#### **Practical 01**

## **Assembly Language**

### THIS IS A PROCTORED PRACTICAL

YOU MUST SHARE YOUR SCREEN SO YOUR PARTICIPATION IN THIS PRACTICAL CAN FULLY INVIGILATED

- 1. Create a Github repository "Assembly\_and\_C"
- 2. Create a sub directory PRACTICAL\_01
- 3. Add Github link to CA Spreadsheet
  e.g https://STUDENTID.github.com/Assembly\_and\_c/PRACTICAL\_01
- 4. Invite Lab Supervisors including MakeMuddyGames as a collaborators
- 5. Go to designated group to complete practical
- 6. Upload completed Practical files to Github repository

NOTE: Use of EASy68K editor and emulator allowed, use of internet allowed, use of slide deck(s) allowed. Installer located here http://www.easy68k.com/

Create a unique file e.g. part1.X68 for each practical section below.

Objective Understand and utilise Basic Memory concepts, BINARY, HEX and Literals:

1	Create a new 68K project and name the file <i>part1.logicly</i> Create the following circuit using logic.ly	Store the following Decimal Values as Binary (Bits LSB to MSB) 0 to 15
	File Edit Vice Total Seniors No.  Lear Contract  Comput C	intergrampin logicly  - C   -
2	Create a new 68K project and name the file <i>part2.X68</i> Edit compile and execute the code across, examine and note contents of	MOVE.L #%00001111,D1 MOVE.B D1,D2 MOVE.B D1,\$2000 MOVE.B \$2000,D2 MOVE.B \$2000,\$3000
	data registers and memory. Identify the memory location of \$3000 and its contents.	
3	Create a new 68K project and name the file <i>part3.X68</i>	ORG \$1000 START: MOVE.B #\$64,D1 LEA text, A1

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```
MOVE #14,D0
   Edit compile and execute the code
                                            TRAP #15
   across and observe the output.
                                            MOVE #3,D0
                                            TRAP #15
                                            SIMHALT
                                        text dc.b 'Data Register: ',0
                                        END START
  Create a new 68K project and name the file part4.X68
   Edit compile and execute the code across and observe the input and output.
     ORG
             $1000
START:
    LEA text, A1
    MOVE #4, D0
    TRAP #15
    MOVE #14,D0
    TRAP #15
    MOVE #3,D0
    TRAP #15
    SIMHALT
text dc.b 'Data Register: ',0
          END
                  START
```

# Demonstrate completed assembly files at the end of the LAB and ensure it has been checked

Student Name	Student Number	
Date	Checked	