**Assembler Pass 2**

#include <stdio.h>

#include<stdlib.h>

#include<string.h>

FILE \*fr;

FILE \*fw;

int main ()

{

char buff[10];

int sindex, lindex;

int litadd[3]={100,101,102};

int symadd[3]={98,99,97};

fr = fopen ("ic.txt", "r");

fw = fopen("obj.txt", "w");

if (fr < 0 || fw < 0)

{

printf ("Error while opening a file");

exit (0);

}

fscanf (fr, "%s", buff);

fscanf (fr, "%s", buff);

next:

fscanf (fr, "%s", buff); //(IS ) reading

if(strcmp(buff,"(AD,02)")==0)

{

exit(0);

}

fscanf (fr, "%s", buff); // overtake (IS,

fprintf(fw,"%s",buff); // to write in a object file

fscanf (fr, "%s", buff); // to overtake )

fscanf (fr, "%s", buff); // to register value

fprintf(fw," %s ",buff); // to write in a object file

fscanf (fr, "%s", buff); // to (C,

if(strcmp(buff,"(C,")==0)

{

fscanf (fr, "%s", buff);

fprintf(fw," 00%s \n",buff); // to write in a object file

fscanf (fr, "%s", buff); // overtake )

}

if(strcmp(buff,"(S,")==0)

{

fscanf (fr, "%d", &sindex);

fprintf(fw," %d \n",symadd[sindex]); // to write in a object file

fscanf (fr, "%s", buff); // overtake )

}

if(strcmp(buff,"(L,")==0)

{

fscanf (fr, "%d", &lindex);

fprintf(fw," %d \n",litadd[lindex]); // to write in a object file

fscanf (fr, "%s", buff); // overtake )

}

goto next;

printf("The scaned data is %s",buff);

return(0);

}



