

## CS 2340 Computer Architecture

### Project: Get Creative with Bitmap

This homework is worth 150 points

In this project you will create something using the MARS Bitmap and Keyboard

#### Instructions

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1. 0-20 points: the Idea. Come up with your idea for a project using the bitmap and keyboard. The more creative your idea, the more points.
2. 0-50 points: the Implementation. Not counting comments and white space, is this program a big deal? Hint: 1000 lines of assembly is a big deal.
3. 0-50 points: the Logic. Is the program complex in terms of logic? In other words, does your flowchart (see Step 5) look like a flowchart or a to-do list?
4. 0-10 points: the Documentation. Make sure you have plenty of internal documentation of your code.
5. 0-20 points: the Report. The report can be any format, any font, etc., just make it look professional. The report should include:
  - a. instructions on how to run the program
  - b. a written overview of what the program does
  - c. a flowchart and/or pseudocode of the program logic
  - d. some screen shots of sample runs
  - e. anything else you would want the user to know, like helpful hints or warnings about what could go wrong

Notice that all components of the project are on a sliding scale from 0 up. The better your project, the more points.

Fair Warning: Mazidi does report to the Office of Student Integrity when people just turn in code they found on the web. My record was 20 students for one semester.