NAND, XOR.**



```
EXECUTING...
Enter Inputs, the first of which must be an Integer: 1
Enter Inputs, the first of which must be an Integer: 0
Output: 0
EXECUTION HALTED NORMALLY due to the setting of the bit(s): [HLT-BIT]
```



```
EXECUTING...
Enter Inputs, the first of which must be an Integer: 1
Enter Inputs, the first of which must be an Integer: 0
Output: 1
EXECUTION HALTED NORMALLY due to the setting of the bit(s): [HLT-BIT]
```

\*Practical5

File Edit Modify Execute Help

Data Dec

Registers

Name	Width	Data
AC	16	-1
AR	12	1
DR	16	0
E	1	0
I	1	0
IR	16	-8191
PC	12	4
S	1	-1

nota X

```
1 INP
2 NOT
3 OUT
4 HLT
5
```

MAIN

Addr	Data
000	00
001	00
002	00
003	00
004	00
005	00
006	00
007	00
008	00
009	00
00A	00
00B	00
00C	00
00D	00
00E	00
00F	00
010	00
011	00
012	00
013	00
014	00
015	00
016	00
017	00
018	00
019	00

EXECUTING...  
Enter Inputs, the first of which must be an Integer: 0  
Output: -1  
EXECUTION HALTED NORMALLY due to the setting of the bit(s): [HLT-BIT]

\*Practical5

File Edit Modify Execute Help

Data Dec

Registers

Name	Width	Data
AC	16	1
AR	12	1
DR	16	1
E	1	0
I	1	0
IR	16	-8191
PC	12	6
S	1	-1

xora X

```
1 INP
2 STA NUM
3 INP
4 XOR NUM
5 OUT
6 HLT
7
8 NUM: .data 1 0
```

MAIN

Addr	Data
000	00
001	00
002	00
003	00
004	00
005	00
006	00
007	00
008	00
009	00
00A	00
00B	00
00C	00
00D	00
00E	00
00F	00
010	00
011	00
012	00
013	00
014	00
015	00
016	00
017	00
018	00
019	00

EXECUTING...  
Enter Inputs, the first of which must be an Integer: 1  
Enter Inputs, the first of which must be an Integer: 0  
Output: 1  
EXECUTION HALTED NORMALLY due to the setting of the bit(s): [HLT-BIT]

\*Practical5

File Edit Modify Execute Help

Data Dec

Registers		
Name	Width	Data
AC	16	-2
AR	12	1
DR	16	1
E	1	0
I	1	0
IR	16	-8191
PC	12	6
S	1	-1

nor.a

```

1 INP
2 STA NUM
3 INP
4 NCR NUM
5 OUT
6 HLT
7
8 NUM: .data 1 0

```

MAIN

Addr	Data
000	0□
001	1□
002	0□
003	F□
004	6□
005	8□
006	0□□
007	0□□
008	0□□
009	0□□
00A	0□□
00B	0□□
00C	0□□
00D	0□□
00E	0□□
00F	0□□
010	0□□
011	0□□
012	0□□
013	0□□
014	0□□
015	0□□
016	0□□
017	0□□
018	0□□
019	0□□

EXECUTING...  
Enter Inputs, the first of which must be an Integer: 1  
Enter Inputs, the first of which must be an Integer: 1  
Output: -2  
EXECUTION HALTED NORMALLY due to the setting of the bit(s): [HLT-BIT]

\*Practical5

File Edit Modify Execute Help

Data Dec

Registers		
Name	Width	Data
AC	16	-1
AR	12	1
DR	16	1
E	1	0
I	1	0
IR	16	-8191
PC	12	6
S	1	-1

nanda.a

```

1 INP
2 STA NUM
3 INP
4 NAND NUM
5 OUT
6 HLT
7
8 NUM: .data 1 0

```

MAIN

Addr	Data
000	0□
001	1□
002	0□
003	F□
004	6□
005	8□
006	0□□
007	0□□
008	0□□
009	0□□
00A	0□□
00B	0□□
00C	0□□
00D	0□□
00E	0□□
00F	0□□
010	0□□
011	0□□
012	0□□
013	0□□
014	0□□
015	0□□
016	0□□
017	0□□
018	0□□
019	0□□

EXECUTING...  
Enter Inputs, the first of which must be an Integer: 1  
Enter Inputs, the first of which must be an Integer: 0  
Output: -1  
EXECUTION HALTED NORMALLY due to the setting of the bit(s): [HLT-BIT]

**Q6.** Write an Assembly program to simulate following memory reference instructions : LDA, STA, BUN, ISZ.

The screenshot shows a simulation interface with two main panes. The left pane displays the assembly code and register values. The right pane shows the memory dump. The assembly code is:

```
1 INP
2 STA NUM
3 OUT
4 HLT
5
6 NUM: .data 1 0
7
```

The registers pane shows the following initial values:

Name	Width	Data
AC	16	0000
AR	12	800
DR	16	F800
E	1	0
I	1	1
IR	16	F800
PC	12	001

The memory dump pane shows the data at address 0:

Address	Value
0	1
1	0

The status bar at the bottom indicates:

EXECUTING...  
Enter Inputs, the first of which must be an Integer: 34  
Output: 34  
Enter Inputs, the first of which must be an Integer:

The screenshot shows a simulation interface with two main panes. The left pane displays the assembly code and register values. The right pane shows the memory dump. The assembly code is:

```
1 INP
2 STA NUM
3 LDA NUM
4 OUT
5 HLT
6
7 NUM: .data 1 0
8
```

The registers pane shows the following initial values:

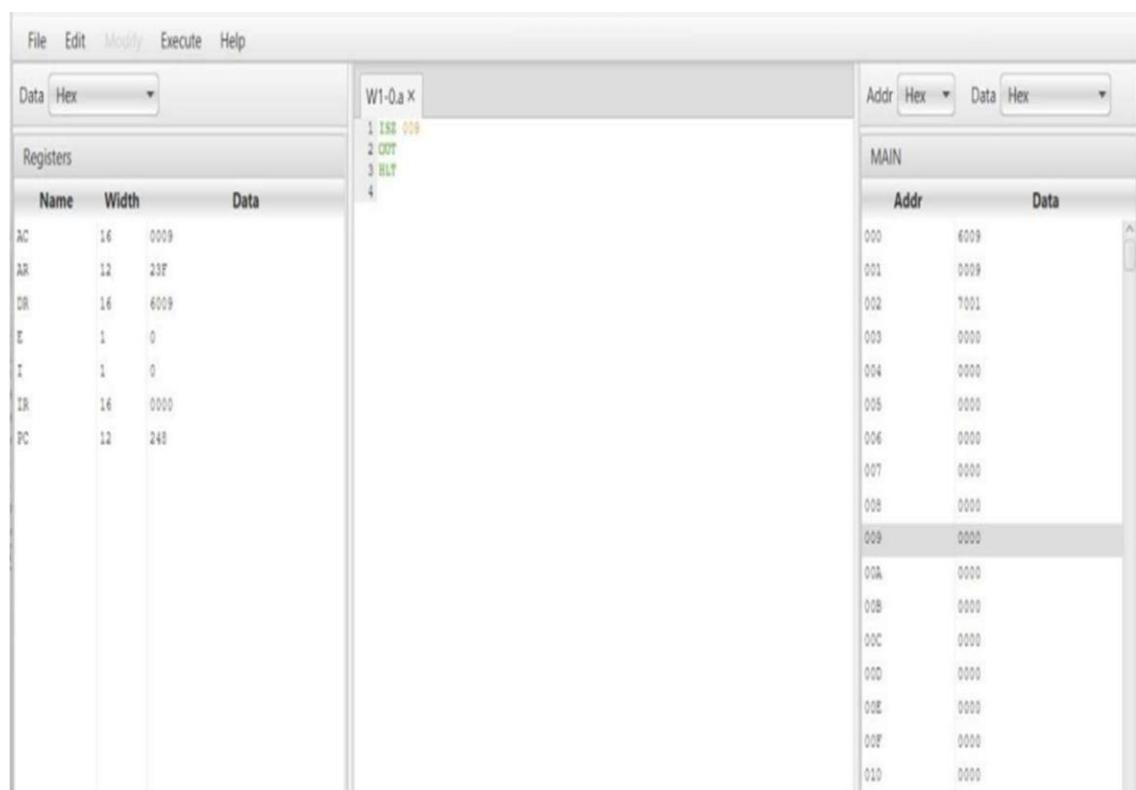
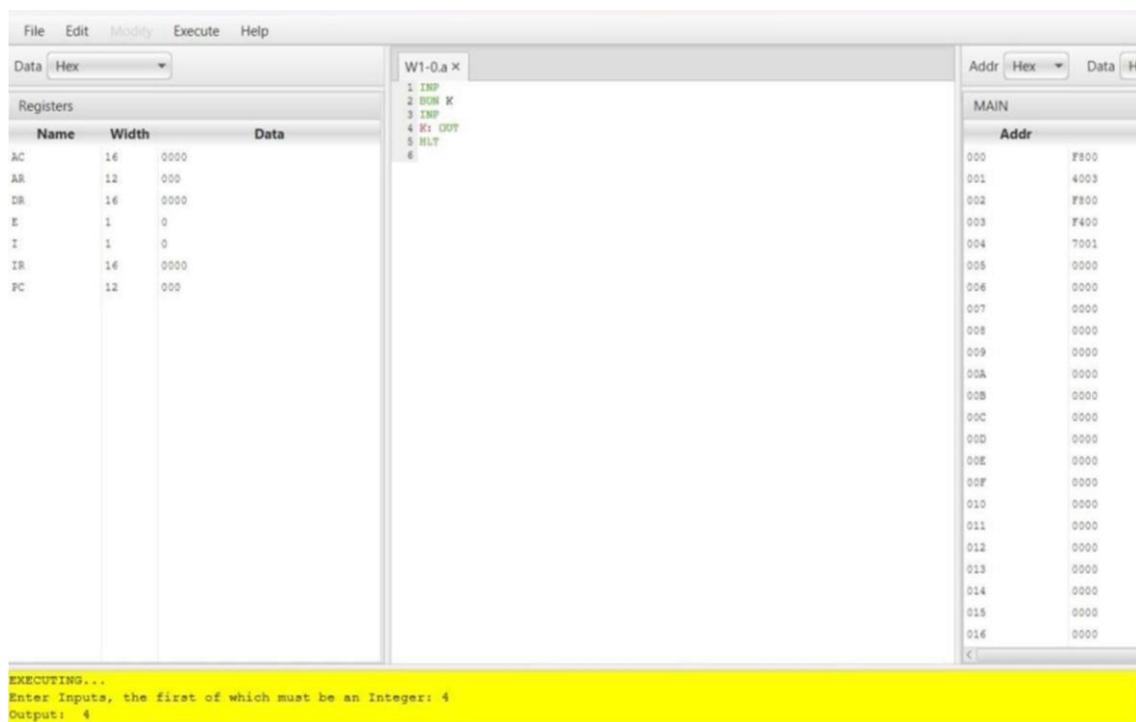
Name	Width	Data
AC	16	0000
AR	12	800
DR	16	F800
E	1	0
I	1	1
IR	16	F800
PC	12	001

The memory dump pane shows the data at address 0:

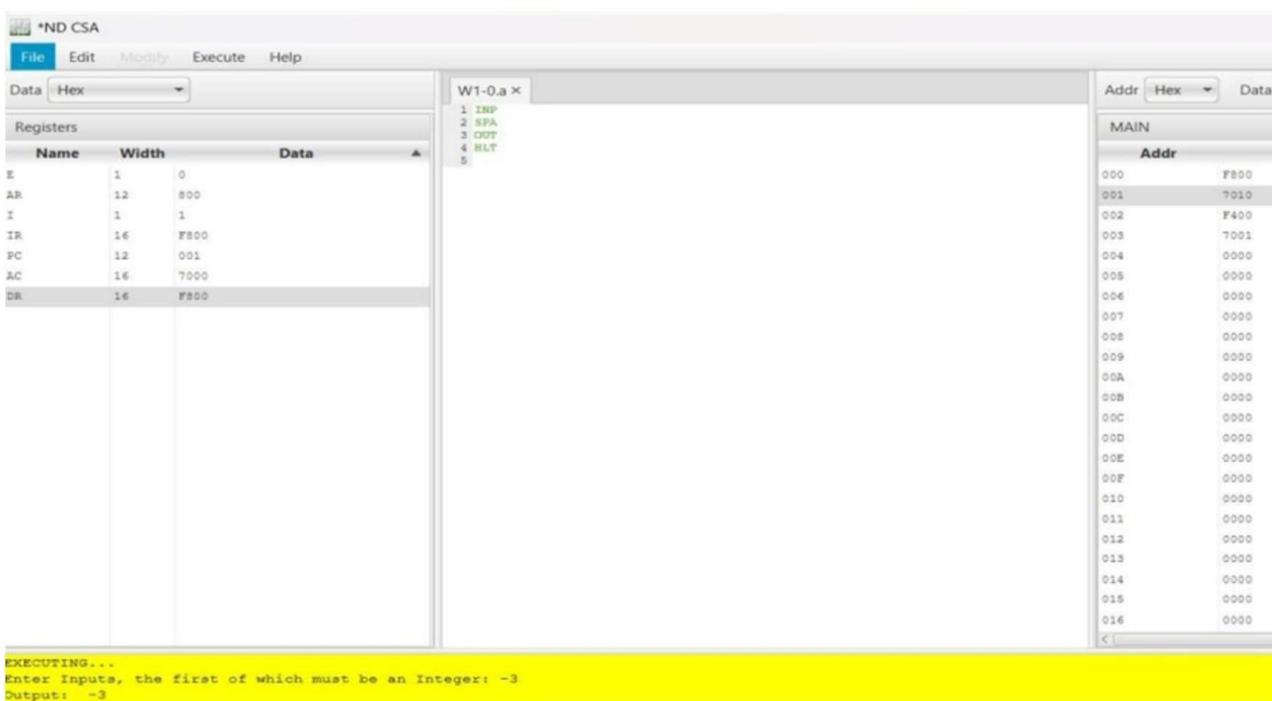
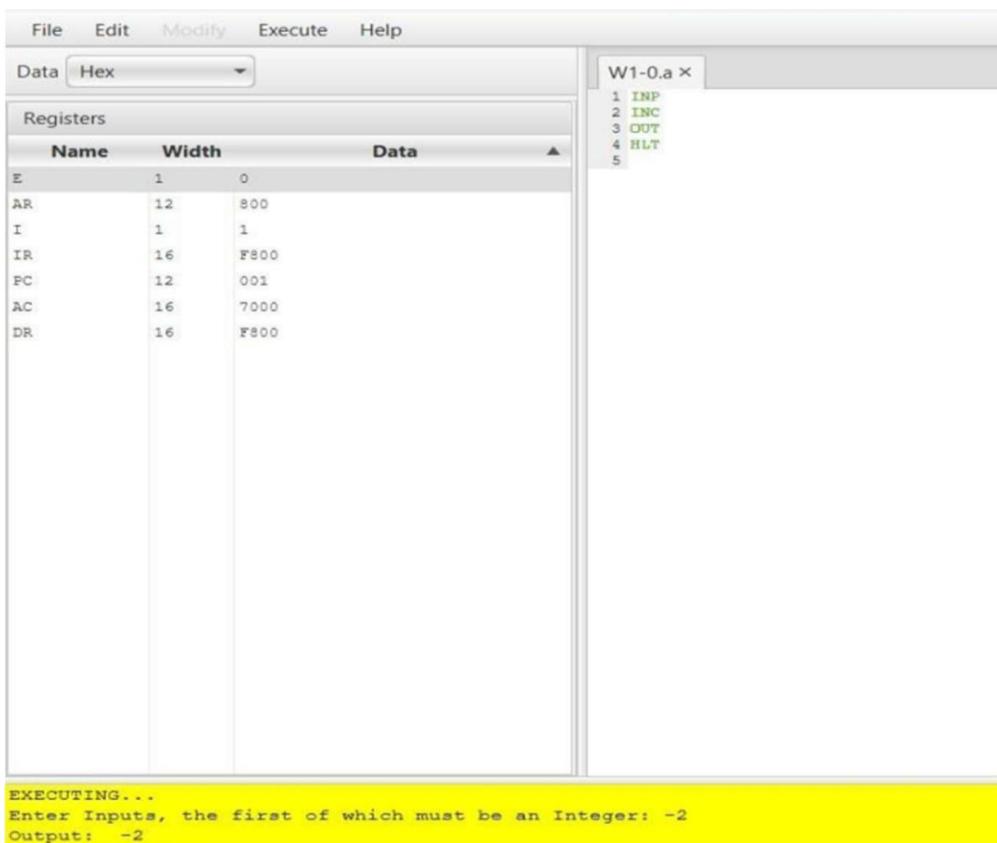
Address	Value
0	1
1	0

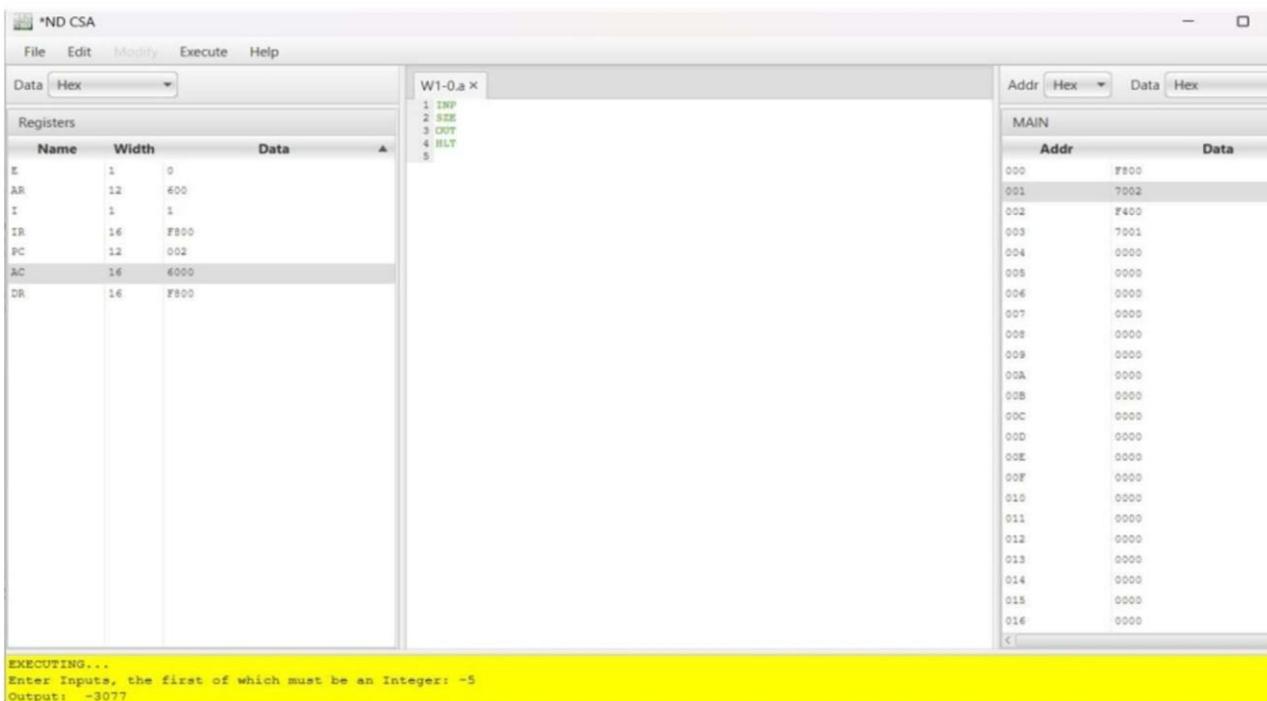
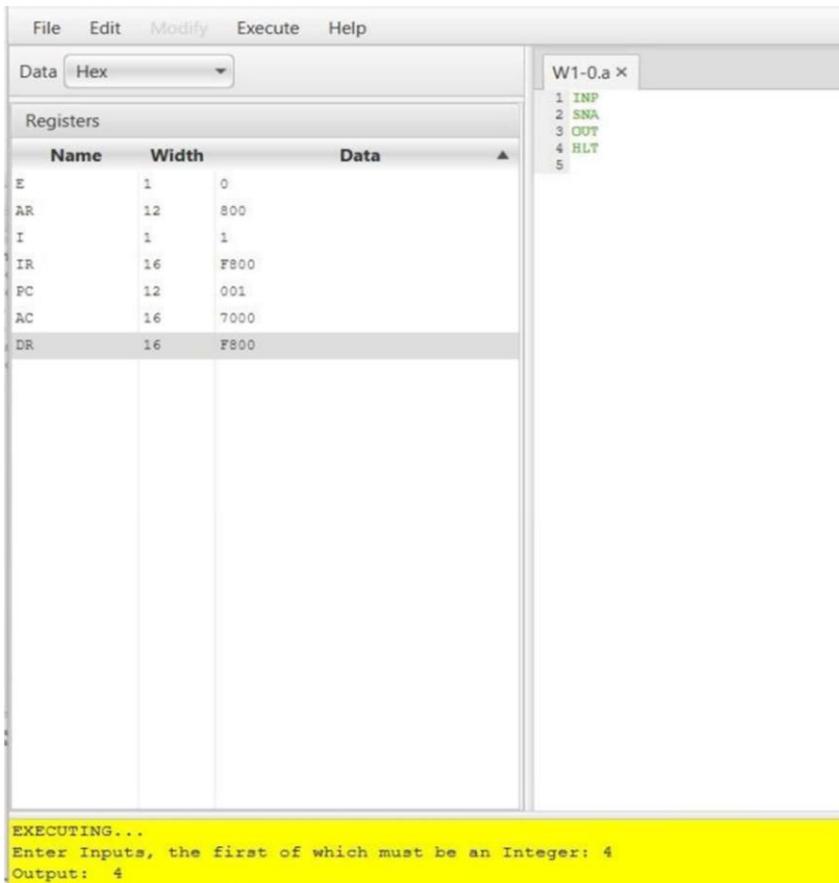
The status bar at the bottom indicates:

EXECUTING...  
Enter Inputs, the first of which must be an Integer: 49  
Output: 0  
Enter Inputs, the first of which must be an Integer:

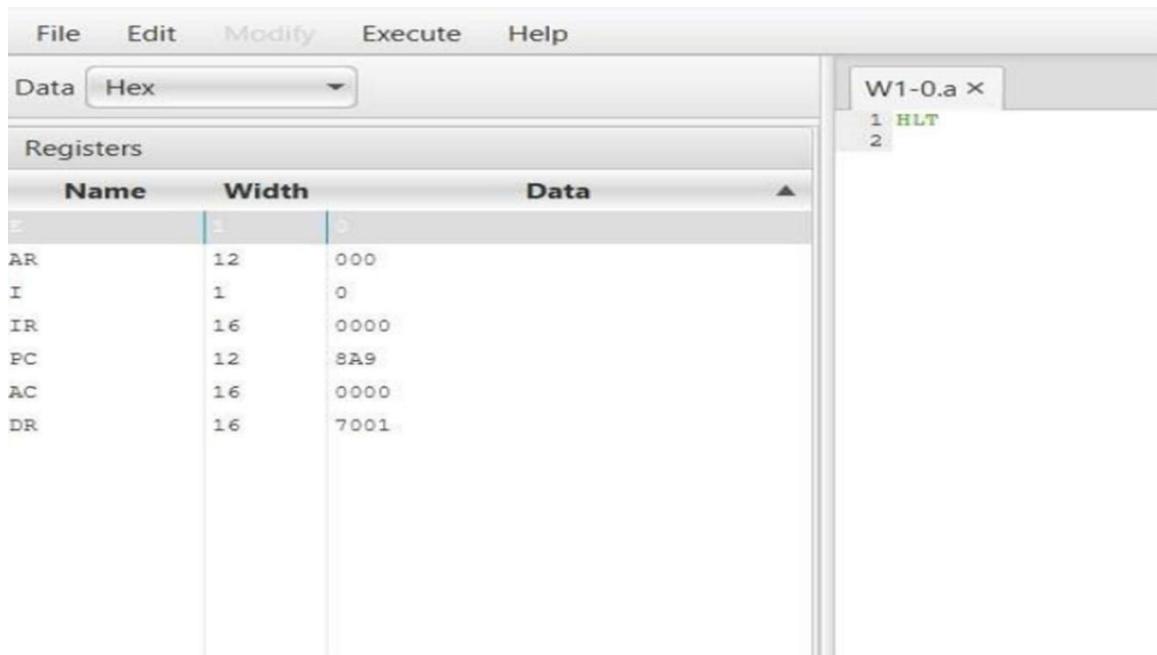


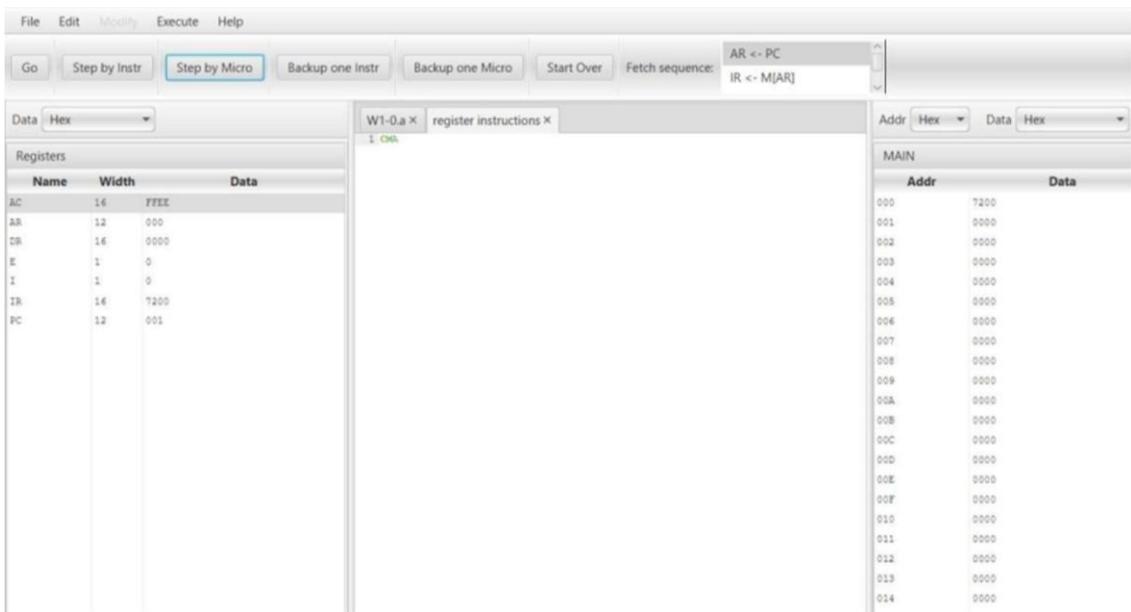
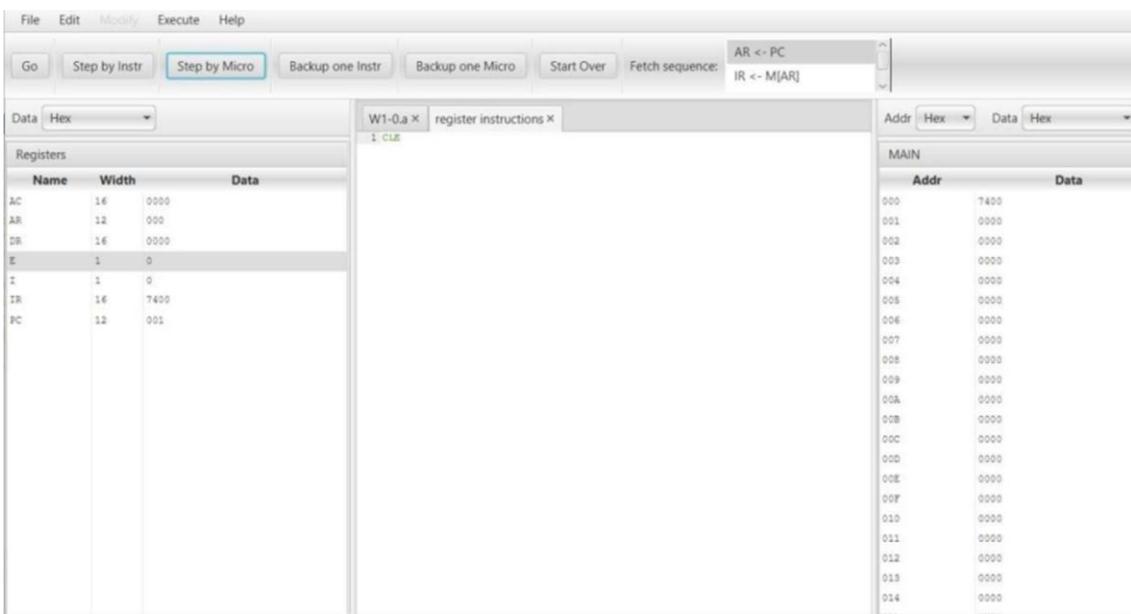
**Q7. Write an Assembly Program to simulate following register instructions : INC, SPA, SNA, SZE.**





**Q8.** Write an Assembly Program to simulate following register instructions: CLA, CMA, CME, HLT.





Q. 9. Write an Assembly Program to simulate following register instructions : CIR, CIL.

The screenshot shows a debugger interface with the following components:

- Registers View:** Shows the state of various registers:
  - E: 1 0
  - AR: 12 000
  - I: 1 0
  - IR: 16 0000
  - PC: 12 C5E
  - AC: 16 7000
  - DR: 16 F800
- Code View:** A window titled "W1-0.a" containing the assembly code:

```
1 INP
2 CIR
3 OUT
4 HLT
5
```
- Memory Dump View:** A window titled "MAIN" showing memory starting at address 000:

Addr	Data
000	F800
001	7000
002	F400
003	7001
004	0000
005	0000
006	0000
007	0000
008	0000
009	0000
00A	0000
00B	0000
00C	0000
00D	0000
00E	0000
00F	0000
010	0000
011	0000
012	0000
013	0000
014	0000
015	0000
016	0000
- Status Bar:** A yellow bar at the bottom with the text:

EXECUTING...  
Enter Inputs, the first of which must be an Integer: 2  
Output: 2

The screenshot shows a debugger interface with the following components:

- Registers View:** Shows the state of various registers:
  - E: 1 1
  - AR: 12 800
  - I: 1 1
  - IR: 16 F800
  - PC: 12 001
  - AC: 16 7000
  - DR: 16 F800
- Code View:** A window titled "W1-0.a" containing the assembly code:

```
1 INP
2 CIL
3 OUT
4 HLT
5
```
- Memory Dump View:** (Not visible in this screenshot)
- Status Bar:** A yellow bar at the bottom with the text:

EXECUTING...  
Enter Inputs, the first of which must be an Integer: 8  
Output: 8

Q. 10. Write an Assembly Program that reads in integers and adds them together ; until a negative non zero number is read in.

The screenshot shows a debugger interface with two main panes. The top pane displays the assembly code for the program, and the bottom pane shows the state of various registers.

**Registers:**

Name	Width	Data
E	1	0
AR	12	000
I	1	0
IR	16	0000
PC	12	000
AC	16	0000
DR	16	0000

**Assembly Code:**

```
*W1-0.a x
1 START: INP
2
3 JMPN DONE
4
5 ADD SUM
6
7 STA SUM
8
9 JUMP START
10
11 DONE: LDA SUM
12
13 OUT
14
15 HLT
16
17 SUM: .data 2 0
18
```

Q. 11. Write an Assembly Program that reads in integers and adds them together ; until zero is read in.

The screenshot shows a debugger interface with the following components:

- File Edit Modify Execute Help**: The menu bar at the top.
- Data Hex**: A dropdown menu for data representation.
- Registers**: A table showing register values:

Name	Width	Data
E	1	0
AR	12	666
I	1	0
IR	16	0000
PC	12	703
AC	16	C000
DR	16	F800
- W1-0.a ×**: The assembly file tab.
- Assembly Code:**

```
1 START: INP
2
3      JMPN DONE
4
5      ADD SUM
6
7      STA SUM
8
9      JUMP START
10
11 DONE: LDA SUM
12
13     OUT
14
15     HLT
16
17 SUM: .data 2 0
18
```
- Execution Status:**

EXECUTING...  
Enter Inputs, the first of which must be an Integer: 2  
Enter Inputs, the first of which must be an Integer: -2

## IMPORTANT MICRO INSTRUCTIONS :

Edit Microinstructions

Type of Microinstruction: Set

name	register	start	numBits	value
AC <- 0	AC	0	16	0
E <- 0	E	0	1	0

New Delete Duplicate

OK Cancel

Edit Microinstructions

Type of Microinstruction: Logical

Data	name	type	source1	source2	destination	MAIN
0000 0000	AC <- AC'	NOT	AC	AC	AC	0
0000 0000	E <- E'	NOT	E	E	E	1
0000 0000						2
0001						3
						4
						5
						6
						7
						8
						9
						10
						11
						12
						13
						14
						15
						16
						17
						18
						19
						20
						21
						22

New Delete Duplicate

OK Cancel

**Edit Microinstructions**

Type of Microinstruction: Shift

name	source	destination	type	direction	distance
AC <- SHL AC	AC	AC	logical	left	1
AC <- SHR AC	AC	AC	logical	right	1

New    Delete    Duplicate

?

OK    Cancel

**Edit Microinstructions**

Type of Microinstruction: Test

name	register	start	numBits	comparison	value	omission
IF (AC=0) S...	AC	0	16	NE	0	1
IF (AC[15]=...	AC	15	1	NE	0	1
IF (AC[15]=...	AC	15	1	NE	1	1
IF (E=0) SKIP	E	0	1	NE	0	1

New    Delete    Duplicate

?

OK    Cancel