

# ASSEMBLER PROJECT

## PHASE I

### Team members:

- Bassem Mohamed # 13
- Hassan Abdo # 17
- Abdelrhman ALi # 34
- Abdelrhman moustfa # 36
- Mohamed Hassan # 57

## **Problem Statement :-**

The term project is to implement a (cross) assembler for (a subset of) SIC/XE assembler, written in **C/C++**, producing code for the absolute loader used in the SIC programming assignments.

In phase 2 of the project, you are going to build on the previous phase and use its output to implement pass 2 of the assembler.

## **Specifications :-**

- a) The assembler is to execute by entering assemble <source-file-name>
- b) The source file for the main program for this phase is to be named assemble.cpp
- c) The output of the assembler should include (at least):
  - 1. Object-code file whose format is the same as the one described in the text book in section 2.1.1 and 2.3.5.
  - 2. A report at the end of pass2. Pass1 and Pass2 errors should be included as part of the assembler report, exhibiting both the offending line of source code and the error.
- d) The assembler should support:
  - 1. EQU and ORG statements.
  - 2. Simple expression evaluation. A simple expression includes simple (A <op> B) operand arithmetic, where <op> is one of +, -, \*, / and no spaces surround the operation, eg. A+B.

## **Bonus**

- 1. General expression evaluation.
- 2. Literals (Including LTORG)  
=C'<ASCII-TEXT>', =X'HEX-TEXT', =<DECIMAL-TEXT> forms.
- 3. Control sections.

## **Design :-**

In Pass1 Report, We illustrated the Design of pass1, We continued work on pass1 and added some new classes to support pass2.

The new Classes :-

- ObjectCode.cpp : this class is responsible about writing the objectFile and generating the object code of each instruction and evaluating the appropriate address as PC relative or absolute.
- Pass2.cpp : makes the second pass over the source code and by the help of ObjectCode class and symTable and litTable created during pass1 , object code of each instruction could be obtained. Pass2 writes the second part of list file.
- Postfix.cpp : While iterating over the infix expression, when encountering
  - Any Variable >> add to postfix expression
  - Left Parenthesis >> push onto the stack and remove only when the right parenthesis is found
  - Right Parenthesis >> remove symbol from stack to postfix expression till encounter a left parenthesis then discard it.
  - Operator >> it's precedence is surely equal to that in the top of the stack since we only have + or -
    - then pop the element on the top of the stack to the post fix expression till the stack is empty
    - then push the operator in.
  - End of Expression >> Pop all the stack to the post fix expression

## **Main DataStructures :-**

- 1- Map : used in storing operation table.
- 2- Unordered\_map : used in storing symTable and litTable.
- 3- Vector : used to store the instruction after dividing it using regex.

### **Algorithms Description :-**

- 1- After pass1 finishes , the output.txt file contains the instructions and their location counters, SymTable contains all label with their locations ,LitTable contains all literals with their locations.
- 2- Pass2 Constructor initializes a new parser on the output.txt file to get each instruction with its location counter , and initializes a new ObjectCode object to use it in generating object codes.
- 3- The parser returns each instruction until end of file and ObjectCode objects calls addRecord() method to get the object code of each instruction.
- 4- After above steps , pass2 has all the information about the instruction to write it list file.
- 5- The above steps are repeated until the parser return null(EOF).
- 6- Evaluating Postfix

-----

- 1- Scan postfix expression from left to right
- 2- Let the 1st element of the postfix expression be X ,Push X to the stack
- 3- Let the second element be Y, Push Y to the stack.
- 4- The third element must be an operator. let it be ()
- 5- Evaluate  $Z = X () Y$
- 6- Push Z to the stack
- 7-Continue till the end of the post fix expression

-----  
**(A)bsolute(0) or (R)elative(1) or (I)nvalid(2)**  
-----

	<b>(+)</b>	<b>(-)</b>
0 0	A	A
0 1	R	I
0 2	I	I
1 0	R	R
1 1	I	A
1 2	I	I
2 0	I	I
2 1	I	I
2 2	I	I

-----

**Regex is used for the ease of extracting operands.**

## Sample Runs :-

### Test 1:

```
>> Source Program statements with value of LC indicated
```

```
000000 .23456789012345678901234567890
000000          START    0000
000000    L1      RESW    1
000003    L2      RESW    2
000009    L3      EQU     L2-L1+1
000009    L4      EQU     *+L3+1
000009    L5      EQU     (*+(L2-L1))+3
000009          J        *
00000C          END
```

```
>> *****
```

```
>> s y m b o l      t a b l e   (values in hexa)
```

Symbol	Hexa Value	Addressing type
-----		
L1	000000	Relocatable
L4	00000E	Relocatable
L5	00000F	Relocatable
L2	000003	Relocatable
L3	000004	Absolute

```
>> *****
```

```
>> e n d      o f   p a s s   1
```

```

>>>> *****
>>  S t a r t   o f   P a s s   I I

lcCntr objCde    label opration operand

000000          L1      RESW      1

000003          L2      RESW      2

000009          L3      EQU       L2-L1+1

000009          L4      EQU       *+L3+1

000009          L5      EQU       (*+(L2-L1))+3

000009 3F2FFD          J          R1c n=1 i=1 x=0 b=0 p=1 e=0
                                     *

00000C          END

```

## Object Code

File	Edit	Format	View	Help
T^000009^03^3F2FFD				
E^000000				

## Test 2:

>> Source Program statements with value of LC indicated

```
000000      .23456789012345678901234567890
001000  PROB2      START      1000
001000                LDA      #0
001003                LDX      #0
001006      AGAIN   TD         DEVF3
001009                JEQ      AGAIN
00100C                RD         DEVF3
00100F                SUB      #48
001012                MUL      #10
001015                RMO      A,X
001017      LOOOP   TD         DEVF3
00101A                JEQ      LOOOP
00101D                RD         DEVF3
001020                SUB      #48
001023                ADDR     X,A
001025                J         *
001028      DEVF3   BYTE      X'F3'
001029                END
>> *****
```

>> s y m b o l t a b l e (values in hexa)

Symbol	Hexa value	Addressing type
AGAIN	001006	Relocatable
LOOOP	001017	Relocatable
DEVF3	001028	Relocatable

>> \*\*\*\*\*

>> e n d o f p a s s 1

---



```
>>>> *****
>>  S t a r t   o f   P a s s   I I
```

```
lccntr objcde    label opration operand
```

```
001000 010000      LDA      Abs n=0 i=1 x=0 b=0 p=0 e=0
                                #0
```

```
001003 050000      LDX      Abs n=0 i=1 x=0 b=0 p=0 e=0
                                #0
```

```
001006 E3201F AGAIN  TD      R1c n=1 i=1 x=0 b=0 p=1 e=0
                                DEVF3
```

```
001009 332FFA      JEQ      R1c n=1 i=1 x=0 b=0 p=1 e=0
                                AGAIN
```

```
00100C DB2019      RD      R1c n=1 i=1 x=0 b=0 p=1 e=0
                                DEVF3
```

```
00100F 1D0030      SUB      Abs n=0 i=1 x=0 b=0 p=0 e=0
                                #48
```

```
001012 21000A      MUL      Abs n=0 i=1 x=0 b=0 p=0 e=0
                                #10
```

```
001015 AC01        RMO      A,X
```

```
001017 E3200E LOOP  TD      R1c n=1 i=1 x=0 b=0 p=1 e=0
                                DEVF3
```

```
00101A 332FFA      JEQ      R1c n=1 i=1 x=0 b=0 p=1 e=0
                                LOOP
```

```
00101D DB2008      RD      R1c n=1 i=1 x=0 b=0 p=1 e=0
                                DEVF3
```

---

```
00101A 332FFA      JEQ      R1c n=1 i=1 x=0 b=0 p=1 e=0
                                LOOP
```

```
00101D DB2008      RD      R1c n=1 i=1 x=0 b=0 p=1 e=0
                                DEVF3
```

```
001020 1D0030      SUB      Abs n=0 i=1 x=0 b=0 p=0 e=0
                                #48
```

```
001023 9010        ADDR     X,A
```

```
001025 3F2FFD      J        R1c n=1 i=1 x=0 b=0 p=1 e=0
                                *
```

```
001028 F3 DEVF3     BYTE     X'F3'
```

```
001029                END
```

---

```

T^001000^1D^010000^050000^E3201F^332FFA^DB2019^1D0030^21000A^AC01^E3200E^332FFA
T^00101D^0C^DB2008^1D0030^9010^3F2FFD^F3
E^000000

```

## Test3 :

>> Source Program statements with value of LC indicated

```

000000      .23456789012345678901234567890
001000      START      1000
001000      ALPHA      LDT      #10
001003              lps      =C'dfe'
001006      BETA      +LDCH     =X'12'
00100A              LTORG
00100A              =C'dfe'
00100D              =X'12'
00100E              WD      =C'd'
001011      . INDEXING
001011              ADD      GAMMA,X
001014              J      *
001017      GAMMA      BYTE     X'01'
001018      THETA      RESB     2
00101A              END      ALPHA
00101A              =C'd'
>> *****

```

>> s y m b o l t a b l e (values in hexa)

Symbol	Hexa value	Addressing type
ALPHA	001000	Relocatable
BETA	001006	Relocatable
GAMMA	001017	Relocatable
THETA	001018	Relocatable

>> \*\*\*\*\*

>> e n d o f p a s s 1

>>>> \*\*\*\*\*

>> S t a r t o f P a s s I I

lccntr objcde label operation operand

001000	75000A	ALPHA	LDT	Abs n=0 i=1 x=0 b=0 p=0 e=0 #10
001003	D32004		lps	Rlc n=1 i=1 x=0 b=0 p=1 e=0 =C'dfe'

```

00100A 646665      =C'dfe'

00100D 12          =X'12'

00100E DF2009      WD      R1c n=1 i=1 x=0 b=0 p=1 e=0
                        =C'd'

001011 1BA003      ADD      R1c n=1 i=1 x=1 b=0 p=1 e=0
                        GAMMA,X

001014 3F2FFD      J      R1c n=1 i=1 x=0 b=0 p=1 e=0
                        *

001017 01 GAMMA    BYTE    X'01'

001018            THETA    RESB    2

00101A 64          =C'd'

00101A            END      ALPHA

```

---

```

T^001000^18^75000A^D32004^5310100D^646665^12^DF2009^1BA003^3F2FFD^01
T^00101A^01^64
M^001007^05
E^000000

```

---