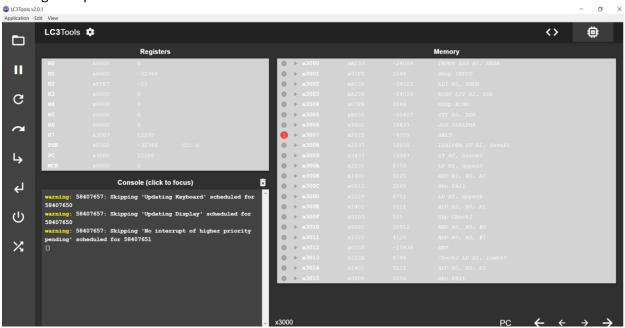
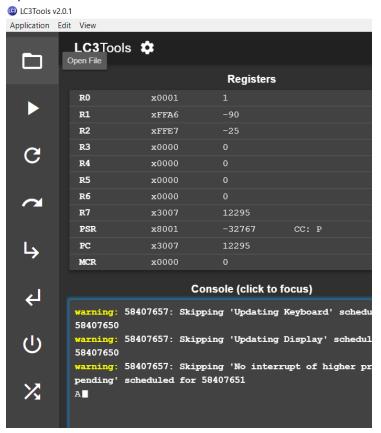
1.

Waiting for input

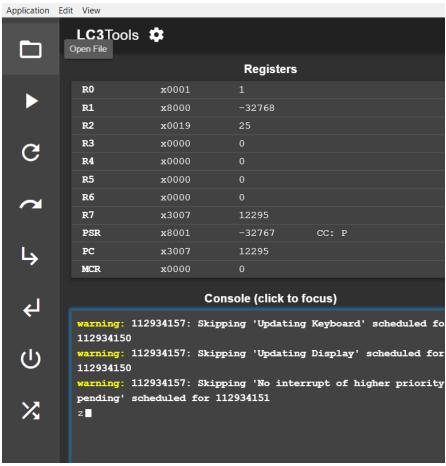


Input 'A'

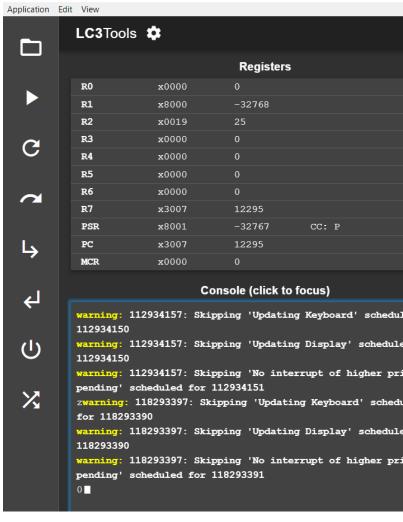


Input 'z'



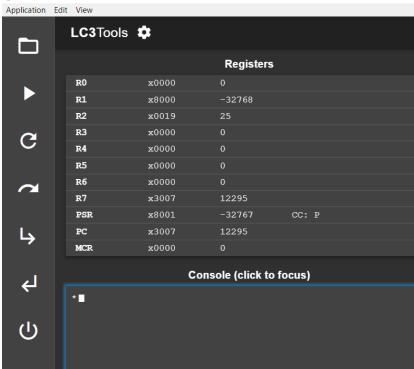






Input '*'

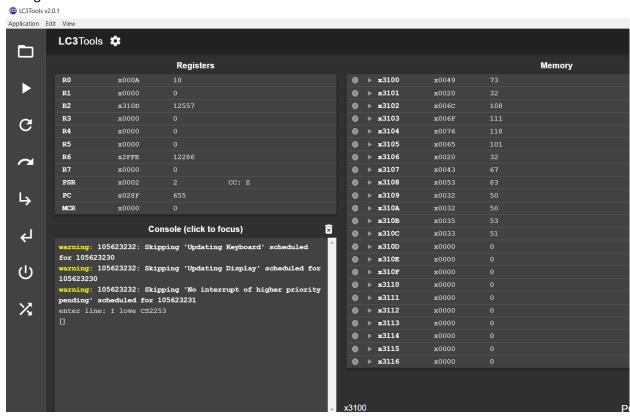




2. I didn't know how to save the starting address of the trap instructions so I did it manually because I didn't want to change the code we try the trap x26.

| J MOULE | MODIO | 701 | ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,, |
|---------|-------|-----|--|
| ♠ x0023 | x031F | 799 | .FILL TRAP_IN |
| ♠ x0024 | x0340 | 832 | .FILL TRAP_PUTSP |
| | x0366 | 870 | .FILL TRAP_HALT |
| ♠ x0026 | x028A | 650 | |
| ♠ x0027 | x038C | 908 | .FILL BAD_TRAP |
| ♠ x0028 | x038C | 908 | .FILL BAD_TRAP |
| ♠ x0029 | x038C | 908 | .FILL BAD_TRAP |
| → x002A | x038C | 908 | .FILL BAD_TRAP |

String "I love CS2253"



- 3.
- a. TRAP x72 will invoke the instruction.
- b. Yes it will work, RTI saves the PC after the TRAP instruction and RTI will go back to that location and keep executing the main program.
- 4. x1000: starting address of the trap instructions.

X0034: x1000