Assembler

Compiled Instruction:

LNG_BIT	OPCODE	DONT CARE	RDST	RSRC1	RSRC2
1-bit	5-bits	1-bit	3-bits	3-bits	3-bits

Compiler Steps:

A header is added to the top of the compiled file to match the *.mem file generated with modelsim

1. The assembler first matches all lines that start with "of word (non-empty / non-commented)

lines. # this is a full line comment

(not-matched)

EMPTY-LINE (not-matched) .org 0 #this is another command (matched) # this is a commented section (matched) ADD R5, R1, R7

2. After that the assembler splits matched lines on '#' and takes anything before the '#' (commented section) and strip to remove extra white spaces

ADD R5, R1, R7 # this is a commented section assembly would be transformed to

```
'ADD R5, R1, R7'
```

/^(\w|\.).*/asm

3. Then the assembler splits on ',' and strips extra spaces to extract the tokens from the instruction

```
['ADD R5', 'R1', 'R7'] op_code = ''
python
```

4. Then 2 tockens first token is split into

```
['ADD', 'R5', 'R1', 'R7'] op_code = ''
python
```

5. Then the instruction is replaced with its OP-CODE and if 'Rdst' is not found the assembler adds 3 Xs to account for the missing Rdst token

```
op code = '{INSTRUCTION-OPCODE}X{XXX if not Rdst}'
```

6. Finally the assembler adds the memory location number and first bit 'LNG BIT' and adds the register numbers and Xs to make the full instruc-16 tion characters required

```
Instruction Set:
{
   INC = "00000",
   ADD = "00001",
   IADD = "00001",
   SUB = "00010",
   DEC = "00011",
    AND = "00101",
   OR = "00110",
   NOT = "00111",
   MOV = "01000",
   LDM = "01001",
   LDD = "01010",
   POP = "01011",
   IN = "01100",
    STD = "10000",
   PUSH = "10010",
   CALL = "10011",
   RET = "10101",
   RTI = "10111",
   NOP = "11000",
    JZ = "11001",
    JC = "11010",
   SETC = "11100",
   CLRC = "11101",
   OUT = "11110",
    JMP = "11111"
}
Registers:
}
    "RO": "000",
    "R1": "001",
   "R2": "010",
    "R3": "011",
    "R4": "100",
    "R5": "101",
   "R6": "110",
    "R7": "111",
```

}