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SE/CS 2340.004

Project Manual

1. Ensure the following are enabled in MARS MIPS: Settings > “Assemble all files in directory” and “Initialize Program Counter to global ‘main’ if defined”
2. Ensure the program files “main.asm”, “board.asm”, “locationCheck.asm”, and “DataRand.asm” are in the same file directory and open them together on MARS MIPS.
3. Assemble and run from main.asm to begin the board game.
4. Input the positions for card 1 and card 2, row and column as integers 0 - 3:

* Input row integer, enter, then input column integer, enter.
* The board graphic printed in Run I/O should show the rows and columns organized from integers 0 - 3
* Then, repeat for the second card choice.
* Inputting the same card position will lead to a prompt asking to input different card positions.

**Caution:**

* Pressing enter without inputting anything (such as “”) will cause a runtime exception for an invalid integer input and end the program.
  + Or pressing enter after quickly entering inputs, should wait about 0.5s (but often only happens for the first run after a compiling).
* Trying to input both input integers for a row and column with a space in between, such as “1 3”, will cause a runtime exception.
* Inputting anything that is not a valid integer (such as “a”) will cause a runtime exception for an invalid integer input.
* If these exceptions happen, review Step 6 to prepare a new game if needed.

1. Since a clearing functionality isn’t included, keep the window about the height of the board and prompts. You should only scroll to momentarily look at the temporary board after a wrong input.
2. Continue inputting decisions matching the multiplication expressions to the values until the whole board of cards is flipped, and “You won!” is printed, ending the game and the program.
3. When preparing to restart a new game, click “clear” for Run I/O and Mars Messages and go back to Step 3.