

Date: 15 Sep 2021

Assignment Number = A-01 (B)

1) Problem Statement: Design suitable datastructure and implement pass-II assembler for pseudo-code (machine code). Implementation shall consist a few instruction from each category and assembly directive

2) Software / Hardware requirement:

* Software requirements

- 1) Java Development kit
- 2) Integrated Development Environment OR
- 3) Notepad ++ / VsCode.

* Hardware Requirements

1) Computer System
Processor : i5 gen
Ram : 8GB

2) I/O Peripherals : keyboard & mouse.

3) Monitor : 720p / 1080 p FHD / IPS .

3) Learning Objective:

- 1) To understand the working of "pass-2" assembler.
- 2) To use appropriate datastructure to solve given problem.
- 3) To apply programming knowledge & skill to find optimum solution for given problem

4) Learning outcome:

- 1) Understood the working of pass-II assembler.
- 2) Used appropriate data structure to solve given problem.
- 3) Applied programming background and skills to solve given problem.

5) Concept related Theory:

X Pass-II Assembler:

In pass-2 assembler, instructions are again read line by line, but from intermediate code which was output from pass-I assembly process, looking only for label definitions. All the labels are collected, assigned address, and placed in the symbol table in this pass, no instructions

Pass-II Assembler:

In pass-2 assembler, instructions are again read line by line, but now this time from intermediate code which was output of pass-I assembler, and are assembled using the symbol table. Basically, the assembler goes through the program one line at a time, and generates machine code for that instruction. Then the assembler proceeds to the next instruction. In this way the entire machine code program is created. For most instructions this process works fine, for example for instructions that only reference registers the assembler can compute the machine code easily. Since the assembler knows where the

registers are.

Difference between pass 1 and pass 2 assembler:

A one pass assembler passes over the source file exactly once, in the same pass collecting tables, resolving future references and doing the actual assembly. The difficult part is to resolve future label references (the problem of forward referencing) and assemble code in one pass. The one pass assembler prepares an intermediate file, which is used as input by the two pass assembler.

A two pass assembler does two pass over the source file (the second pass can be over an intermediate file generated in the pass of the assembler). In the first pass all it does it looks for label definitions and introduces them in the symbol table (a dynamic table which includes the label name and address for each label in the source program). In the second pass, after the symbol table is complete, it does the actual assembly by translating the operations into machine codes and so on.

How does pass-II assembler works;

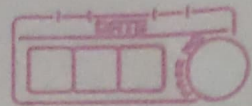
So, first of all pass 2 assembler requires intermediate code, literal table, symbol table, pool table which are output of pass 1 assembly process.

So it starts by reading whole intermediate code line by line. So if it encounters start assembler directive, declarative statement such as

Define storage ; DS, Define Constant ; DS.
Pass 2 assembler simply ignore these cases.
If the word is IS, or other AD so the address associated with respective statement is inserted in machine code and further if there is register like AREG, BREG, CREG then their respective address 1, 2, or 3 is inserted next to the previous word in same line of machine code. Again next if its literal symbol then the values next to it is referenced as index for literal / symbol table respectively and the address at that index / position is inserted in machine code. These things are repeated for all statements in intermediate code.

Pass 2 Algorithm

- 1) Start
- 2) Code_area.address := address of code_area
pooltab_ptr := 1
loc_ctr := 0
- 3) While next statement is not an END statement
 - (a) Clear machine_code_buffer.
 - (b) If LORG statement
Assemble the literals in the machine_code_buffer
size := size of memory area required for the literals
pooltab_ptr := pooltab_ptr + 1
 - (c) If a START or ORIGIN statement then
loc_ctr := value specified in the operand field



size := 0.

(d) If a declare statement

If a DC statement then

assemble the constraint in the machine_code_buffer.

size := size of memory area required by DC/DS

(e) If an imperative statement.

Get the operand address from symtab or
zittab assemble instruction in machine_code_buffer

size := size of the instruction

(f) If size not equal to

move contents of machine_code_buffer to the
address_code_area_address + loc_ctr

loc_ctr := loc_ctr + size.

4) Processing of END statement

perform step (3(b)) and (3(f))

write code_area into output file.

5) End.

6) Conclusion

Understood working of pass 2 assembler and
implemented it using programming knowledge

8) References

- 1) Geeks for Geeks.
- 2) Youtube.