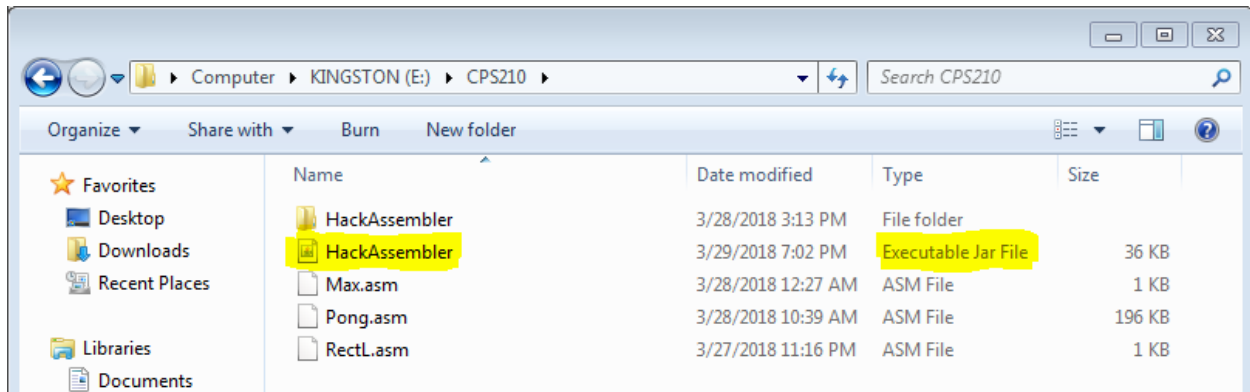# HACK ASSEMBLER

Prepared for CPS 210

Abstract

The assembler proposed converts a Hack Assembly Language Program (.asm) to machine language (.hack). This documentation gives an outline of how to run the assembler and an overview of the functionality and interface. This project was solely created by Dylan Richards.
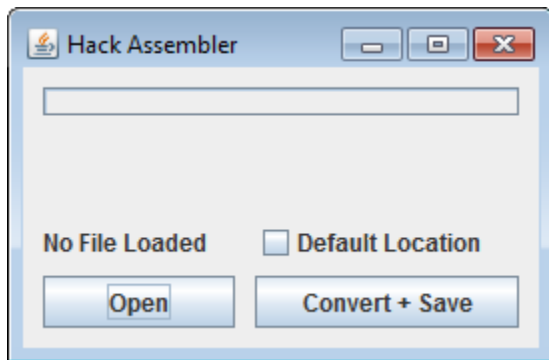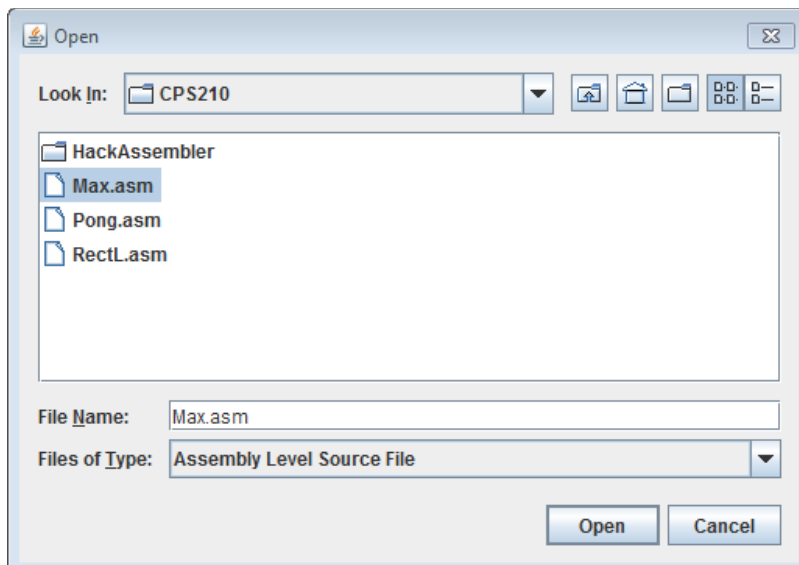
Dylan T. Richards

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Run Instructions

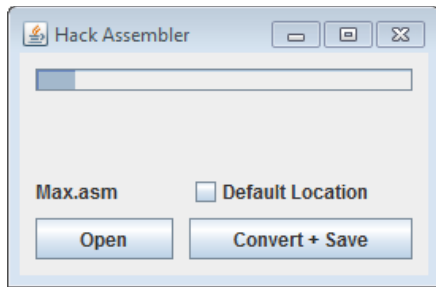1. Double click the Executable Jar File called "HackAssembler"

2. That will open a user interface that looks like the window below:

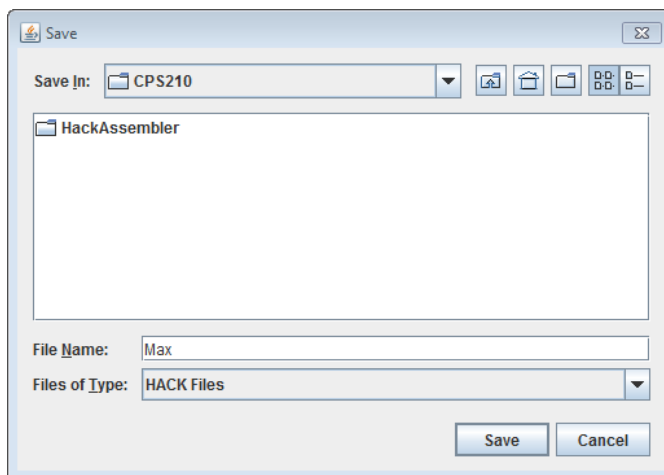3. Click the "Open" button use the file chooser and select the ASM file.

4. Once a file is loaded the main window will look like with the file name above the open button:

Hack Assembler

Max.asm ☐ Default Location

Open   Convert + Save

5. Depending on where you want to save the HACK file read below:
   a. If you want the HACK file to be saved in the same directory as the ASM file, check the "Default Location" checkbox
   b. If you want to save the hack file in a different directory leave the checkbox uncheck.

6. Click "Convert + Save"

NOTE: If you left the "Default Location" checkbox unchecked this window will allow you to save in a different directory:

Save

Save In: ☐ CPS210

☐ HackAssembler

File Name: Max
Files of Type: HACK Files

Save   Cancel

7. The progress bar will be completely shaded once this operation finishes

Hack Assembler

Max.asm ☑ Default Location

Open   Convert + Save