

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

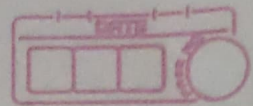


Define storage ; DS, Define Constant ; DS.  
Pass 2 assembler simply ignore these cases.  
If the word is IS, or other AD so the address associated with respective statement is inserted in machine code and further if there is register like AREG, BREG, CREG then their respective address 1, 2, or 3 is 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.

Code:

```
package com.muthadevs;
import java.io.BufferedReader;
import java.io.BufferedWriter;
import java.io.FileReader;
import java.io.FileWriter;
import java.io.IOException;
import java.util.ArrayList;
import java.util.Hashtable;
import java.util.Map;

public class Main {

    public static void main(String[] args) {

        try {

            String f = "E:\\pass1_assembler\\OUTPUT\\IC.txt";
            FileReader fw = new FileReader(f);
            BufferedReader IC_file = new BufferedReader(fw);

            String f1 = "E:\\pass1_assembler\\OUTPUT\\SYMTAB.txt";
            FileReader fw1 = new FileReader(f1);
            BufferedReader symtab_file = new BufferedReader(fw1);
            symtab_file.mark(500);

            String f2 = "E:\\pass1_assembler\\OUTPUT\\LITTAB.txt";
            FileReader fw2 = new FileReader(f2);
            BufferedReader littab_file = new BufferedReader(fw2);
            littab_file.mark(500);

            String littab[][]=new String[10][2];

            Hashtable<String, String> symtab = new Hashtable<String, String>();
            String str;
            int z=0;
```

```

while ((str = littab_file.readLine()) != null) {

    littab[z][0]=str.split("\t")[0];
    littab[z][1]=str.split("\t")[1];
    z++;
}
while ((str = symtab_file.readLine()) != null) {
    symtab.put(str.split("\t")[0], str.split("\t")[1]);
}

String f3 = "E:\\pass1_assembler\\OUTPUT\\POOLTAB.txt";
FileReader fw3 = new FileReader(f3);
BufferedReader pooltab_file = new BufferedReader(fw3);

String f4 = "E:\\pass2_assembler\\MACHINE_CODE.txt";
FileWriter fw4 = new FileWriter(f4);
BufferedWriter machine_code_file = new BufferedWriter(fw4);

ArrayList<Integer> pooltab = new ArrayList<Integer>();
String t;
while ((t = pooltab_file.readLine()) != null) {
    pooltab.add(Integer.parseInt(t));
}

int pooltabptr = 1;
int temp1 = pooltab.get(0);    //dry run
int temp2 = pooltab.get(1);

String sCurrentLine;
sCurrentLine = IC_file.readLine();
int locptr=0;
locptr=Integer.parseInt(sCurrentLine.split("\t")[3]);

while ((sCurrentLine = IC_file.readLine()) != null) {

    machine_code_file.write(locptr+"\t");    //always write the LC

```

```

String s0 = sCurrentLine.split("\\t")[0];

String s1 = sCurrentLine.split("\\t")[1];

//If its imperative statement
if (s0.equals("IS")) {
    machine_code_file.write(s1 + "\\t"); //checking if its IS then we take
address after it (i.e s1) and write in mc.txt file
    if (sCurrentLine.split("\\t").length == 5) {

        machine_code_file.write(sCurrentLine.split("\\t")[2] + "\\t"); // so if
here value is present it means its a register, we directly write it in mc.txt

        if (sCurrentLine.split("\\t")[3].equals("L")) { //if its a Literal we
take index followed by L and search in littab and write it into MC.txt
            int add = Integer.parseInt(sCurrentLine.split("\\t")[4]);

            machine_code_file.write(littab[add-1][1]); //taking address
from littab and writing it into machine code

        }

        if (sCurrentLine.split("\\t")[3].equals("S")) { //if its a symbol , we
take index followed by S and search in symtab and write address associated
with it to MC file
            int add1 = Integer.parseInt(sCurrentLine.split("\\t")[4]);
            int i = 1;
            String l1;
            for (Map.Entry m : symtab.entrySet()) {
                if (i == add1) {
                    machine_code_file.write((String) m.getValue());
                }
                i++;
            }
        }
    }
}

```



```

    }
    } else {
        machine_code_file.write("0\t000");
    }
}
//If its Assembler Directive :

if (s0.equals("AD")) {
    littab_file.reset();
    if (s1.equals("O5")) {    //if it is LTORG
        int j = 1;
        while (j < temp1) {
            littab_file.readLine();
        }
        while (temp1 < temp2) {
            machine_code_file.write("00\t0\t00" +
littab_file.readLine().split(" ")[1]);
            if(temp1<(temp2-1)){
                locptr++;
                machine_code_file.write("\n");
                machine_code_file.write(locptr+"\t");
            }
            temp1++;
        }
        temp1 = temp2;
        pooltabptr++;
        if (pooltabptr < pooltab.size()) {
            temp2 = pooltab.get(pooltabptr);
        }
    }
    int j = 1;
    if (s1.equals("O2")) {    //if it is "END" stmt
        String s;
        while ((s = littab_file.readLine()) != null) {
            if (j >= temp1)
                machine_code_file.write("00\t0\t00" + s.split(" ")[1]);
            j++;
        }
    }
}

```

```

    }
}

//If its a declarative statements
if(s0.equals("DL")&& s1.equals("01")){ //if it is DC stmt
    machine_code_file.write("00\t0\t00"+sCurrentLine.split(" ")[1]);

}

locptr++;
machine_code_file.write("\n");
}
IC_file.close();
symtab_file.close();
littab_file.close();
pooltab_file.close();
machine_code_file.close();
} catch (IOException e) {
    e.printStackTrace();
}

}
}

```

Output:

Machine Code:

```

200 04 1 204
201 05 1 208
202 04 2 210
203 04 3 209
204 00 0 004
205 00 0 006
206 01 3 205
207 00 0 000
208
209
210 00 0 001

```