

Faculty of Computing



Lab # 9

Computer Architecture

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Semester: BSCS-4

Task 1:

The screenshot shows a simulator window titled "Lab9". It has a menu bar with "File", "Edit", "Modify", "Execute", and "Help". Below the menu is a "Data" dropdown set to "Hex". The main area is divided into two panes. The left pane, titled "Registers", contains a table with the following data:

Name	Width	Data
AC	16	0001
AR	12	001
DR	16	0001
E	1	0
I	1	0
IR	16	E001
PC	12	006
S	1	1

The right pane, titled "ora x", contains assembly code:

```
1 START:
2 INP
3 STA NUM
4 INP
5 OR NUM
6 OUT
7 HLT
8
9 NUM:.data 1 0
```

At the bottom of the window, a text area displays the following text:

```
EXECUTING...
Enter Inputs, the first of which must be an Integer: 1
Enter Inputs, the first of which must be an Integer: 1
Output: 1
```

Task 2:

The screenshot shows a simulator window titled "Lab9". It has a menu bar with "File", "Edit", "Modify", "Execute", and "Help". Below the menu is a "Data" dropdown set to "Hex". The main area is divided into two panes. The left pane, titled "Registers", contains a table with the following data:

Name	Width	Data
AC	16	FFFF
AR	12	001
DR	16	0000
E	1	0
I	1	0
IR	16	E001
PC	12	006
S	1	1

The right pane, titled "ora x", contains assembly code:

```
1 START:
2 INP
3 STA NUM
4 INP
5 NAND NUM
6 OUT
7 HLT
8
9 NUM:.data 1 0
```

At the bottom of the window, a text area displays the following text:

```
EXECUTING...
Enter Inputs, the first of which must be an Integer: 0
Enter Inputs, the first of which must be an Integer: 0
Output: -1
```

Task 3:

nor t

*Lab9

File Edit Modify Execute Help

All Data Hex

Registers

Name	Width	Data
AC	16	FFFF
AR	12	001
DR	16	0000
E	1	0
I	1	0
IR	16	E001
PC	12	006
S	1	1

EXECUTING...
Enter Inputs, the first of which must be an Integer: 0
Enter Inputs, the first of which must be an Integer: 1
Output: -2

or.a × nand.a × Nor.a × XOR.a ×

1 START:
2 INP
3 STA NUM
4 INP
5 NOR NUM
6 OUT
7 HLT
8
9
10 NUM:.data 1 0

Task 4:

*Lab9

File Edit Modify Execute Help

Data Hex

Registers

Name	Width	Data
AC	16	0001
AR	12	001
DR	16	0000
E	1	0
I	1	0
IR	16	E001
PC	12	006
S	1	1

EXECUTING...
Enter Inputs, the first of which must be an Integer: 0
Enter Inputs, the first of which must be an Integer: 1
Output: 1

or.a × nand.a × Nor.a × XOR.a ×

1 START:
2 INP
3 STA NUM
4 INP
5 XOR NUM
6 OUT
7 HLT
8
9
10
11 NUM:.data 1 0

Task 5:

not ta

All

Exc

t

Output

1

0

Output (

*Lab9

File Edit Modify Execute Help

Data Hex

Registers

Name	Width	Data
AC	16	FFFF
AR	12	001
DR	16	0000
E	1	0
I	1	0
IR	16	E001
PC	12	005
S	1	1

EXECUTING...
Enter Inputs, the first of which must be an Integer: 0
Output: -1

or.a × nand.a × Nor.a × XOR.a × not.a ×

1 START:
2 INP
3 STA NUM
4 NOT NUM
5 OUT
6 HLT
7
8
9
10
11 NUM:.data 1 0