

Lab2: Hexadecimal

You find it annoying to convert numbers to hexadecimal. You decide to write a program to do that. That is, if the user input:

123

You should print

007B

Requirements

- Write program with **LC-3 assembly language**
- Start your program at `x3000`
- Read an unsigned number (10 based) from the console ended with , and it will not exceed $2^{16} - 1 = 65535$
- Print the number in 4-digit hexadecimal
- Remember to halt your program in the end
- **NO CHEATING**

Grading

Lab 2 takes 5% of the final score, consisting of Check and Report.

Check (50%)

- Contact to your lab TA to check your code. In most cases, it is required to be **OFFLINE**.
- TA will test your code in different cases. Correctness is the primary factor in grading.
- TA will ask you questions to make sure you finish it on your own. It is very important to be familiar with the lab and your code. Suggestion: write some comments in case you forget what your code means.
- You can retry if you fails a check, but there will be a penalty of 10% points in Check part each time.

Report (50%)

- Written in **English**, concise and complete
- Convince TA that you finish the lab on your own
- **No more than** 2 A4 pages
- Consisting of:
 - Algorithm explanation
 - Essential parts of your code with sufficient comments
 - Questions TA asked you and your answer in Check

Other Penalty

- Delay: -10% each day after ddl
- Cheating: -100%, and -10% in final score of the course