ECE 441

Microprocessors

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Final Project Report:

**MONITOR PROJECT**

04/24/17

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Acknowledgment: I acknowledge all of the work including figures and codes are belongs to me and/or persons who are referenced.

Signature : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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Abstract

The summary of your design should go here. Someone who reads this abstract should have a clear understanding of your design and the overall flow of the report.

# *1-) Introduction*

This will be an introduction to your design. You can give design objectives, a clear description of the problem and design methodology and technology used. Any figures and tables should have clear descriptions.



*Figure 1.1. Monitor command interpreter block diagram*

***2-) Monitor Program***

A clear description of your design should be given here - what this program will do, requirements, etc. You may include a block diagram or table.



*Figure 2.1. Monitor program*

***2.1-) Command Interpreter***

A clear description of your design should be given here.

***2.1.1-) Algorithm and Flowchart***

An algorithm of the design and its flowchart will be explained here. You may need to put in comments for your algorithm.

*Clear //this where things starts*

*Do this m=0 // assign m*

*While m > n // while m > n*

*If m > n //*

*Do this //*

*Else //*

*Do these more //*

*End if //*

*m = m + 1 // increment m by 1*

*finish // finish*

*Figure 2.2. Command Interpreter Algorithm*

It may be necessary to explain more about your flowchart and your design ideas.



***2.1-)***

*Figure 2.3. Command Interpreter Flowchart*

***2.1.2-) Command Interpreter Assembly Code***

The assembly code should be written using the algorithm above.

*ORG $1000*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

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*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*END ;*

*Figure 2.4. 68000 Assembly Code*

***2.2-) Debugger Commands***

A clear description of your design should be given here.

***2.2.1-) Debugger Command # 1***

A clear description of this debugger command should be given here.

***2.2.1.1-) Debugger Command #1 Algorithm and Flowchart***

An algorithm of the design and its flowchart will be explained here. You may need to include comments for your algorithm.

*Clear //this where things starts*

*Do this m=0 // assign m*

*While m > n // while m > n*

*If m > n //*

*Do this //*

*Else //*

*Do these more //*

*End if //*

*m = m + 1 // increment m by 1*

*finish // finish*

*Figure 2.5. Debugger Command # 1 Algorithm*

It may be necessary to explain more about your flowchart and your design ideas.



***2.1-)***

*Figure 2.6. Debugger Command # 1 Flowchart*

***2.2.1.2-) Debugger Command #1 Assembly Code***

The assembly code should be written using the algorithm above.

*ORG $1000*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*END ;*

*Figure 2.7. Debugger Command # 1 Assembly Code*

***2.2.2-) Debugger Command # 2***

It is similar to 2.2.1

***2.2.2.1-) Debugger Command #2 Algorithm and Flowchart***

It is similar to 2.2.1.1

***2.2.2.2-) Debugger Command #2 Assembly Code***

It is similar to 2.2.1.2

***2.2.3-) Debugger Command # 3***

It is similar to 2.2.1

***2.2.3.1-) Debugger Command #3 Algorithm and Flowchart***

It is similar to 2.2.1.1

***2.2.3.2-) Debugger Command #3 Assembly Code***

It is similar to 2.2.1.2

***2.2.4-) Debugger Command # 4***

It is similar to 2.2.1

***2.2.4.1-) Debugger Command #4 Algorithm and Flowchart***

It is similar to 2.2.1.1

***2.2.4.2-) Debugger Command #4 Assembly Code***

It is similar to 2.2.1.2

***2.2.5-) Debugger Command # 5***

It is similar to 2.2.1

***2.2.5.1-) Debugger Command #5 Algorithm and Flowchart***

It is similar to 2.2.1.1

***2.2.5.2-) Debugger Command #5 Assembly Code***

It is similar to 2.2.1.2

***2.2.6-) Debugger Command # 6***

It is similar to 2.2.1

***2.2.6.1-) Debugger Command #6 Algorithm and Flowchart***

It is similar to 2.2.1.1

***2.2.6.2-) Debugger Command #6 Assembly Code***

It is similar to 2.2.1.2

***2.2.7-) Debugger Command # 7***

It is similar to 2.2.1

***2.2.7.1-) Debugger Command #7 Algorithm and Flowchart***

It is similar to 2.2.1.1

***2.2.7.2-) Debugger Command #7 Assembly Code***

It is similar to 2.2.1.2

***2.2.8-) Debugger Command # 8***

It is similar to 2.2.1

***2.2.8.1-) Debugger Command #8 Algorithm and Flowchart***

It is similar to 2.2.1.1

***2.2.8.2-) Debugger Command #8 Assembly Code***

It is similar to 2.2.1.2

***2.2.9-) Debugger Command # 9***

It is similar to 2.2.1

***2.2.9.1-) Debugger Command #9 Algorithm and Flowchart***

It is similar to 2.2.1.1

***2.2.9.2-) Debugger Command #9 Assembly Code***

It is similar to 2.2.1.2

***2.2.10-) Debugger Command # 10***

It is similar to 2.2.1

***2.2.10.1-) Debugger Command #10 Algorithm and Flowchart***

It is similar to 2.2.1.1

***2.2.10.2-) Debugger Command #10 Assembly Code***

It is similar to 2.2.1.2

***2.2.11-) Debugger Command # 11***

It is similar to 2.2.1

***2.2.11.1-) Debugger Command #11 Algorithm and Flowchart***

It is similar to 2.2.1.1

***2.2.11.2-) Debugger Command #11 Assembly Code***

It is similar to 2.2.1.2

***2.2.12-) Debugger Command #12***

It is similar to 2.2.1

***2.2.12.1-) Debugger Command #12 Algorithm and Flowchart***

It is similar to 2.2.1.1

***2.2.12.2-) Debugger Command #12 Assembly Code***

It is similar to 2.2.1.2

***2.3-) Exception Handlers***

Brief information about Exception Handlers should be given here.

***2.3.1-) Bus Error Exception***

A clear description of this debugger command should be given here.

***2.3.1.1-) Bus Error Exception Algorithm and Flowchart***

An algorithm of the design and its flowchart will be explained here. You may need to add comments for your algorithm.

*Clear //this where things starts*

*Do this m=0 // assign m*

*While m > n // while m > n*

*If m > n //*

*Do this //*

*Else //*

*Do these more //*

*End if //*

*m = m + 1 // increment m by 1*

*finish // finish*

*Figure 2.8. Debugger Command # 1 Algorithm*

It may be necessary to explain more about your flowchart and your design ideas.



*Figure 2.9. Debugger Command # 1 Flowchart*

***2.3.1.2-) Bus Error Exception Assembly Code***

The assembly code should be written using the algorithm above.

*ORG $1000*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*END ;*

*Figure 2.10. Debugger Command # 1 Assembly Code*

***2.3.2-) Address Error Exception***

It is similar to 2.3.1

***2.3.1.1-) Bus Error Exception Algorithm and Flowchart***

It is similar to 2.3.1.1

***2.3.1.2-) Bus Error Exception Assembly Code***

It is similar to 2.3.1.2

***2.3.3-) Illegal Instruction Exception***

It is similar to 2.3.1

***2.3.3.1-) Illegal Instruction Exception Algorithm and Flowchart***

It is similar to 2.3.1.1

***2.3.3.2-) Illegal Instruction Exception Assembly Code***

It is similar to 2.3.1.2

***2.3.4-) Privilege Violation Exception***

It is similar to 2.3.1

***2.3.4.1-) Privilege Violation Exception Algorithm and Flowchart***

It is similar to 2.3.1.1

***2.3.4.2-) Privilege Violation Exception Assembly Code***

It is similar to 2.3.1.2

***2.3.5-) Divide by Zero Exception***

It is similar to 2.3.1

***2.3.5.1-) Divide by Zero Exception Algorithm and Flowchart***

It is similar to 2.3.1.1

***2.3.5.2-) Divide by Zero Exception Assembly Code***

It is similar to 2.3.1.2

***2.3.6-) Line A and Line F Emulators***

It is similar to 2.3.1

***2.3.6.1-) Line A and Line F Emulators Algorithm and Flowchart***

It is similar to 2.3.1.1

***2.3.6.2-) Line A and Line F Emulators Assembly Code***

It is similar to 2.3.1.2

***2.4-) User Instructional Manual Exception Handlers***

Brief information about Instructional Manual Handlers should be given here.

***2.4.1-) Help Menu***

A clear description of this debugger command should be given here

***2.4.1.1-) Algorithm and Flowchart***

An algorithm of the design and its flowchart will be explained here. You may need to include comments for your algorithm.

*Clear //this where things starts*

*Do this m=0 // assign m*

*While m > n // while m > n*

*If m > n //*

*Do this //*

*Else //*

*Do these more //*

*End if //*

*m = m + 1 // increment m by 1*

*finish // finish*

*Figure 2.11. Debugger Command # 1 Algorithm*

It may be necessary to explain more about your flowchart and your design ideas.



*Figure 2.12. Debugger Command # 1 Flowchart*

***2.4.1.2-) Assembly Code***

The assembly code should be written using the algorithm above.

*ORG $1000*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

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*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*\*\*\*\*\*\*\*\*\* // Comment goes here*

*END ;*

*Figure 2.13. Debugger Command # 1 Assembly Code*

***3-) Discussion***

Design challenges and discussion about this project should be provided here. You may subdivide this section further and supply figures and table if necessary.

***4-) Feature Suggestions***

You may suggest ideas for expanding this project, such as exception handlers, etc. You may subdivide this section further and supply figures and tables if necessary.

***5-) Conclusion***

The conclusion goes here.[1]

***6-) References***

Supply all references here (books, internet resources, papers, manuals, etc). You need to use square parentheses.

[1] A. Karnik, “Performance of TCP congestion control with rate feedback: TCP/ABR and rate adaptive TCP/IP,” M. Eng. thesis, Indian Institute of Science, Bangalore, India, Jan. 1999.

[2] J. Padhye, V. Firoiu, and D. Towsley, “A stochastic model of TCP Reno congestion avoidance and control,” Univ. of Massachusetts, Amherst, MA, CMPSCI Tech. Rep. 99-02, 1999.

[3] R. E. Sorace, V. S. Reinhardt, and S. A. Vaughn, “High-speed digital-to-RF converter,” U.S. Patent 5 668 842, Sept. 16, 1997.

[4] (2002) The IEEE website. [Online]. Available: <http://www.ieee.org/>

[5] M. Shell. (2002) IEEEtran homepage on CTAN. [Online]. Available: http://www.ctan.org/tex-archive/macros/latex/contrib/supported/IEEEtran/*FLEXChip Signal Processor (MC68175/D)*, Motorola, 1996.

“PDCA12-70 data sheet,” Opto Speed SA, Mezzovico, Switzerland