



Help

ASSEMBLER DIRECTIVES AND TRAP CODES



2:55 / 3:25

1.0x

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1. CHECK YOUR UNDERSTANDING (1/1 point)

Shown below are three different operations and three different LC-3 assembler directives. Match the operation with its assembler directive.

Create the constant value 23 in memory.

.FILL 23

Create 23 words of storage in memory.

.BLKW 23

Create the ASCII character string 23 in memory.

.STRINGZ "23"

The assembler directive “.BLKW n” allocates n words of storage in memory.
The assembler directive “.FILL n” creates a constant with value n in memory.
The assembler directive “.STRINGZ n-character string” creates an n-character string in memory followed by the null terminator.

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2. CHECK YOUR UNDERSTANDING (1/1 point)

Shown below are four different operations and four different LC-3 TRAP pseudo-instructions. Match the operation with its TRAP pseudo-instruction

Print a prompt. Input a character from the keyboard, store it in R0[7:0], and send it to the monitor.

IN

Input a character from the keyboard and store it in R0[7:0].

GETC

Send the character in R0[7:0] to the monitor.

OUT

Write the null terminated string whose memory address is in R0 to the console.

PUTS

Print a prompt. Input a character from the keyboard, store it in R0[7:0], and send it to the monitor. [matches with IN]
Input a character from the keyboard and store it in R0[7:0]. [matches with GETC]
Send the character in R0[7:0] to the monitor. [matches with OUT]
Write the null terminated string whose memory address is in R0 to the console. [matches with PUTS]

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