CSCI 592
LAB ASSIGNMENT – 1

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OBJECTIVE

To create and execute a program in assembly language to manipulate data in memory and observe the outcomes.

TECHNOLOGY USED

- Easy68K Assembler software to run the code.
- Code given on Assignment to duplicate the code.

PROCEDURE

- The first step is to copy and paste the code from the given assignment page into the Easy68K Assembler software.
- **ORG** directives to define data in memory.
- Using **LEA** instructions to initialize addresses for each data segment.
- Then **MOVE.B** to manipulate data to specific memory locations.
- Halt the simulator using **SIMHALT** after processing.

OPERATIONS

- Defined uppercase alphabet characters at $2000, lowercase alphabet characters at $2020, and digits at $2040.
- Loaded memory addresses into address registers A2, A3, A4, and A1.
- Sequentially moved specific bytes from predefined memory segments into a new memory region starting at $2200.
- Inserted spaces (#32) and custom values (#33) in the output sequence.

ALGORITHM

- Define memory segments using **DC.L** and **DC.W** for storing characters and numbers.
- Use the **LEA.L** instruction to load the base addresses of these segments into address registers.
- Use **MOVE.B** to transfer specific bytes to a target memory location.
- Add spaces and custom data as needed in the sequence.
- Halt execution using **SIMHALT.**

DESCRIPTION

The program initializes memory with three different data types (uppercase letters, lowercase letters, and digits). It then selectively moves characters from these memory locations to a target region. The purpose of the program is to demonstrate data manipulation using assembly instructions in a simulator environment.

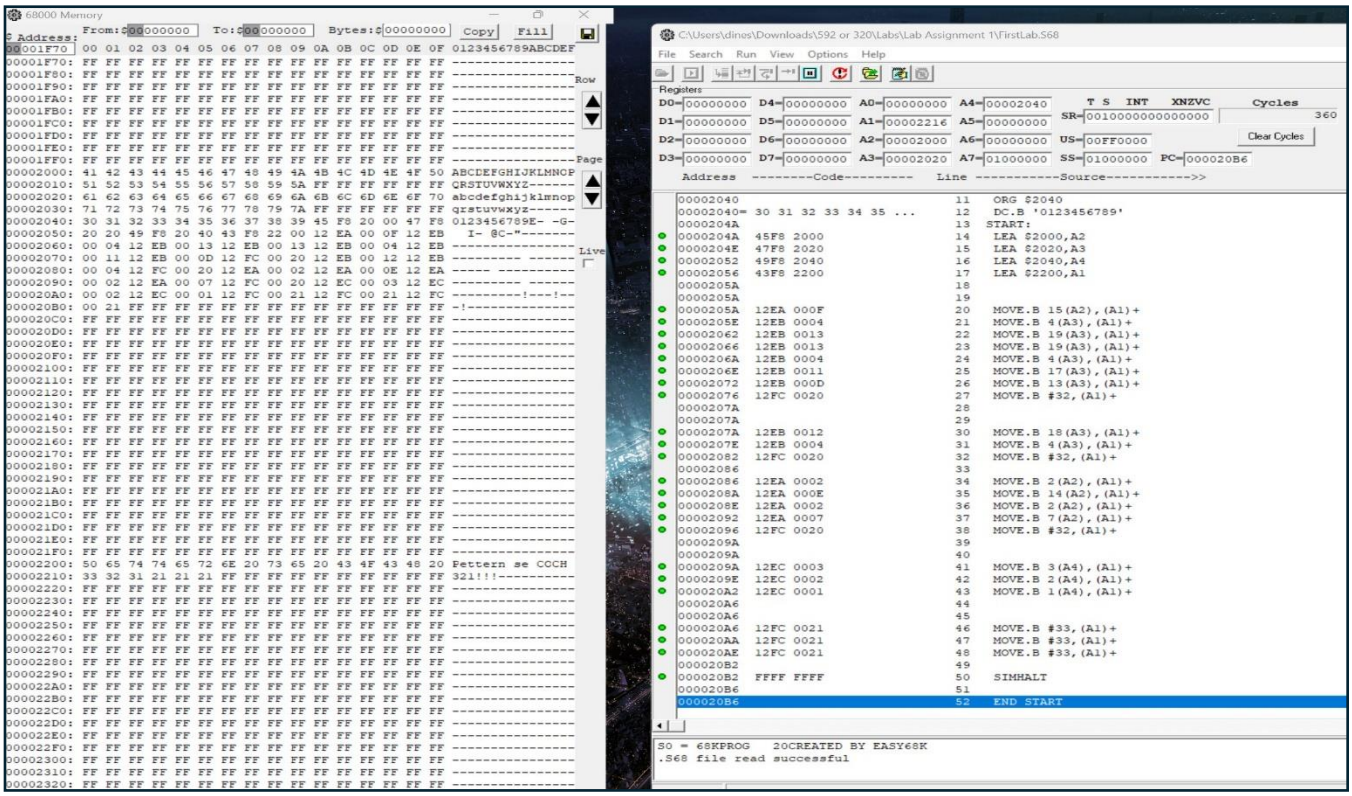
CODE LISTING

```
ORG $2000
 DC.L 'ABCDEFGHIJKLMNOPQRSTUVWXYZ'
 ORG $2020
 DC.L 'abcdefghijklmnopqrstuvwxyz'
 ORG $2040
 DC.W '0123456789'


START:
 LEA.L $002000,A2
 LEA.L $002020,A3
 LEA.L $002040,A4
 LEA.L $002200,A1
 MOVE.B $002016,(A1)+
 MOVE.B $002024,(A1)+
 MOVE.B $00202B,(A1)+
 MOVE.B $002022,(A1)+
 MOVE.B $00202E,(A1)+
 MOVE.B $00202C,(A1)+
 MOVE.B $002024,(A1)+
 MOVE.B #32,(A1)+
 MOVE.B 19(A3) ,(A1)+
 MOVE.B 14(A3) ,(A1)+
 MOVE.B #32,(A1)+
 MOVE.B 2(A2) ,(A1)+
 MOVE.B 18(A2) ,(A1)+
 MOVE.B 2(A2) ,(A1)+
 MOVE.B 8(A2) ,(A1)+
 MOVE.B #32,(A1)+
 MOVE.B 3(A4),(A1)+
 MOVE.B 2(A4),(A1)+
 MOVE.B (A4) ,(A1)+
 MOVE.B #33,(A1)+
 MOVE.B #33,(A1)+
 MOVE.B #33,(A1)+
 MOVE.B #32,(A1)+

 SIMHALT             ; halt simulator

 END    START        ; last line of source
```

OBSERVATIONS

The program correctly moves the desired bytes to the target memory region. Spaces and symbols are inserted as specified in the instructions. Verified the memory layout and data using a simulator. Ensured all addresses and offsets were correctly calculated. Adjusted offsets and verified instructions to prevent overwriting unintended memory locations.

RESULTS



CONCLUSIONS

The program successfully demonstrates memory manipulation using assembly instructions. Proper use of offsets and addressing ensures precise data extraction and insertion. The lab reinforces concepts of low-level programming, such as memory segmentation and byte-level operations.