Program Code

Provide your program code here for each part of the work task (copy-paste your code). You only need to provide the code with the default post fix equation.

Step 1:
ORG DATA
ARRAY FCB \$88,\$77,\$66,\$55,\$44,\$33,\$22,\$11
; Code Section ; KEEP THIS!!
ORG PROG
; Insert your code following the label "Entry" Entry: ; KEEP THIS LABEL!!
; Enter your code starting here LDS #PROG LDAA #00 LDX #0000
LOOP: CPX #08 BEQ EXIT LDAA ARRAY,X PSHA INX BRA LOOP EXIT: TSX LDAA 3,X LDAB 6,X ; Branch to end of program BRA FINISH
; End program ; KEEP THIS!!
; FINISH: NOP END

```
; Code Section
; KEEP THIS!!
;------
    ORG PROG
; Insert your code following the label "Entry"
Entry:
               ; KEEP THIS LABEL!!
   ; Enter your code starting here
   LDS #PROG
   LDAA #1
   LDAB #5
   PSHD
   LDAA #2
   PSHA
   PULA
   PULB
   ABA
   PSHA
   LDAA #4
   PSHA
   PULA
   PULB
   MUL
   PSHB
   PULA
   PULB
   ABA
   PSHA
   LDAA #3
   PSHA
   PULB
   PULA
   SBA
   PSHA
   ; Branch to end of program
   BRA FINISH
; End program
; KEEP THIS!!
;-----
FINISH:
    NOP
```

END

```
;_____
; Variable/Data Section
; KEEP THIS!!
;-----
   ORG DATA
RPN_IN FCB $06,$03,$2F,$04,$2A,$02,$2B
RPN_OUT RMB 1
RPN_START FDB RPN_IN
RPN_END FDB RPN_OUT-1
OPER FCB $2A,$2B,$2D,$2F
LOC1 RMB 1
:-----
; Code Section
; KEEP THIS!!
;-----
   ORG PROG
; Insert your code following the label "Entry"
             ; KEEP THIS LABEL!!
Entry:
   ; Enter your code starting here
   LDX #0006
   LDS #PROG
LOAD_STACK:
   CPX #00
   BLT LOAD_END
   LDAA RPN_IN,X
   PSHA
   DEX
   BRA LOAD_STACK
LOAD END:
   LDY #00
POSTFIX LOOP:
   LDAA RPN_IN, Y
   CMPA #$2A
   BEQ MULTIPLY
   BRA SKIP1
MULTIPLY:
   PULA
   PULB
   MUL
   PULA
   PSHB
SKIP1:
   CMPA #$2B
   BEQ ADDITION
```

```
BRA SKIP2
ADDITION:
    PULA
    PULB
    ABA
    PULB
    PSHA
SKIP2:
    CMPA #$2D
    BEQ SUBTRACT
    BRA SKIP3
SUBTRACT:
    PULA
    PULB
    SBA
    PULB
    PSHA
SKIP3:
    CMPA #$2F
    BEQ DIVIDE
    BRA SKIP4
DIVIDE:
    LDAA #00
    PULB
    STD LOC1
    LDAA #00
    PULB
    XGDX
    LDD LOC1
    IDIV
    PULB
    PSHX
    PULA ;to remove extra 00
SKIP4:
    INY
    CPY #07
    BEQ_POSTFIX_END
    BRA POSTFIX_LOOP
POSTFIX_END:
    ; Branch to end of program
    BRA FINISH
;-----
; End program
; KEEP THIS!!
```

FINISH:

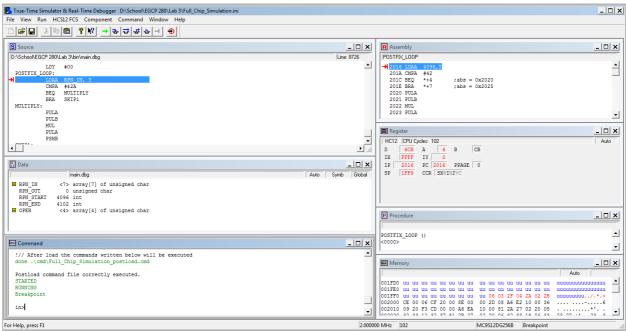
END

Screenshots

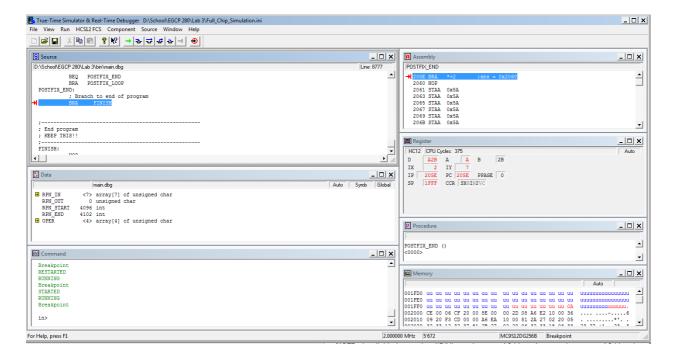
Code the infix notation equations below as postfix notation in your program. Provide your screenshots that show the answers for these equations. I want screenshots of the registers and the memory location of the variables for both CodeWarrior and terminal after execution. Please use a larger image by cropping and resizing the image or use "Alt-PrintScreen" for a Windows computer.

1. ((6/3)*4)+2

Before:



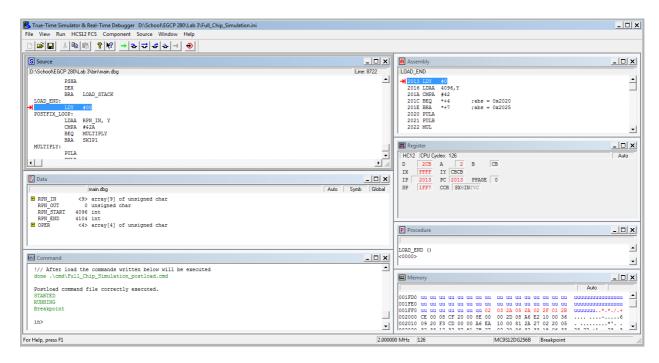
After:



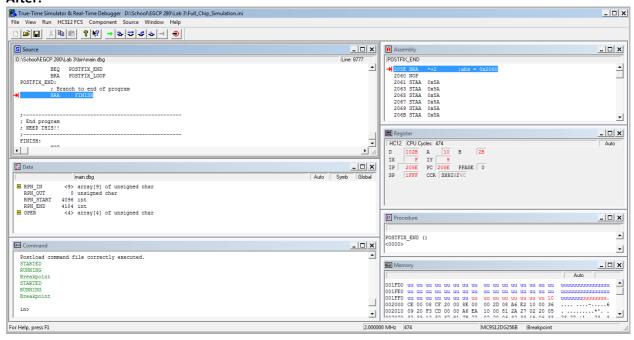
Terminal:

2. (((2*3)*5)/2)+1 Postfix = 23*5*2/1+

Before:



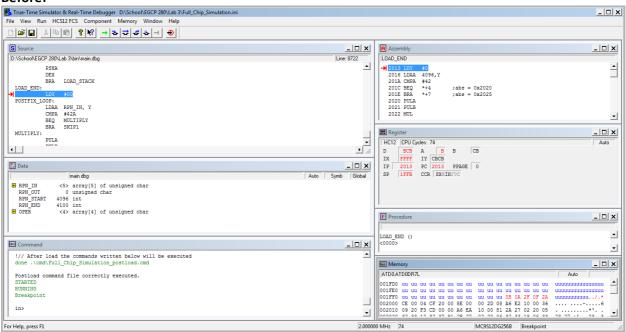
After:



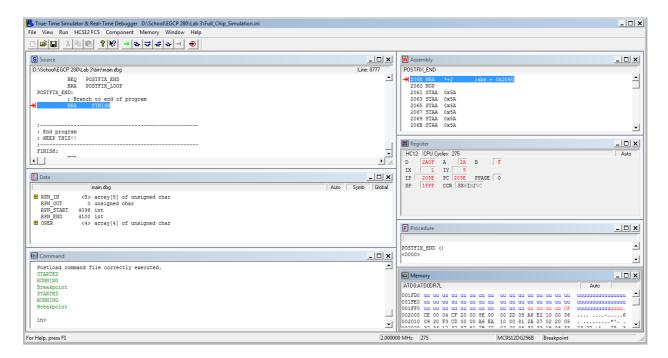
Terminal:

3. ((11/10))*15 Postfix = 11 10/15*

Before:



After:



Terminal:

Questions

1. What are the advantages/disadvantages for allocating the stack starting at PROG?

Depending on the amount of memory DATA uses, you can possibly overwrite some of your DATA if your stack gets large enough. As the stack size increases, the stack pointer can reach memory locations holding critical information stored by DATA. Overwriting this can cause problems with the running of the program.

The advantages can be that starting the stack at PROG insures that you don't overwrite the code written that the board is supposed to execute. The only condition this would fail is if you pull to many values after the stack is empty.

2. For step 1, does accessing the stack using index mode change the SP? What are some advantages/disadvantages for accessing the stack data this way?

No, using the index mode to access the stack doesn't change the SP. Some advantages are that you can access any values in the stack without having to remove all the values on top of that stack location. You can also still push or pull values since the SP will always be at the top of the stock. But this brings up the disadvantages, that if you need to modify a value then you must pull all values above that stack location to access that value.