

# CSN-252 Project

## **SIC-XE Assembler Design**

By-  
Name: Rajat Raj Singh  
E.No: 21114079  
Batch: O3

The design of the SIC-XE Assembler is implemented in a single cpp file named- "Assembler1.cpp". It includes the implementation of control sections but not program blocks. To use the assembler, open the C++ code in any IDE and run it. In the IDE terminal, input the assembly program. The input format is discussed below.

### Input format:

- Write the assembly program in **uppercase characters** only.
- Blank spaces are only allowed to make the distinction between the "label", "opcode" and "operand" fields. Only one blank space is allowed to make this distinction and other than these, no blank spaces are allowed. If no "label" field element is present in an instruction then start directly from "opcode" field element.
- In the "operand" field where multiple elements are required like "BUFFER+BUFEND" or "BUFFER,X" or "X,A" or "BUFFER-BUFEND,X" make sure there are no blank spaces.
- No blank lines or comments are allowed between instructions.
- Unless "END" or "END *label*" instruction is written, the code will keep on taking input instructions. So to complete the assembly and see the output, this instruction is required.

Some sample programs are provided at the end of this document.

### Output format:

- If no errors are encountered, then the listing file and the object program of the assembled program will be printed.
- In the listing file, the first column shows the addresses or location counter of the respective instructions. The second column shows the assembly instruction elements and the third and last column shows the respective object codes.
- The format of the SIC-XE object program is as specified by the textbook "System Software: An Introduction To Systems Programming" by LL Beck. It includes all the required types of records.
- In case of control sections, the listing files and object programs of individual assembly codes are printed separately.

### Assembler Design Explanation:

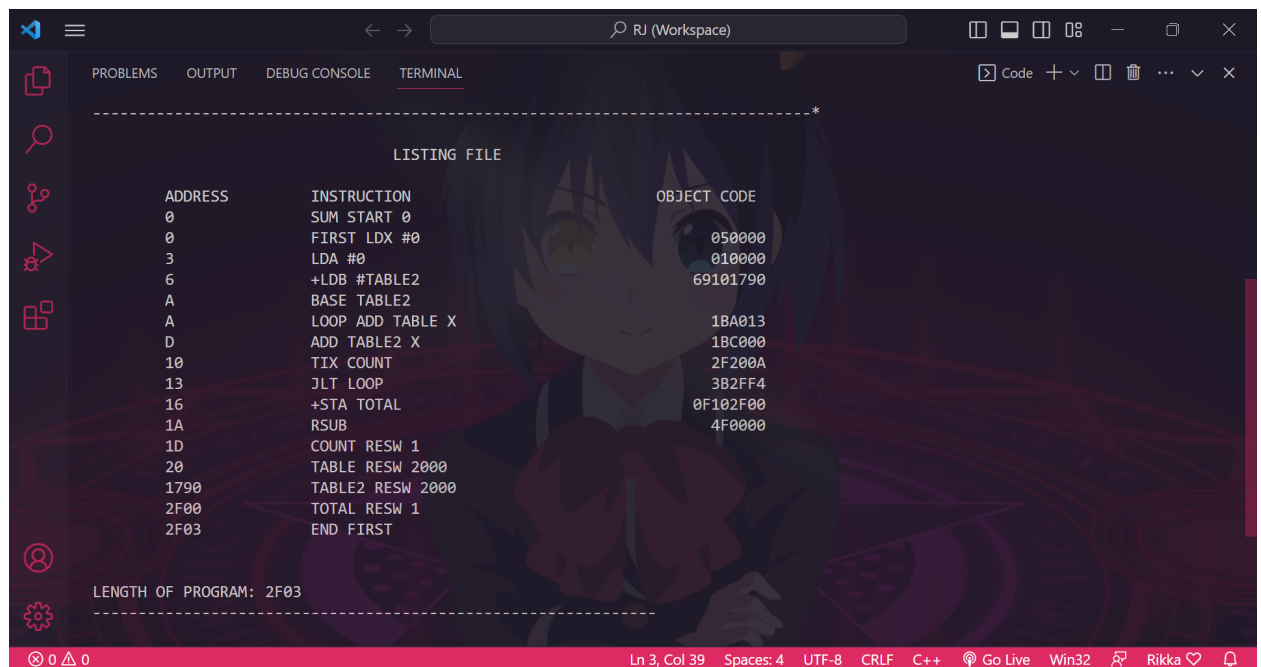
- The provided code implements a standard two pass assembler. The code is divided into different functions which perform specific tasks as specified by their name.
- First the "getInstructions()" function is used to take the input instructions and then the program is assembled by making two passes over the program. This is done by the functions "firstPass()" and "secondPass()" respectively.
- In the first pass, all the input instructions are checked for validity. The location counter vector is maintained and all labels and their addresses are calculated and stored in the symbol table denoted by vector "symTab".
- If required, the literal table is also maintained in form of vector "litTab" and if any expressions are used, their validity is checked and their value is calculated at the end of the first pass by using functions "containsArithmetic()", "isExpression()" and "absOrRelative()".
- Errors detected are reported as they are found. If there are no errors, then the execution goes to the function "secondPass()". If there are errors, then execution stops here.
- In the second pass, the object codes for all the instructions are generated and stored in the vector "objCode". If there are any addressing related errors, they are reported here as they are found and the execution stops after this. If no errors are found, then the execution goes to function "printListingFile()", "generateObjProgram()" and "printObjProgram()" and the output is shown.
- When control sections are used, external definitions and external references are maintained in vectors "extDef" and "extRef" respectively.
- In control sections, the individual programs can be categorized into 3 types- first program of the control section, last program of the control section and middle programs of the control section.
- To assemble these 3 different types of individual programs, slight variations of functions "firstPass()", "secondPass()", and "generateObjProgram()" are used.
- These functions are named "firstPass1()", "secondPass1()", "generateObjProgram1()", "firstPass2()", "secondPass2()", "generateObjProgram2()", "firstPass3()", "secondPass3()", and "generateObjProgram3()" and they are used to handle these 3 different types of individual programs in control sections.

### Sample inputs:

- Question 3 of section 2.2 of the textbook “System Software: An Introduction To Systems Programming” by LL Beck -

```
SUM START 0
FIRST LDX #0
LDA #0
+LDB #TABLE2
BASE TABLE2
LOOP ADD TABLE,X
ADD TABLE2,X
TIX COUNT
JLT LOOP
+STA TOTAL
RSUB
COUNT RESW 1
TABLE RESW 2000
TABLE2 RESW 2000
TOTAL RESW 1
END FIRST
```

### **Output:**

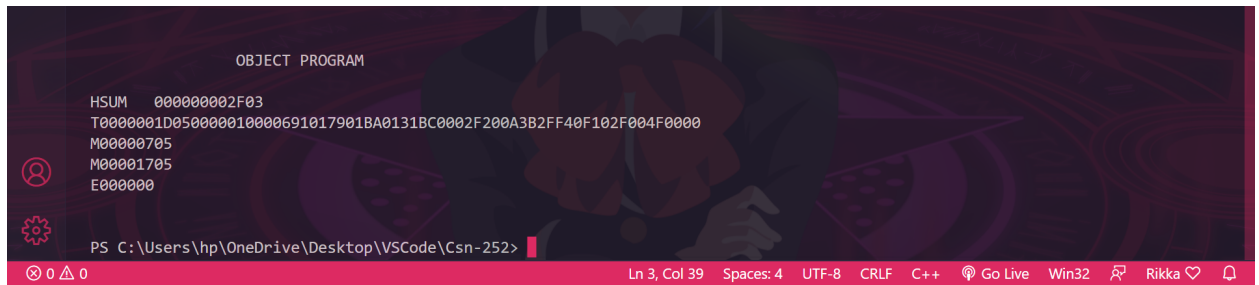


The screenshot shows a code editor window with a dark theme. The editor displays assembly code and its corresponding object code. The code is organized into columns: ADDRESS, INSTRUCTION, and OBJECT CODE. The instructions include SUM START 0, FIRST LDX #0, LDA #0, +LDB #TABLE2, BASE TABLE2, LOOP ADD TABLE X, ADD TABLE2 X, TIX COUNT, JLT LOOP, +STA TOTAL, RSUB, COUNT RESW 1, TABLE RESW 2000, TABLE2 RESW 2000, TOTAL RESW 1, and END FIRST. The object code values are displayed in hexadecimal. The editor also shows a status bar at the bottom with information about the current line and column (Ln 3, Col 39), spaces (4), encoding (UTF-8), line endings (CRLF), and the file name (Rikka).

```
LISTING FILE
```

ADDRESS	INSTRUCTION	OBJECT CODE
0	SUM START 0	
0	FIRST LDX #0	050000
3	LDA #0	010000
6	+LDB #TABLE2	69101790
A	BASE TABLE2	
A	LOOP ADD TABLE X	1BA013
D	ADD TABLE2 X	1BC000
10	TIX COUNT	2F200A
13	JLT LOOP	3B2FF4
16	+STA TOTAL	0F102F00
1A	RSUB	4F0000
1D	COUNT RESW 1	
20	TABLE RESW 2000	
1790	TABLE2 RESW 2000	
2F00	TOTAL RESW 1	
2F03	END FIRST	

LENGTH OF PROGRAM: 2F03



- Sample input containing control sections (also from same textbook) -

```
COPY START 0
EXTDEF BUFFER,BUFEND,LENGTH
EXTREF RDREC,WRREC
FIRST STL RETADR
CLOOP +JSUB RDREC
LDA LENGTH
COMP #0
JEQ ENDFIL
+JSUB WRREC
J CLOOP
ENDFIL LDA =C'EOF'
STA BUFFER
LDA #3
STA LENGTH
+JSUB WRREC
J @RETADR
RETADR RESW 1
LENGTH RESW 1
LTORG
BUFFER RESB 4096
BUFEND EQU *
MAXLEN EQU BUFEND-BUFFER
RDREC CSECT
EXTREF BUFFER,LENGTH,BUFEND
CLEAR X
CLEAR A
CLEAR S
LDT MAXLEN
RLOOP TD INPUT
JEQ RLOOP
```

```

RD INPUT
COMPR A,S
JEQ EXIT
+STCH BUFFER,X
TIXR T
JLT RLOOP
EXIT +STX LENGTH
RSUB
INPUT BYTE X'F1'
MAXLEN WORD BUFEND-BUFFER
WRREC CSECT
EXTREF LENGTH,BUFFER
CLEAR X
+LDT LENGTH
WLOOP TD =X'05'
JEQ WLOOP
+LDCH BUFFER,X
WD =X'05'
TIXR T
JLT WLOOP
RSUB
END FIRST

```

## Output:

```

-----*
LISTING FILE

```

ADDRESS	INSTRUCTION	OBJECT CODE
0	COPY START 0	
0	EXTDEF BUFFER BUFEND LENGTH	
0	EXTREF RDRCD WRREC	
0	FIRST STL RETADR	172027
3	CLOOP +JSUB RDRCD	4B10000
7	LDA LENGTH	032023
A	COMP #0	290000
D	JEQ ENDFIL	332007
10	+JSUB WRREC	4B10000
14	J CLOOP	3F2FEC
17	ENDFIL LDA =C'EOF'	032016
1A	STA BUFFER	0F2016
1D	LDA #3	010003
20	STA LENGTH	0F200A
23	+JSUB WRREC	4B10000
27	J @RETADR	3E2000
2A	RETADR RESW 1	
2D	LENGTH RESW 1	
30	LTORG	
30	* =C'EOF'	454F46
33	BUFFER RESB 4096	

Ln 9, Col 20 Spaces: 4 UTF-8 CRLF C++ Go Live Win32 Rikka

```
2D          LENGTH RESW 1
30          LTORG
30          * =C'EOF' 454F46
33          BUFFER RESB 4096
1033        BUFEND EQU *
1033        MAXLEN EQU BUFEND-BUFFER

LENGTH OF PROGRAM: 1033
-----

OBJECT PROGRAM

HCOPY 00000001033
DBUFFER000033BUFEND001033LENGTH00002D
RRDREC WRREC
T0000001D1720274B1000000320232900003320074B1000003F2FEC0320160F2016
T00001D0D0100030F200A4B1000003E2000
T00003003454F46
M00000405+RDREC
M00001105+WRREC
M00002405+WRREC
E000000
```

```
LISTING FILE

ADDRESS      INSTRUCTION      OBJECT CODE
0            RDRD CSECT
0            EXTREF BUFFER LENGTH BUFEND
0            CLEAR X          B410
2            CLEAR A          B400
4            CLEAR S          B440
6            LDT MAXLEN       77201F
9            RLOOP TD INPUT   E3201B
C            JEQ RLOOP        332FFA
F            RD INPUT         DB2015
12           COMPR A S        A004
14           JEQ EXIT         332009
17           +STCH BUFFER X   57900000
18           TIXR T           B850
1D           JLT RLOOP        3B2FE9
20           EXIT +STX LENGTH 13100000
24           RSUB             4F0000
27           INPUT BYTE X'F1' F1
28           MAXLEN WORD BUFEND-BUFFER 000000

LENGTH OF PROGRAM: 2B
-----
```

```
OBJECT PROGRAM

HRDREC 0000000002B
RBUFFERLENGTHBUFEND
T0000001DB410B400B44077201FE3201B332FFADB2015A00433200957900000B850
T00001D0E3B2FE9131000004F0000F1000000
M00001805+BUFFER
M00002105+LENGTH
M00002806+BUFEND
M00002806-BUFFER
E

LISTING FILE

ADDRESS      INSTRUCTION      OBJECT CODE
0            WRREC CSECT
0            EXTREF LENGTH BUFFER
0            CLEAR X                                B410
2            +LDT LENGTH                            77100000
6            WLOOP TD =X'05'                        E32012
9            JEQ WLOOP                              332FFA
C            +LDCH BUFFER X                          53900000
10           WD =X'05'                              DF2008
```

```
6            WLOOP TD =X'05'                        E32012
9            JEQ WLOOP                              332FFA
C            +LDCH BUFFER X                          53900000
10           WD =X'05'                              DF2008
13           TIXR T                                B850
15           JLT WLOOP                              3B2FEE
18           RSUB                                  4F0000
1B           * =X'05'                               05
1C           END FIRST

LENGTH OF PROGRAM: 1C
-----

OBJECT PROGRAM

HWRREC 00000000001C
RLENGTHBUFFER
T0000001CB41077100000E32012332FFA53900000DF2008B8503B2FEE4F000005
M00000305+LENGTH
M00000D05+BUFFER
E

PS C:\Users\hp\OneDrive\Desktop\VSCode\Csn-252>
```