MARIE Examples

Sebastien Bah

March 2019

Setup

Setup

Things you will need:

Documentation

Setup

Things you will need:

- Documentation
- Simulator



Multiplication

How do you multiply? Let's say you want to do x = 5x + y ?

Write a quick function?

```
// Fill out the code to have the function do x = 5x + y
// Code here

// Variables
X, DEC 6
Y,DEC 8
```

Candidate

```
// Fill out the code to have the function do x = 5x + y
Load X
        Add X
        Add X
        Add X
        Add X
        Add Y
        Store X
// Variables
       DEC 6
Y,DEC 8
```

Jumps

Jumps // Jumps // What is the final values of X and Y AND what is the out A,Clear B, Input C, Jump K D, Jump F E, Jump H F,Store X

G,Jump L
H,Store Y
I,Output
J,Halt
K,Jump D
L,HEX 9008

Variables DEC 0

Subroutines

Subroutines

Recall:

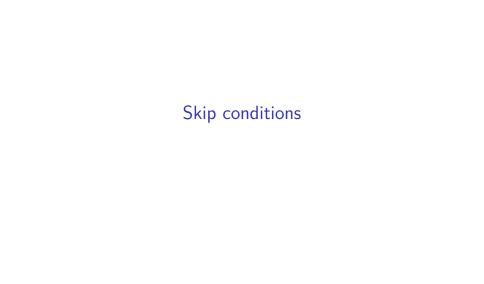
▶ JnS -> Stores the value of PC at address X and Jumps to X+1

Subroutines

Recall:

- ▶ **JnS** -> Stores the value of PC at address X and Jumps to X+1
- ► **Jumpl** → Uses the *value at the memory address X* as the addres to *Jump* to

```
// Subroutines Aka Functions
Start, Jns Function
Load X
                Output
Jns Function
                Load X
                Output
                Jns Function
                Output
                Halt
// Just a memory location where we are going to
// store the address of the address of the instruction
// we skipped to get to this point
Function, HEX 0
Load X
                Add
```



Skip conditions

Recall:

► Skipcond 000 -> Skips next line if *AC* < 0

Skip conditions

Recall:

- ightharpoonup Skips next line if AC < 0
- ▶ Skipcond 400 -> Skips next line if AC = 0

Skip conditions

Recall:

- ightharpoonup Skips next line if AC < 0
- ▶ Skipcond 400 -> Skips next line if AC = 0
- ▶ Skipcond 800 -> Skips next line if AC > 0

```
// Decoding memory content
A,LOAD Z
Output
        Subt X
        Skipcond 800
        Jump B
        Jump End
B, Load Z
Add ONE
        Store Z
        Jump A
End,
      Output
Halt
// Variables
ONE, DEC 1
X, DEC 5
Y,DEC 3
```

Loops

Loops

Let's do the multiplication function x = Nx + y but with loops.

(Tools needed: Jump and Skipcond)

```
// Fill out the code to have the function do x = Nx + y
Input
        Store N
Loop, Load N
        Skipcond 800
        Jump End
        Subt ONE
        Store N
XPart, Load TEMP
Add X
        Store TEMP
        Jump Loop
End, Load TEMP
```

Add Y Store X

Decoding Memory Content

Decoding Memory Content

Given that the starting value of PC = 000, what does this program do?

	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+A	+B	+C	+D	+E	+F
000	A000	9006	A000	100C	400D	300B	8400	9009	9002	6000	7000	0001	0010	8000	0000	0000
010	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000
020	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000	0000

Figure 1: Decoding Memory Content

```
// Decoding memroy content
Clear
        Jump C
B,Clear
Load X
        Subt Y
        Add ONE
C, Skipcond 400
Jump End
        Jump B
End, Output
Halt
// Variables
ONE, DEC 1
X, DEC 16
Y,DEC 8
```

Finding the unknown

Finding the unknown

What is the value of UNKNOWN for the function to be A = 2Y - Z

```
// What is the value of UNKNOWN for the
      function to be A = 2Y - Z
                Input
                Store UNKNOWN
                Load UNKNOWN
Start,
Subt ONE
                Store UNKNOWN
                Skipcond 800
                Jump End
Ops, Load Y
Add ONE
Subt Z
                Store A
                Jump Start
```

// End of your function



```
Array

// Stores the amount of numbers that you want (determined )

// And prints them out at the end

// EX: first input 8 (dec)
```

// Subsequent: [67, 79, 77, 80, 32, 50, 50, 56] (all dec) // Put your output mode to unicode ORG 010 Start, Input Store LenArray Loop, Load LenArray Subt. Index Skipcond 800 Jump DisplayAll

// Gets the next number to store
GetInput, Load StartIndex
Add Index
Store NextPos