

Project 2 – Documentation

*This is a general documentation of the project, inside the module each function is documented explaining each argument and the functions return value.

Functions related to the simulator:

- ❖ `int execute_command(char all_commands[512][9])` - executes all of the commands
- ❖ `void add` - handels assembly command addition
- ❖ `void sub` - handels assembly command subtraction
- ❖ `void and` - handels assembly command bit-wise and
- ❖ `void or` - handels assembly command bit-wise or
- ❖ `void sll` - handels assembly command logical left shift
- ❖ `void sra` - handels assembly command arithmetic right shift
- ❖ `void mac` - handels assembly command multiplication
- ❖ `void branch` - handels assembly command branch
- ❖ `void in` - puts the value of a certain IORegister to a user chosen register
- ❖ `void out` - puts the value of a certain user register to a certain IORegister
- ❖ `void jal` - handels assembly command jump and link
- ❖ `void lw` - handels assembly command load-word
- ❖ `void sw` - assembly command store-word
- ❖ `void jr` - handels assembly command jump register
- ❖ `char* int_to_hexa_string(int num)` - converts an integer to hexadecimal string
- ❖ `int sign_extension(int num)` - sign extends a number

Functions related to Basys:

- ❖ `void Init()` - initialize all the necessary modules
- ❖ `void check_and_apply_sw_status()` - Checks the status of the SW buttons and displays text on the LCD accordingly
- ❖ `void display_sw5_sw6(int button)` - a utility function for `check_and_apply_sw_status()`, displays the appropriate text that depends on SW5 and SW6
- ❖ `void check_and_apply_io_status()` - Checks the status of the IORegisters and change the LD lights or SSD screen accordingly
- ❖ `void load_fib_memin_vals()` - loads fibonacci memin.txt program into an array
- ❖ `void load_timer_memin_vals()` - loads the timer memin.txt program into an array