

CSCI 592  
LAB ASSIGNMENT – 1

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Date: 01-25-2025

## 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

```
68000 Memory
From: 00000000 To: 00000000 Bytes: 00000000 Copy Fill
Address: 00001F70 00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F 0123456789ABCDEF
00001F70: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00001F80: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00001F90: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00001FA0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00001FB0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00001FC0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00001FD0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00001FE0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00001FF0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002000: 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F 50 ABCDEFGHIJKLMNOP
00002010: 51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F 60 QRSTUVWXYZ
00002020: 61 62 63 64 65 66 67 68 69 6A 6B 6C 6D 6E 6F 70 abcdefghijklmnop
00002030: 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F 80 qrstuvwxyz
00002040: 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 0123456789-0-9
00002050: 20 20 49 F0 20 40 43 F8 22 00 12 EA 00 0F 12 EB 1-8C-9
00002060: 00 04 12 EB 00 13 12 EB 00 13 12 EB 00 04 12 EB
00002070: 00 11 12 EB 00 0D 12 FC 00 20 12 EB 00 12 12 EB
00002080: 00 04 12 FC 00 20 12 EA 00 02 12 EA 00 0E 12 EA
00002090: 00 02 12 EA 00 07 12 FC 00 20 12 EC 00 03 12 EC
000020A0: 00 02 12 EC 00 01 12 FC 00 21 12 FC 00 21 12 FC
000020B0: 00 21 FF FF FF FF FF FF FF FF FF FF FF FF FF
000020C0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000020D0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000020E0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000020F0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002100: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002110: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002120: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002130: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002140: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002150: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002160: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002170: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002180: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002190: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000021A0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000021B0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000021C0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000021D0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000021E0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000021F0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002200: 50 65 74 74 65 72 6E 20 73 65 20 43 4F 43 40 20 Pattern se COCH
00002210: 33 32 31 21 21 21 FF FF FF FF FF FF FF FF FF FF 321!!!
00002220: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002230: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002240: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002250: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002260: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002270: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002280: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002290: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000022A0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000022B0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000022C0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000022D0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000022E0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
000022F0: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002300: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002310: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF
00002320: FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF FF

Registers
D0=00000000 D4=00000000 A0=00000000 A4=00002040 T S INT XNZVC Cycles 360
D1=00000000 D5=00000000 A1=00002216 A5=00000000 SR=0010000000000000
D2=00000000 D6=00000000 A2=00002000 A6=00000000 US=00FF0000 Clear Cycles
D3=00000000 D7=00000000 A3=00002020 A7=01000000 SS=01000000 PC=000020B6

Address -----Code----- Line -----Source----->>>
00002040 11 ORG $2040
00002040 12 DC.B '0123456789'
0000204A 13 START
0000204A 14 LEA $2000,A2
0000204E 15 LEA $2020,A3
00002052 16 LEA $2040,A4
00002056 17 LEA $2200,A1
0000205A 18
0000205A 19
0000205A 20 MOVE.B 15(A2),(A1)+
0000205E 21 MOVE.B 4(A3),(A1)+
00002062 22 MOVE.B 19(A3),(A1)+
00002066 23 MOVE.B 19(A3),(A1)+
0000206A 24 MOVE.B 4(A3),(A1)+
0000206E 25 MOVE.B 17(A3),(A1)+
00002072 26 MOVE.B 13(A3),(A1)+
00002076 27 MOVE.B #32,(A1)+
0000207A 28
0000207A 29
0000207A 30 MOVE.B 18(A3),(A1)+
0000208A 31 MOVE.B 4(A3),(A1)+
00002082 32 MOVE.B #32,(A1)+
00002086 33
00002086 34 MOVE.B 2(A2),(A1)+
0000208E 35 MOVE.B 14(A2),(A1)+
0000208E 36 MOVE.B 2(A2),(A1)+
00002092 37 MOVE.B 7(A2),(A1)+
00002096 38 MOVE.B #32,(A1)+
0000209A 39
0000209A 40
0000209A 41 MOVE.B 3(A4),(A1)+
0000209E 42 MOVE.B 2(A4),(A1)+
000020A2 43 MOVE.B 1(A4),(A1)+
000020A6 44
000020A6 45
000020A6 46 MOVE.B #33,(A1)+
000020AA 47 MOVE.B #33,(A1)+
000020AE 48 MOVE.B #33,(A1)+
000020B2 49
000020B2 50 SIIMHALT
000020B6 51
000020B6 52 END START

30 = 68KPROG 20CREATED BY EASY68K
.S68 file read successful
```

## 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.