

Practical 8

Assembly Language

NOTE: Use of EASy68K editor and emulator allowed, use of internet allowed, use of slide deck(s) allowed.

Create a unique file **e.g. *part1.X68*** for each practical section below.

Objective

Understand and utilise Assembly Instructions

| | |
|--|--|
| 1. Create a new 68K project and name the file <i>part1.X68</i> Program, edit compile and execute code to perform activities => | <ul style="list-style-type: none">a. Ask user for gamer pointsb. Stores a gamers points in a memory locationc. Displays points on screen |
| 2. Create a new 68K project and name the file <i>part2.X68</i> Program, edit compile and execute code to perform activities => | <p>Demonstrate indirect addressing and display health using Address Register (A2)</p> <ul style="list-style-type: none">a. Health dc.b \$10b. Assign Health to A2c. Adds 5 pointsd. Subtracts 5 pointse. Multiplies points by 2f. Divides points by 2 |
| 3. Create a new 68K project and name the file <i>part3.X68</i> Program, edit compile and execute code to perform activities => | <p>Write a program that utilises the following Traps</p> <ul style="list-style-type: none">a. 2b. 5c. 8d. 11e. 13f. 17g. 18h. 21 |

Demonstrate completed assembly files at the end of the LAB and ensure it has been checked

| | | | |
|--------------|-------|----------------|--|
| Student Name | | Student Number | |
| Date | | Checked | |
| Group | A / B | | |