Assembly Language programming Project

Project Title: - "Shape detector"

Description: - User enter some unsigned points in one line and then the programs should predict the shape of these numbers if they represents a square, a rectangle, a triangle, or unknown. The result has to be drawn in dot matrix.

Details: -

- User inputs **unsigned 2D** points separated by **commas**.
  - Example: (1,1), (2,2), (3,3)
- Your program should read the points and the detect the shape from the list [**Square** – **Rectangle** – **Triangle** - **Unknown**]
- Points user enters has to be exact and sorted. For example a triangle should only have 3 points.
- View the result on the **input screen** as **text** and on the **dot matrix** as a **drawing**.
- **Bonus:** Let your shape detector detect **pentagon** and **hexagonal** and draw them as well.

Example:

The input screen

Enter the points:
(1,1),(3,1),(3,3),(1,3)

Output will be

Rectangle

The dot matrix:

You will submit:-

- A complete flow chart for your program
- Procedures description that contains
  - Task accomplished by the procedure
  - List of input parameters and their usage
  - Description of any value calculated/returned by the procedure
  - Preconditions that must be satisfied before the procedure is called