Joseph Godinez

Professor Oscar Ho

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 Screenshot of my code the only thing is Professor you might have to input the value in the memory location

```
.ORIG ×3000
                                               LD R1, Store_4000
                                                                                                                                                                                            ; Pull the value from Store_4000 and put it into R1
                                               LDR R1, R1, #0
                                                                                                                                                                                            ; So we can Display what is in RO
                                               ADD R0, R1, #0
                                             ; So we can Display what is in RU
; OUT

LD R3, Boundaryupper

LD R4, Boundarylower

ADD R2, R1, R3

FR Greater

ADD R2, R4, R1

FR Greater

FR Greate
                                                ADD R0, R1, #0
                                               OUT
                                               AND R1, R1, #0
ADD R1, R1, #10
ADD R1, R1, #10
                                                ADD R0, R1, #12
                                               OUT
                                               LEA RØ, VALIDATION
                                                                                                                                                                                            ; Otherwise display validation message
                                               PUTS
  Greater TRAP x25
                                              TRAP x25
  Store_4000 .FILL x4000
Boundaryupper .FILL x-007E
Boundaryupper .FILL x-0020
VALIDATION .STRINGZ "Valid ASCII value"
;A .FILL x30
.END
```

- 2A. In x3005 the binary is 1111000000100001 which is TRAP x21 that OUTS the output.
- 2B. Then after the x3005 we are adding an offset of -1 so we are skipping every other character and output.
- 2C. So after the x3006 which is BRz GLUE and that takes us to the GLUE function.

 The function cause the program HALT
- 2D. So the end product would be HookemHorns as the string output.

```
.ORIG x3000
        LEA R1, HELLO
        LDR R2, R1, #0
AGAIN
        BRZ NEXT
        ADD R1 ,R1 ,#1
        BR AGAIN
NEXT
        LEA RØ ,PROMPT
                         ; PUTS
        TRAP x22
        ADD R3, R3, #-10; (A)
AGAIN2
        TRAP x20
                         ; GETC
        TRAP x21
                         ; OUT
        ADD R2, R0, R3
        BRZ CONT
        STR R0, R1, #0
                         ; (B)
        ADD R1, R1, #1
                         ; (C)
        BR AGAIN2
CONT
        AND R2, R2, #0
        STR R2, R1, #0
                         ; (D)
        LEA RØ, HELLO
                         ; PUTS
        TRAP x22
        TRAP x25
                         ; HALT
NEGENTER .FILL xFFF6
                         ; -x0A
        .STRINGZ "Please enter your name: "
PROMPT
        .STRINGZ "Hello, "
HELLO
        .BLKW
                     #25
        .END
```