# Design Document

### **Program Flow**

- 1. Check for a valid amount of args
- 2. Verify the args are valid ones
- 3. Start Fib loop loops X amount of times (X being the users inputted number)
- 4. Using xadd to add up the numbers
- 5. Check the carry flag
- 6. Add extra values to another variable based on the carry flag
- 7. Convert the binary result to a hex/oct string
- 8. Output the result

## Notable Data Structures (In the calculation loop)

- RCX is the counter
- RAX is the user's inputted value
- R8 is the lower fib number
- RSI is used to help calculate R8's number
- RDI is the higher fib number
- RDX is used to help calculate RDI's number

#### **Notable Functions**

- o There are no functions in asm, only jumping....
  - And pain.

# **Anticipated Challenges**

- 1. Keeping track of registers
- 2. Comparing
- 3. Assembly
- 4. Carrying

## **Targeted Features**

- 1. -o for octal output
- 2. Output in decimal
- 3. Man page

#### Architecture

The program will be laid out linearly for readability and my own sanity. First the variables will be declared. Then I will check argc and argv for the correct values. Then I will run a loop to calculate the number. Then convert the binary to two hex strings (one for the lower and upper part of the number). Then print the hex strings.