**DATE： October 11 ，2022**

**SUBJECT： Assembly Language Programming**

**INFO：2024030107 G2 (17) 房森**

**Understanding：**

Assembly language is a low-level language used in electronic computers, microprocessors, microcontrollers or other programmable devices, also known as symbolic language. In assembly language, mnemonics are used to replace the opcodes of machine instructions, and symbols or labels are used to replace the addresses of instructions or operands. In different devices, assembly language corresponds to different machine language instruction sets, which are converted into machine instructions through assembly process. Generally speaking, a specific assembly language and a specific machine language instruction set are one-to-one, and cannot be directly transplanted between different platforms.

**Study content:**

Constant, identity, expression, concept, project**.** In general. Assembly instructions are written in a format that is easy to remember for machine instructions. They are one-to-one pseudo instructions with respect to machine language: they have no corresponding machine instructions, but are instructions executed by the compiler for related compilation. Operation symbols:+, -, \*,/, etc., recognized by the compiler, without corresponding machine code. Its field is very large.

**Experience and Recommendation:**

Speaking of curriculum design, I think the most important thing is to prepare for the design, carefully study the topic given by the teacher, and choose a topic that interests me. Secondly, the teacher should listen to and think carefully about the explanation of the experiment, because only when they understand it, they will get twice the result with half the effort in designing. If they don't understand it, they will choose topics to design in a daze, and in the end, they will get nothing. Finally, we should pay attention to the modularization of the program, the convenience of modification, and the debugging of the program to master its methods.

**似乎最好中文，译文如下：**

**日期:2022年10月11日**

**主题:汇编语言程序设计**

**个人信息:2024030107 2班(原17)房森**

**理解:**

汇编语言是一种用于电子计算机、微处理器、微控制器或其他可编程设备的低级语言，又称符号语言。 在汇编语言中，用助记符代替机器指令的操作码，用符号或标签代替指令或操作数的地址。 在不同的设备中，汇编语言对应不同的机器语言指令集，这些指令集通过汇编过程转换为机器指令。 一般来说，特定的汇编语言和特定的机器语言指令集是一对一的，不能直接在不同平台之间移植。

**课程内容:**

**我们通过这门课学习汇编语言的语法，原理，来源，概念，以及实操项目。** 一般来说。 汇编指令是用机器指令容易记住的格式编写的。 相对于机器语言，它们是一对一的伪指令:它们没有相应的机器指令，而是由编译器执行的相关编译指令。 操作符号:+，-，\*，/等，被编译器识别，没有相应的机器码。 它的误差非常大。 总之是一门底层偏向于机器代码。

**经验和体会:**

说到课程设计，我认为最重要的是为设计做准备，认真研究老师给的题目，选择自己感兴趣的题目。 其次，学生应该认真听取和思考实验的解释，因为只有当我们理解了，我们才会在设计中事半功倍。 如果他们看不懂，就会在发呆的时候选择选题去设计，最后什么也得不到。 最后，要注意程序的模块化、修改的便利性、程序的调试性，掌握其方法。

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