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Pass II: for the 2-pass assembler

Requirements specifications:

In this phase we build, we built on the previous phase and used its output to implement pass 2 of the assembler and generate object code and object program.

Design:

In this phase we added 4 additional classes to the previous phase

- Expression class: to handle simple expressions validation and evaluation.
- Utilities class: class to perform needed operations on strings from example, converting from one base to another, checking if the string is a valid hexadecimal string etc...
- Literal entry class: which will be stored in literal table, stores the value, length, name and address of a literal.

-The main module for pass 2 that keeps track of symbol table, literal table and listing table generated by pass 1 module and keeps track of the program counter and the base register. Also, responsible for executing pass 2 algorithm.

Main Data Structures used:

We extended some of phase 1 data structures such as

- The SYMTAB now contains flag for each symbol in the table to tell if it is relocatable address or absolute address.

- The Listing Table now stores a bitset representing the flags n,i,x,b,p,e for each instruction and a boolean to state if the instruction is generated by a literal such as WORD or BYTE


- The literal table for pass2 is an unordered_map of string as key and literal entry as value. The key is hexadecimal string representing the value of the literal.

- An external instance of the Utilities class to access all the helper methods in this class.

Algorithm Description

```
1  for each instruction in the src file {
2      if (directive) {
3          if (BASE) set base flag to true
4          else if (NOBASE) set base flag to false
5          else if (WORD or BYTE) generate necessary object code
6      }
7      else if (format 1)                // 8 bit opcode
8          assemble opcode directly as 1 byte from the opcode table
9      else if (format 2)                // 8 bit opcode + 4 bit R1 + 4 bit R2
10         assemble opcode + 4 bit register 1 + 4 bit register 2
11     else if (format 3/4) {            // 6 bit opcode + 6 bit flag + disp.
12         if (operand is #number) {    // Immediate numeric (not #address)
13             if (0 <= number <= 4095) // Can it fit into 12 bits?
14                 assemble opcode + flags 010000 + 12 bit immediate value
15             else if (4096 <= number <= 1048575 AND + before opcode)
16                 assemble opcode + flags 010001 + 20 bit immediate value
17             else
18                 error - immediate number out of range
19         } else if (operand is not blank) { // PC, Base relative, Extended
20             if (+ before opcode)         // Extended mode address requested
21                 assemble opcode + flags 110001 + 20 bit absolute address
22             else if (-2048 <= TA-PC <= 2047) // PC AFTER instruction has been read
23                 assemble opcode + flags 110010 + 12 bit disp. // 12 bit 2s comp.
24             else if (BASE directive set AND 0 <= TA-B <= 4095) // Base relative
25                 assemble opcode + flags 110100 + 12 bit disp. // Disp = TA - BASE
26             else
27                 error - instruction addressing error
28         } else                          // If operand is blank, as with RSUB
29             assemble opcode + flags 110000 + 12 bits disp = 0 // RSUB = 4F0000
30     if (# before operand)                // # is immediate mode
31         set n bit to 0                  // changes nix from 110 to 010
32     if (@ before operand)                // @ is indirect mode
33         set i bit to 0                  // changes nix from 110 to 100
34     if (line contains unexpected ,X)    // ,X is indexed mode (if unexpected)
35         set x bit to 1                  // changes nix from xx0 to xx1
36 }
37 }
```

Sample runs

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.2345678901234567890

```
COPY      START      0000
FIRST     STL         RETADR
          LDB         #LENGTH
          BASE        LENGTH
CLOOP     +JSUB       RDREC
          LDA         LENGTH
          COMP        #0
          JEQ         ENDFIL
          +JSUB       WRREC
          J           CLOOP
ENDFIL    LDA         EOF
          STA         BUFFER
          LDA         #3
          STA         LENGTH
          +JSUB       WRREC
          J           @RETADR
EOF        BYTE       C'EOF'
RETADR    RESW        1
LENGTH    RESW        1
BUFFER     RESB       4096
. |
RLOOP     TD          INPUT
          JEQ         RLOOP
          TD          INPUT
          COMPR       A,S
          JEQ         EXIT
          STCH        BUFFER,X
          TIXR        T
          JLT         RLOOP
EXIT       STX         LENGTH
          RSUB
INPUT      BYTE       X'F1'
WRREC      CLEAR      X
          LDT         LENGTH
WLOOP     TD          OUTPUT
          JEQ         WLOOP
          LDCH        BUFFER,X
          WD          OUTPUT
          TIXR        T
          JLT         WLOOP
          RSUB
OUTPUT     BYTE       X'05'
          END         FIRST
```

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line no.	Address	Label	Mnemonic	Operands	Comment
1		.2345678901234567890			
2	0000	COPY	START	0000	
3	0000	FIRST	STL	RETADR	
4	0003		LDB	#LENGTH	
5	0006		BASE	LENGTH	
6	0006	CLOOP	+JSUB	RDREC	
7	000A		LDA	LENGTH	
8	000D		COMP	#0	
9	0010		JEQ	ENDFIL	
10	0013		+JSUB	WRREC	
11	0017		J	CLOOP	
12	001A	ENDFIL	LDA	EOF	
13	001D		STA	BUFFER	
14	0020		LDA	#3	
15	0023		STA	LENGTH	
16	0026		+JSUB	WRREC	
17	002A		J	@RETADR	
18	002D	EOF	BYTE	C' EOF '	
19	0030	RETADR	RESW	1	
20	0033	LENGTH	RESW	1	
21	0036	BUFFER	RESB	4096	
22		.			
23		.SUBROUTINE TO READ INTO BUFFER			
24	1036	RDREC	CLEAR	X	
25	1038		CLEAR	A	
26	103A		CLEAR	S	
27	103C		+LDT	#4096	
28	1040	RLOOP	TD	INPUT	
29	1043		JEQ	RLOOP	
30	1046		TD	INPUT	
31	1049		COMPR	A,S	
32	104B		JEQ	EXIT	
33	104E		STCH	BUFFER,X	
34	1051		TIXR	T	
35	1053		JLT	RLOOP	
36	1056	EXIT	STX	LENGTH	
37	1059		RSUB		
38	105C	INPUT	BYTE	X'F1'	
39	105D	WRREC	CLEAR	X	
40	105F		LDT	LENGTH	
41	1062	WLOOP	TD	OUTPUT	
42	1065		JEQ	WLOOP	
43	1068		LDCH	BUFFER,X	
44	106B		WD	OUTPUT	
45	106E		TIXR	T	
46	1070		JLT	WLOOP	
47	1073		RSUB		
48	1076	OUTPUT	BYTE	X'05'	
49	1077		END	FIRST	

*** P A S S 1 E N D E D S U C C E S S F U L L Y ***

S Y M B O L T A B L E

NAME	VALUE
------	-------

OUTPUT	1076
WLOOP	1062
INPUT	105C
FIRST	0000
CLOOP	0006
ENDFIL	001A
RDREC	1036
EOF	002D
RETADR	0030
LENGTH	0033
BUFFER	0036
WRREC	105D
RLOOP	1040
EXIT	1056

***** s t a r t o f P a s s I I *****

LC	Code	Label	Opcode	Operand	Flags
0000		COPY	START	0000	n=0 i=0 x=0 b=0 p=0 e=0
0000	17202D	FIRST	STL	RETADR	n=1 i=1 x=0 b=0 p=1 e=0

000D	290000		COMP	#0	n=0 i=1 x=0	b=0 p=0 e=0
0010	332007		JEQ	ENDFIL	n=1 i=1 x=0	b=0 p=1 e=0
0013	4B10105D		+JSUB	WRREC	n=1 i=1 x=0	b=0 p=0 e=1
0017	3F2FEC		J	CLOOP	n=1 i=1 x=0	b=0 p=1 e=0
001A	032010	ENDFIL	LDA	EOF	n=1 i=1 x=0	b=0 p=1 e=0
001D	0F2016		STA	BUFFER	n=1 i=1 x=0	b=0 p=1 e=0
0020	010003		LDA	#3	n=0 i=1 x=0	b=0 p=0 e=0
0023	0F200D		STA	LENGTH	n=1 i=1 x=0	b=0 p=1 e=0
0026	4B10105D		+JSUB	WRREC	n=1 i=1 x=0	b=0 p=0 e=1
002A	3E2003		J	@RETADR	n=1 i=0 x=0	b=0 p=1 e=0
002D	454F46	EOF	BYTE	C'EOF'	n=0 i=0 x=0	b=0 p=0 e=0
0030		RETADR	RESW	1	n=0 i=0 x=0	b=0 p=0 e=0
0033		LENGTH	RESW	1	n=0 i=0 x=0	b=0 p=0 e=0
0036		BUFFER	RESB	4096	n=0 i=0 x=0	b=0 p=0 e=0
1036	B410	RDREC	CLEAR	X	n=0 i=0 x=0	b=0 p=0 e=0
1038	B400		CLEAR	A	n=0 i=0 x=0	b=0 p=0 e=0
103A	B440		CLEAR	S	n=0 i=0 x=0	b=0 p=0 e=0
103C	75101000		+LDT	#4096	n=0 i=1 x=0	b=0 p=0 e=1
1040	E32019	RLOOP	TD	INPUT	n=1 i=1 x=0	b=0 p=1 e=0
1043	332FFA		JEQ	RLOOP	n=1 i=1 x=0	b=0 p=1 e=0
1046	E32013		TD	INPUT	n=1 i=1 x=0	b=0 p=1 e=0
1049	A004		COMPR	A,S	n=0 i=0 x=0	b=0 p=0 e=0

1046	E32013		TD	INPUT	n=1 i=1 x=0 b=0 p=1 e=0
1049	A004		COMPR	A,S	n=0 i=0 x=0 b=0 p=0 e=0
104B	332008		JEQ	EXIT	n=1 i=1 x=0 b=0 p=1 e=0
104E	57C003		STCH	BUFFER,X	n=1 i=1 x=1 b=1 p=0 e=0
1051	B850		TIXR	T	n=0 i=0 x=0 b=0 p=0 e=0
1053	3B2FEA		JLT	RLOOP	n=1 i=1 x=0 b=0 p=1 e=0
1056	134000	EXIT	STX	LENGTH	n=1 i=1 x=0 b=1 p=0 e=0
1059	4F0000		RSUB		n=1 i=1 x=0 b=0 p=0 e=0
105C	F1	INPUT	BYTE	X'F1'	n=0 i=0 x=0 b=0 p=0 e=0
105D	B410	WRREC	CLEAR	X	n=0 i=0 x=0 b=0 p=0 e=0
105F	774000		LDT	LENGTH	n=1 i=1 x=0 b=1 p=0 e=0
1062	E32011	WLOOP	TD	OUTPUT	n=1 i=1 x=0 b=0 p=1 e=0
1065	332FFA		JEQ	WLOOP	n=1 i=1 x=0 b=0 p=1 e=0
1068	53C003		LDCH	BUFFER,X	n=1 i=1 x=1 b=1 p=0 e=0
106B	DF2008		WD	OUTPUT	n=1 i=1 x=0 b=0 p=1 e=0
106E	B850		TIXR	T	n=0 i=0 x=0 b=0 p=0 e=0
1070	3B2FEF		JLT	WLOOP	n=1 i=1 x=0 b=0 p=1 e=0
1073	4F0000		RSUB		n=1 i=1 x=0 b=0 p=0 e=0
1076	05	OUTPUT	BYTE	X'05'	n=0 i=0 x=0 b=0 p=0 e=0
1077			END	FIRST	n=0 i=0 x=0 b=0 p=0 e=0

***** S U C C E S S F U L L Y A S S E M B L E D *****



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H^COPY ^000000^001078

T^000000^1D^17202D^69202D^4B101036^032026^290000^332007^4B10105D^3F2FEC^032010

T^000020^1D^0F2016^010003^0F200D^4B10105D^3E2003^454F46^B410^B400^B440^75101000

T^001043^1D^E32019^332FFA^E32013^A004^332008^57C003^B850^3B2FEA^134000^4F0000^F1

T^00105F^1A^B410^774000^E32011^332FFA^53C003^DF2008^B850^3B2FEF^4F0000^05

E^000000