# Lab 3 Report

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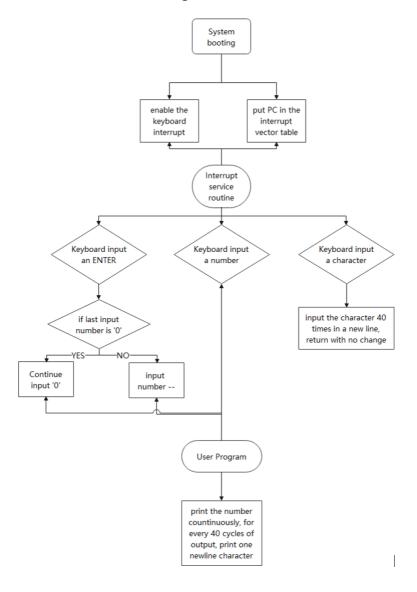
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## 1. Algorithm

The following chart shows the structure of the algorithm.



### 2. Essential parts of code

```
1 ;
 2
     ; system booting code
 3
 4
 5
                ; Interrupt Enable
                        R0, KBSR_IE
 6
                LD
 7
                STI
                        R0, KBSR1; KBSR[14] = 1
 8
 9
                ; Init Interrupt Vector Table
 10
                LD
                        R0, InterruptA
                        R0, INV; mem[x0180] = x0800
                STI
 11
 12
13
14
     KBSR1
             .FILL xFE00
     KBSR_IE
15
               .FILL \times 4000 ; KBSR[14] = 1
16
17
     InterruptA .FILL x0800
                .FILL x0180
18
```

The part of code above shows the process of enabling the keyboard to interrupt and put PC in correct interrupt vector table.

```
; ----- <Enter> -----
1
2
                ADD
                       R1, R0, R1 ; IF = 0, THEN INPUT IS AN ENTER
3
                BRnp
                       STEP2
                     R2, R3, R2
                ADD
4
5
                BRz SUCCESS
                    R4, R4, #-1
6
                ADD
7
                BR
                     SUCCESS
8
9
               ; ------ <0 - 9> -----
     STEP2
10
                       R2, ZERO
11
                LD
                ADD
                       R5, R0, #0
12
13
                ADD
                       R5, R5, R2
                       STEP3
14
                BRn
15
                LD
                       R2, NINE
16
                       R5, R0, #0
17
                ADD
18
                ADD
                       R5, R5, R2
                       STEP3
19
                BRp
20
                ADD
                       R4, R0, #0
21
                       SUCCESS
22
                BR
23
24
25
                ; ----- <char > -----
26
     STEP3
27
                ADD
                       R5, R0, #0
                LD
                       R0, ENTER1
28
29
                OUT
                       R0, R5, #0
30
                ADD
                ;;PRINT FORTY TIMES
31
                       R5, LINENUMBER
32
```

```
33
34
     L00P
                  OUT
                          R5, R5, #-1
35
                  ADD
36
                  BRnp
                          L00P
37
                  LD
                          R0, ENTER1
38
                  OUT
39
40
                  BR
                          SUCCESS
41
```

The part of code above shows the process of handling with three different types of input.

## 3. TA's questions

#### TA: explain the procedure of interrupt

#### Answer:

- Initialization
  - Set the system privilege, let PSR[15] = 0
  - If the process in in user mode, then save R6, load R6 with SSP
  - Push PSR & PC
  - Set priority level
  - Jump to the Interrupt Service Routine
- Executing the interrupt service routine
- Ending the interrupt service routine and jump to user program.