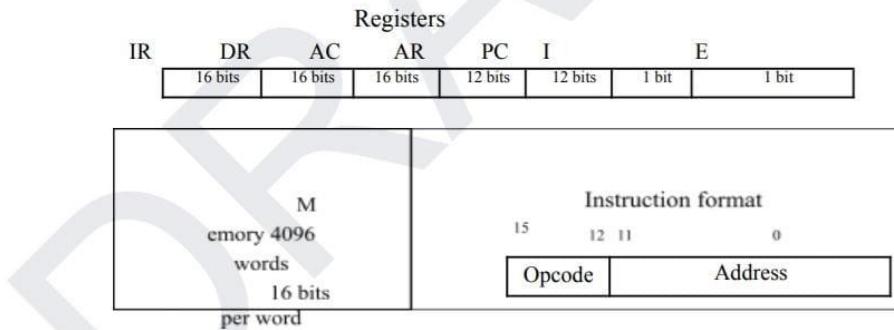


(Use Simulator – CPU Sim 3.6.9 or any higher version for the implementation)

1. Create a machine based on the following architecture:

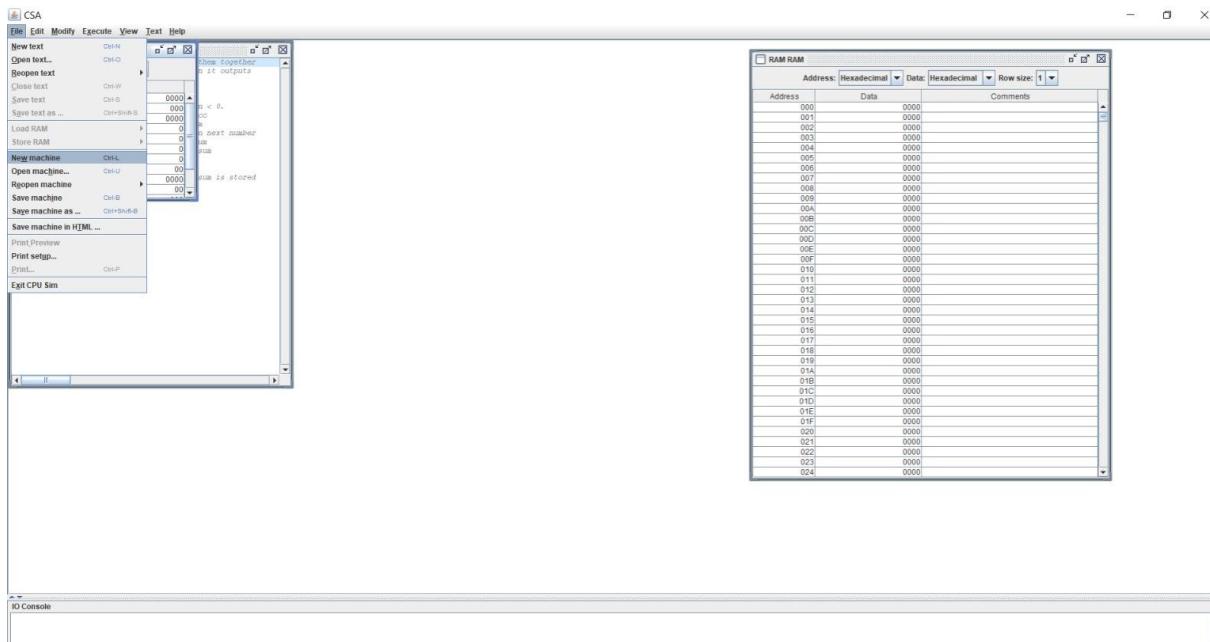


Basic Computer Instructions

Memory Reference		Register Reference	
Symbol	Hex	Symbol	Hex
AND	0xxx	Direct	CLA 7800
ADD	1xxx		CLE 7400
LDA	2xxx		CMA 7200
STA	3xxx		CME 7100
BUN	4xxx		CIR 7080

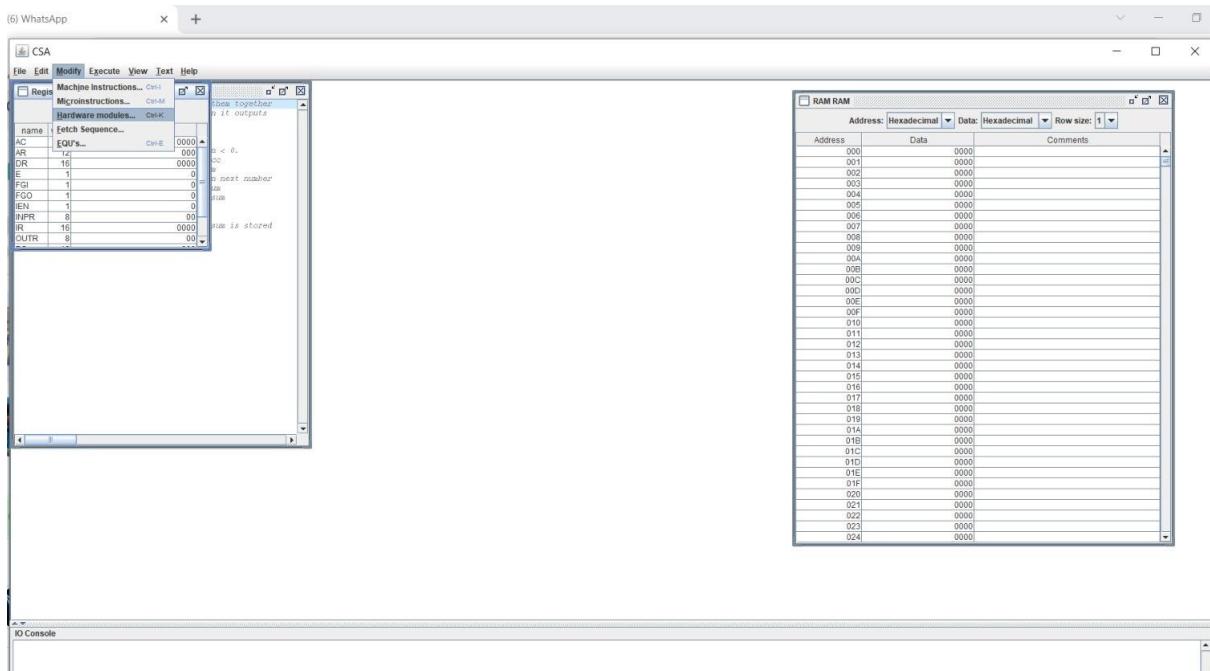
BSA	5xxx	Addressing Indirect Addressing	CIL	7040
ISZ	6xxx		INC	7020
AND_I	8xxx		SPA	7010
ADD_I	9xxx		SNA	7008
LDA_I	Axxx		SZA	7004
STA_I	Bxxx		SZE	7002
BUN_I	Cxxx		HLT	7001
BSA_I	Dxxx		INP	F800
ISZ_I	Exxx		OUT	F400

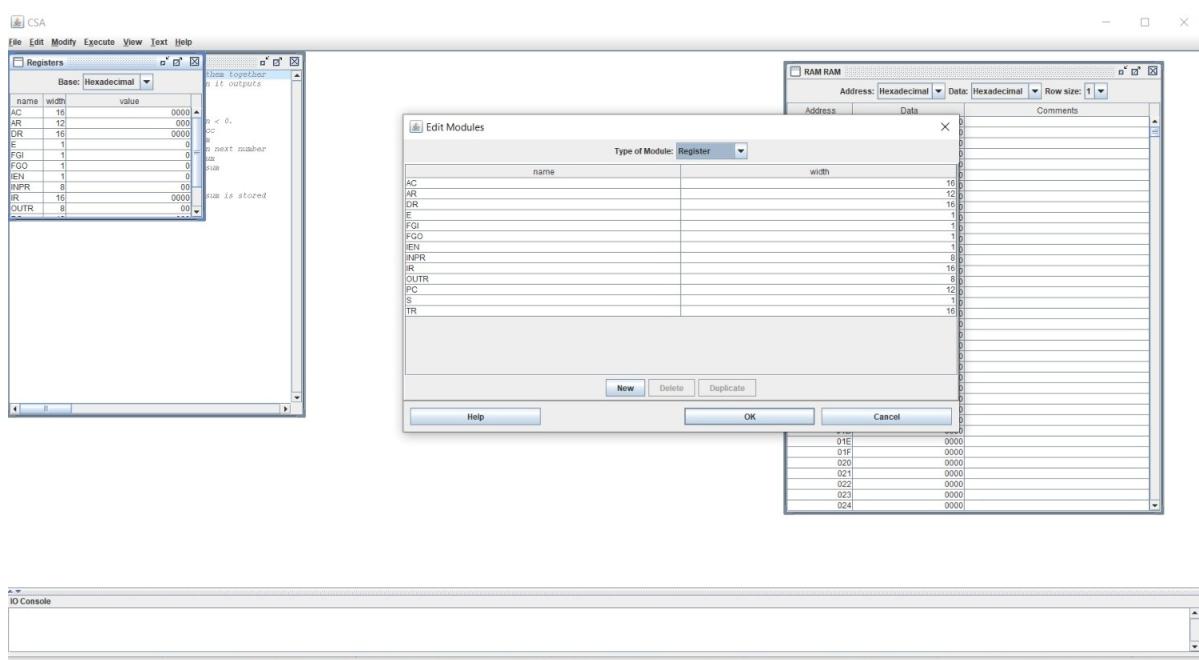
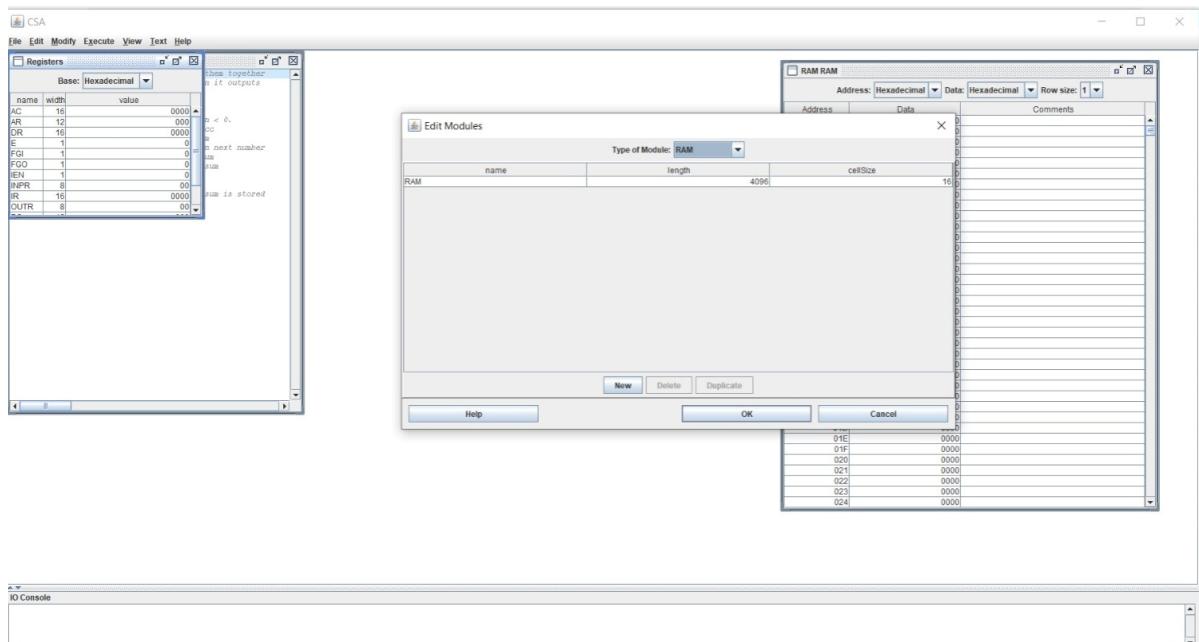
Step 1. Go to file > new machine ,create a new machine and save it with (.cpu)extension.

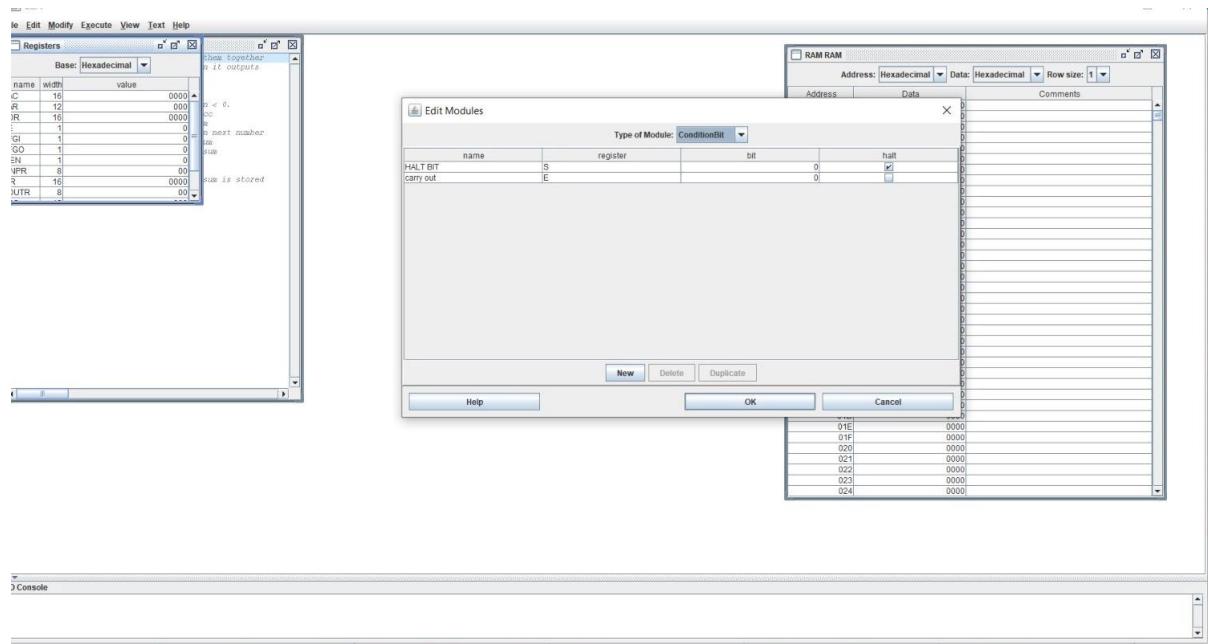


Step 2 . GO TO MODIFY AND MAKE HARDWARE MODULES WHICH INCLUDES:

(I)RAM (II) REGISTERS (4096*16 BITS) (III) CONDITIONAL BITS

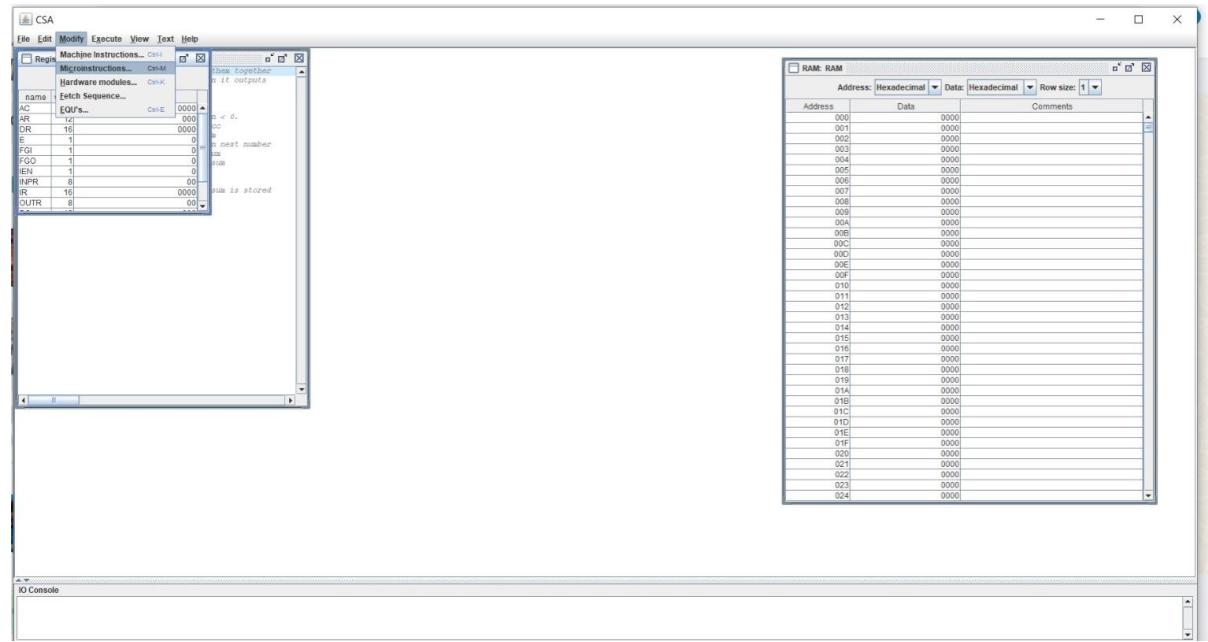


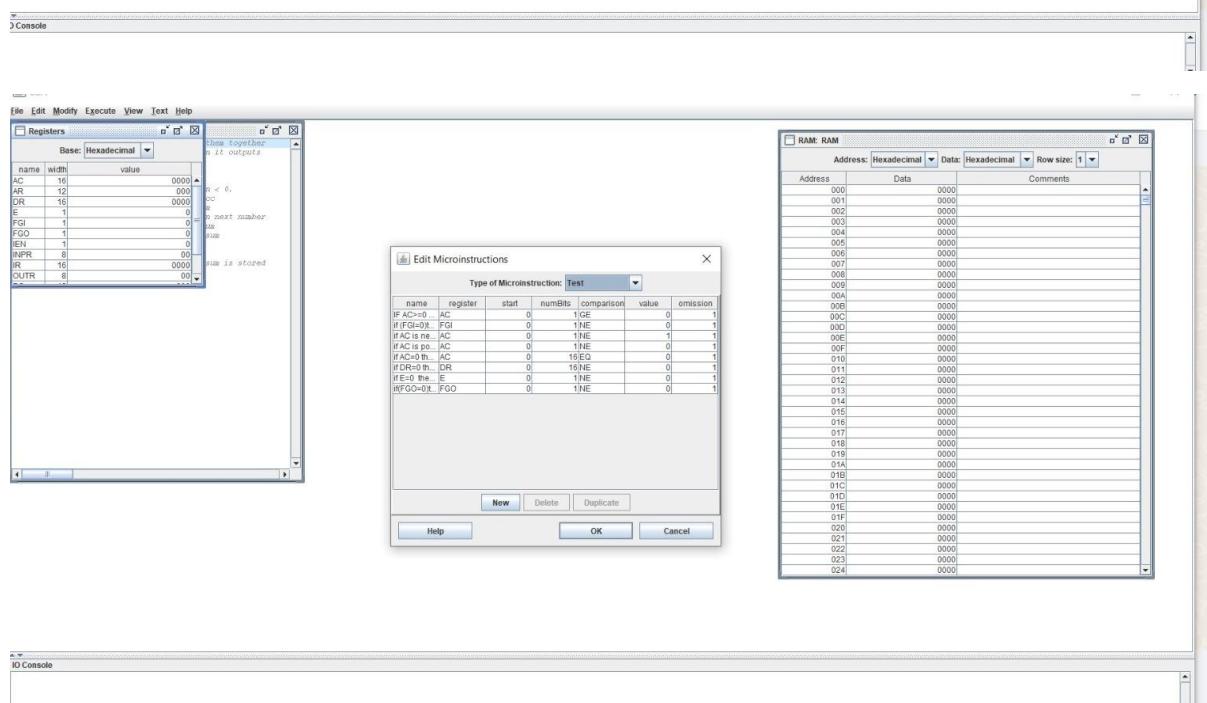
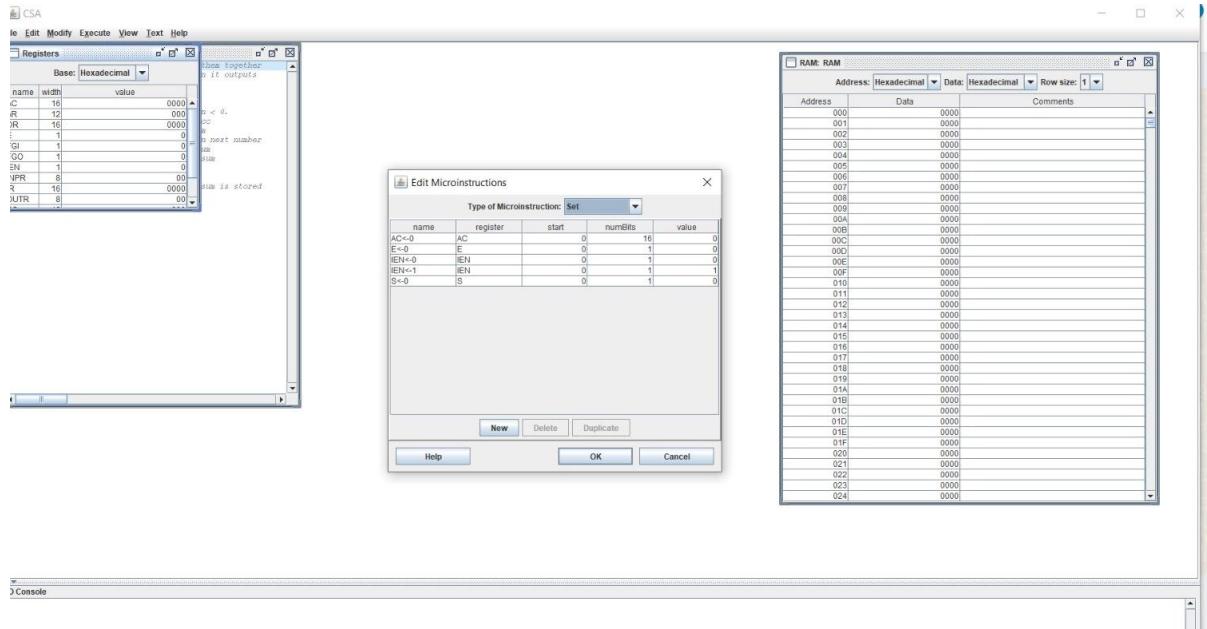


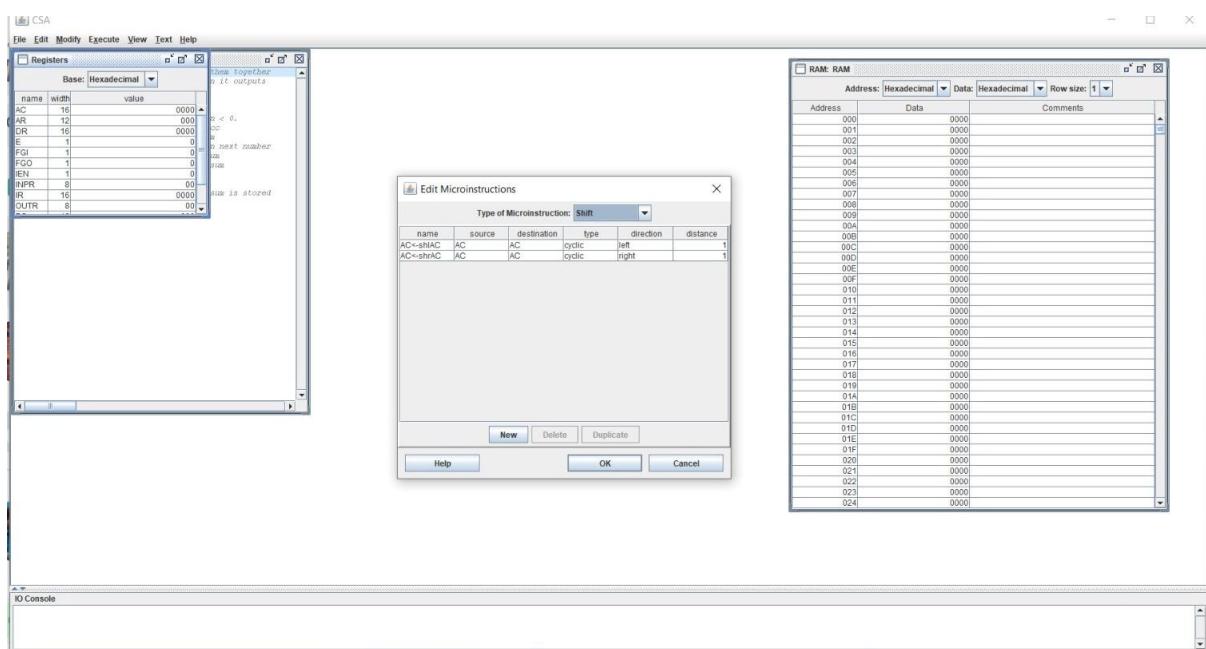
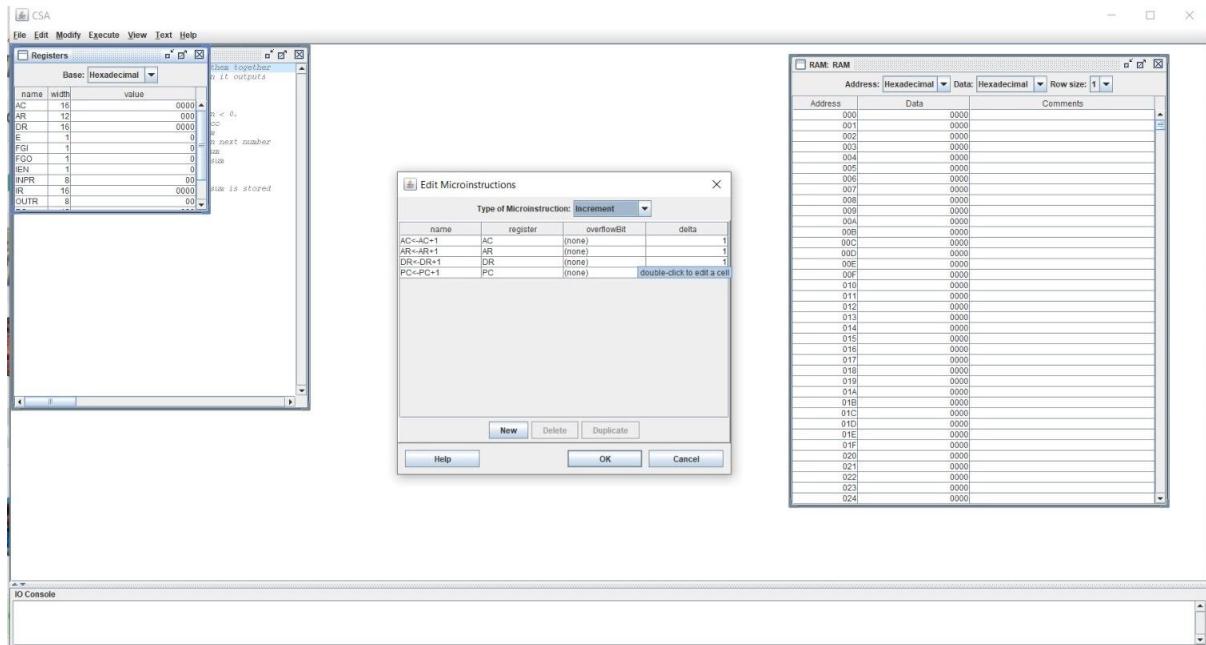


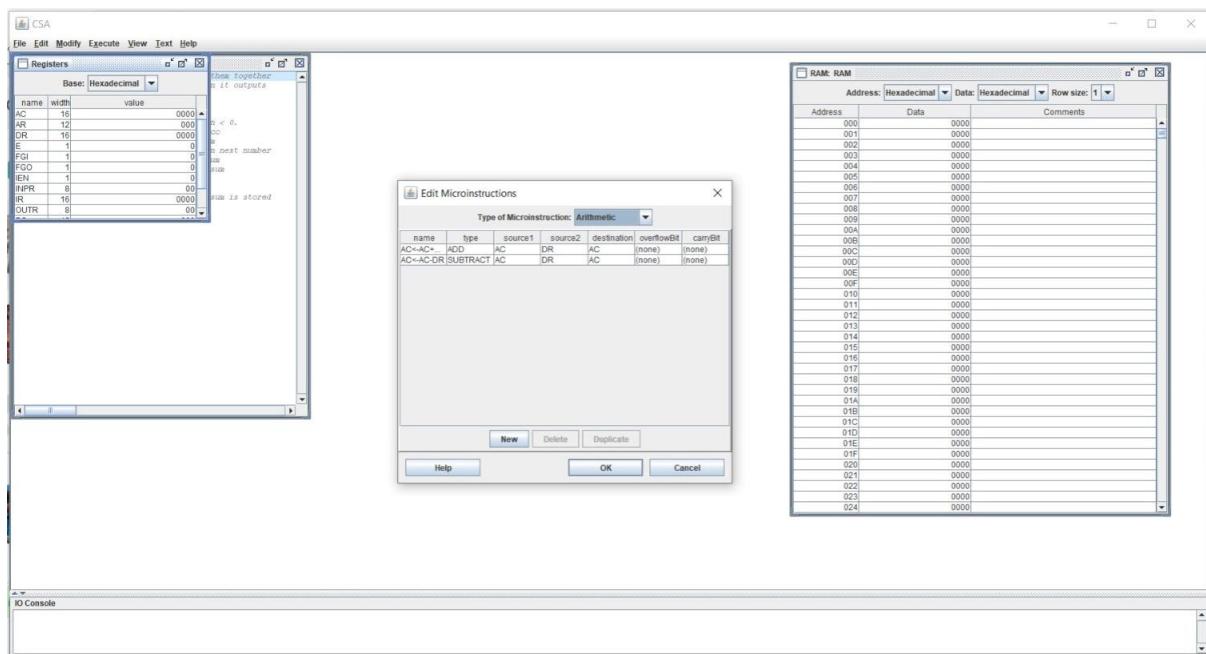
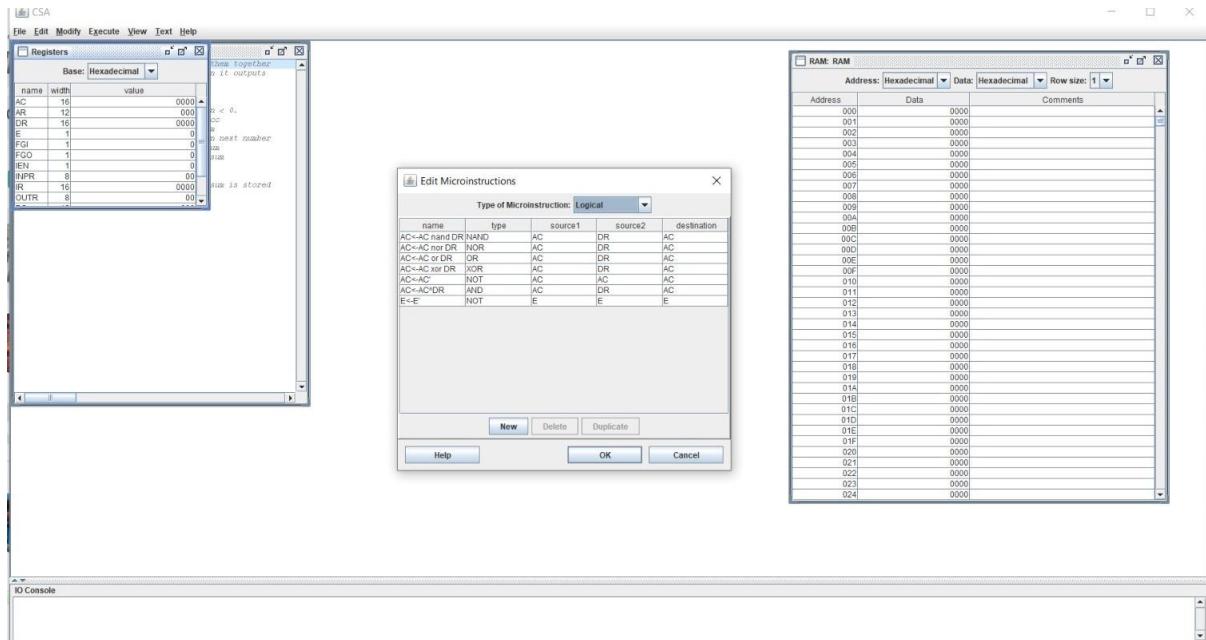
STEP 3. GO TO MODIFY AND MAKE MICROINSTRUCTIONS WHICH INCLUDES:

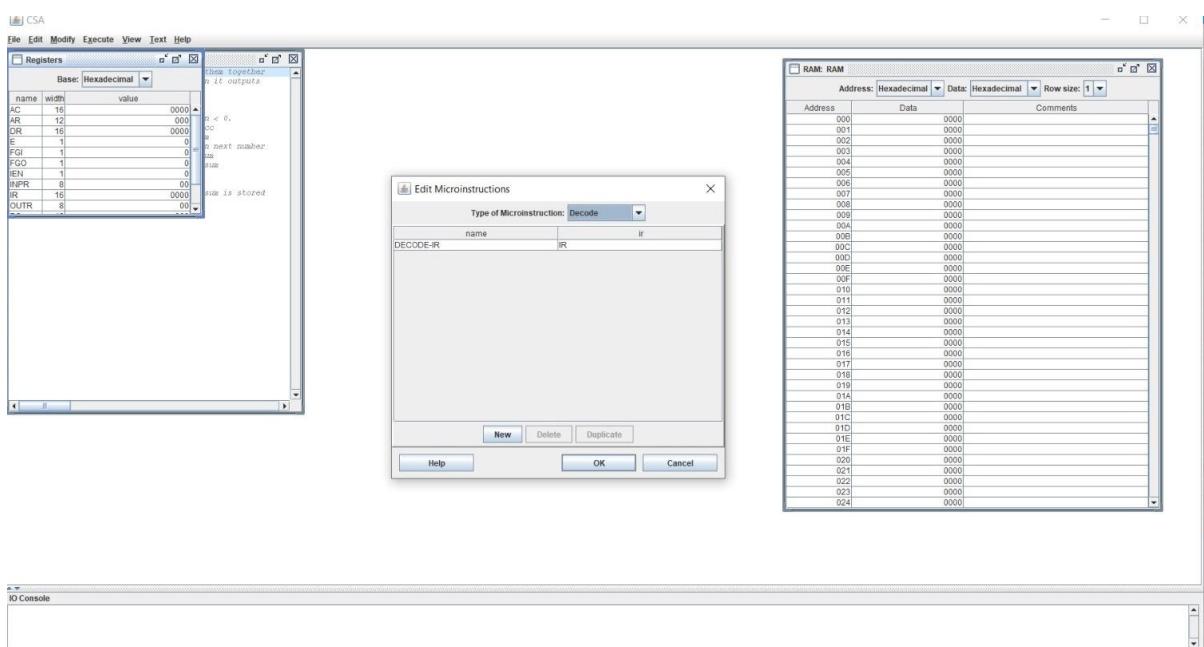
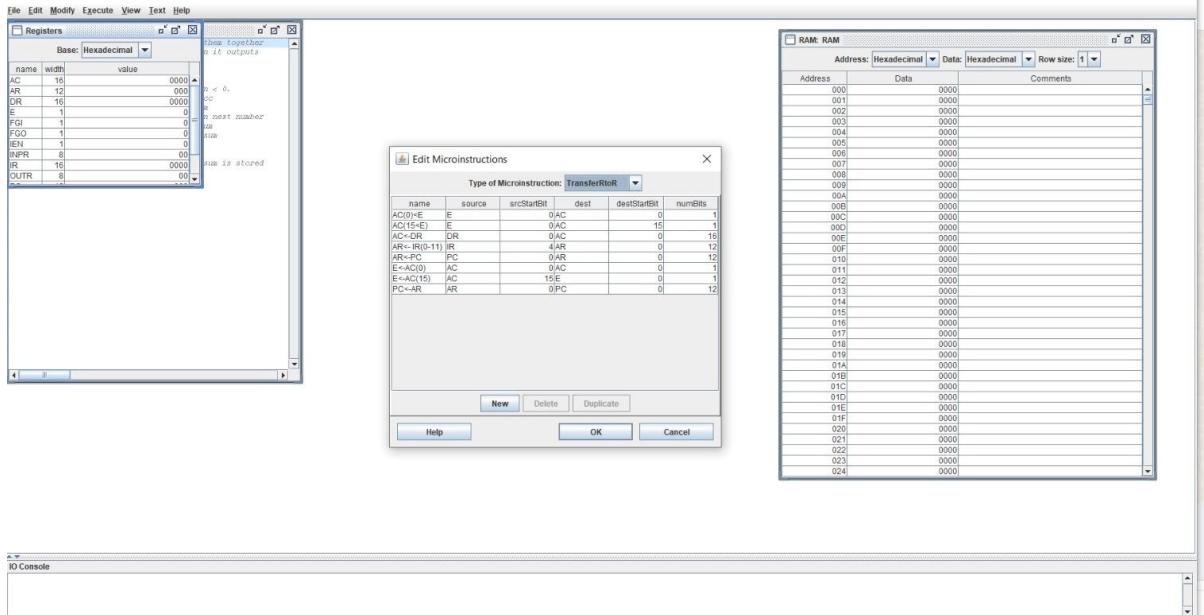
1. SET
2. TEST
3. INCREMENT
4. SHIFT
5. LOGICAL
6. ARITHMETIC
7. TRANSFER R TO R
8. DECODE
9. SET CONDITION BIT
10. I/O
11. MEMORY ACCESS

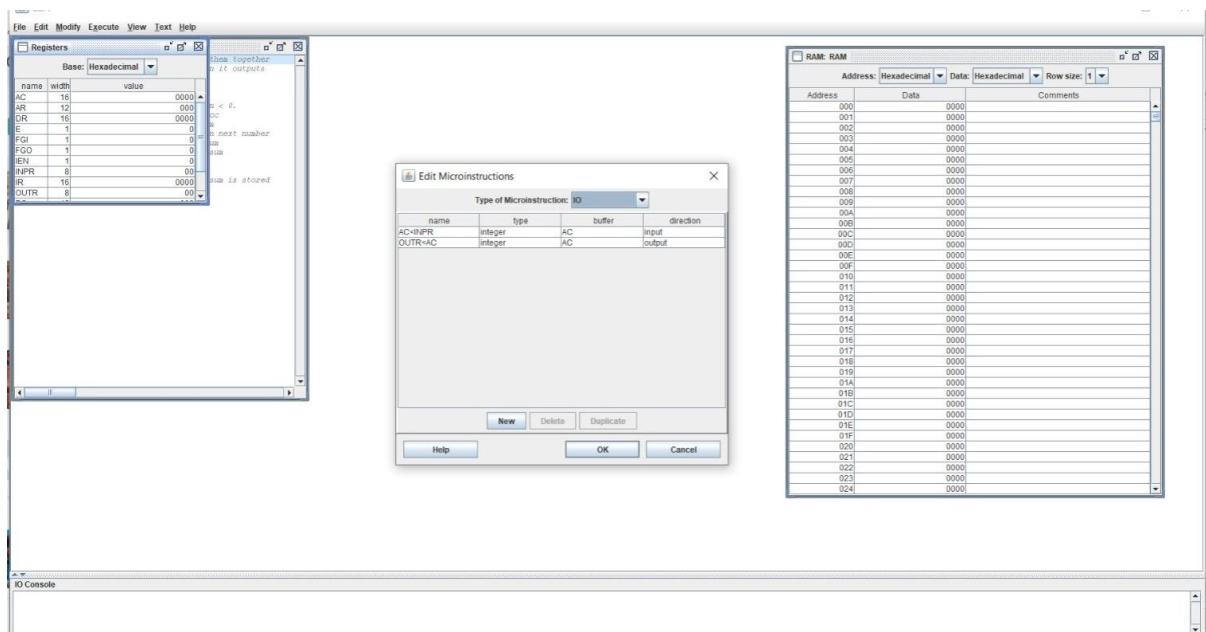
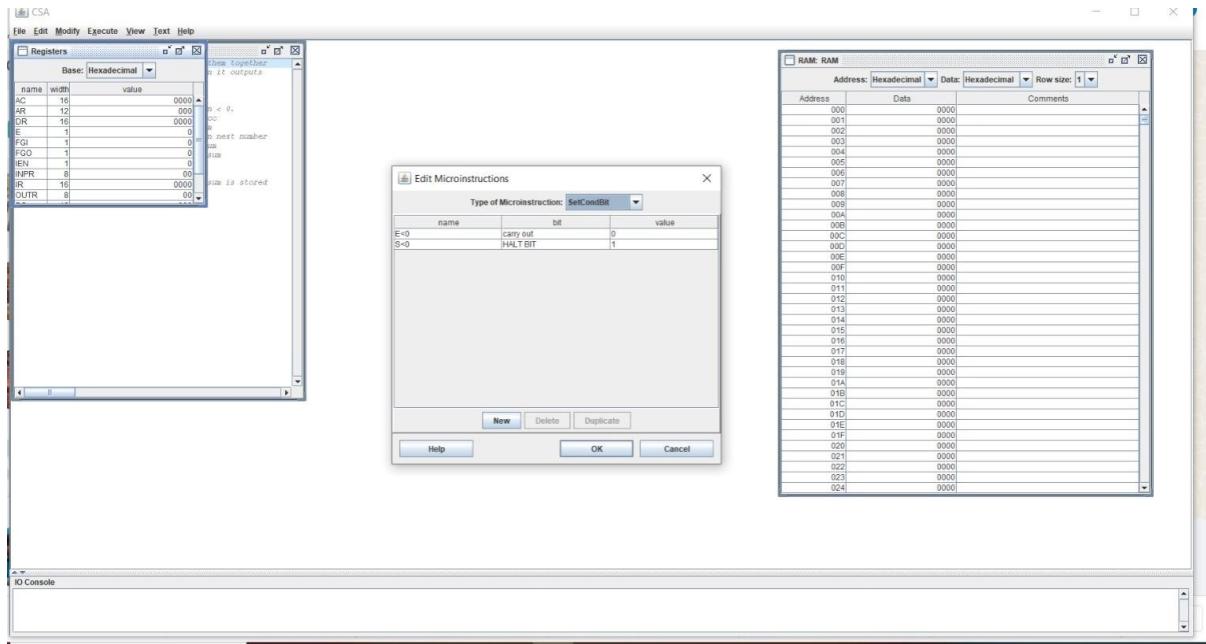


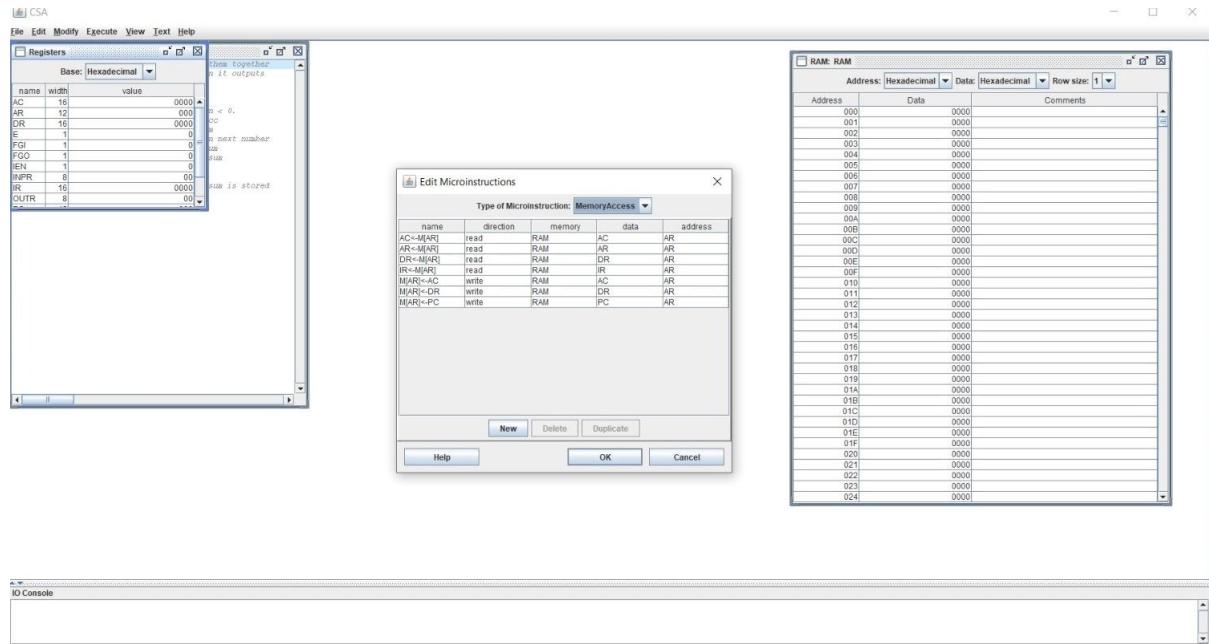




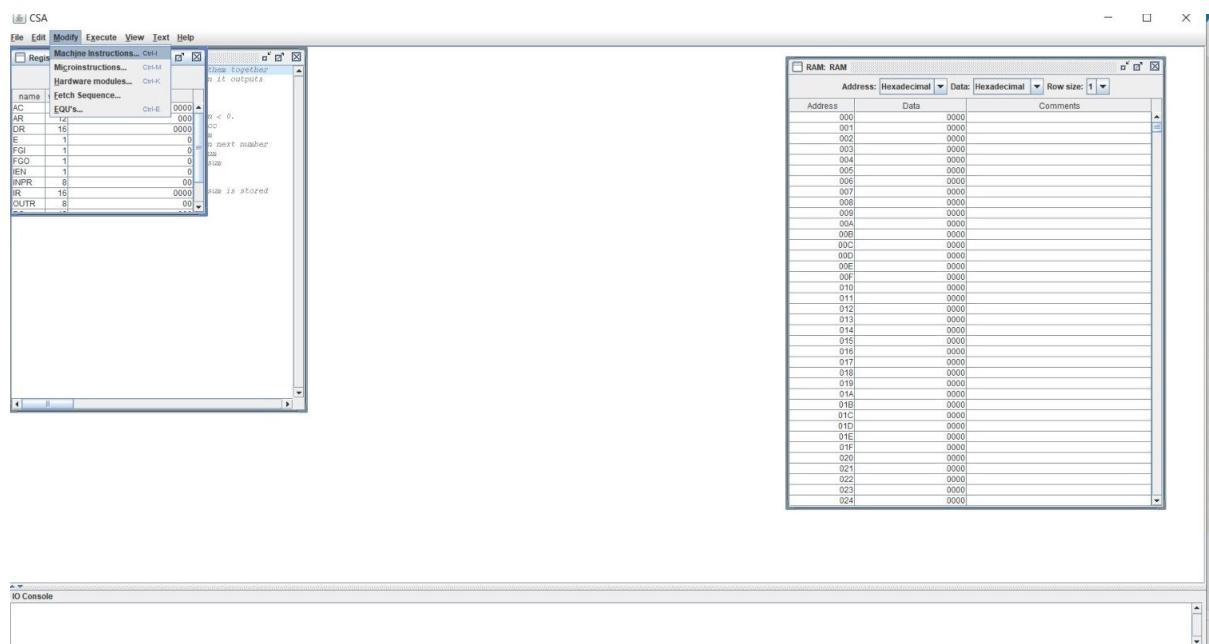


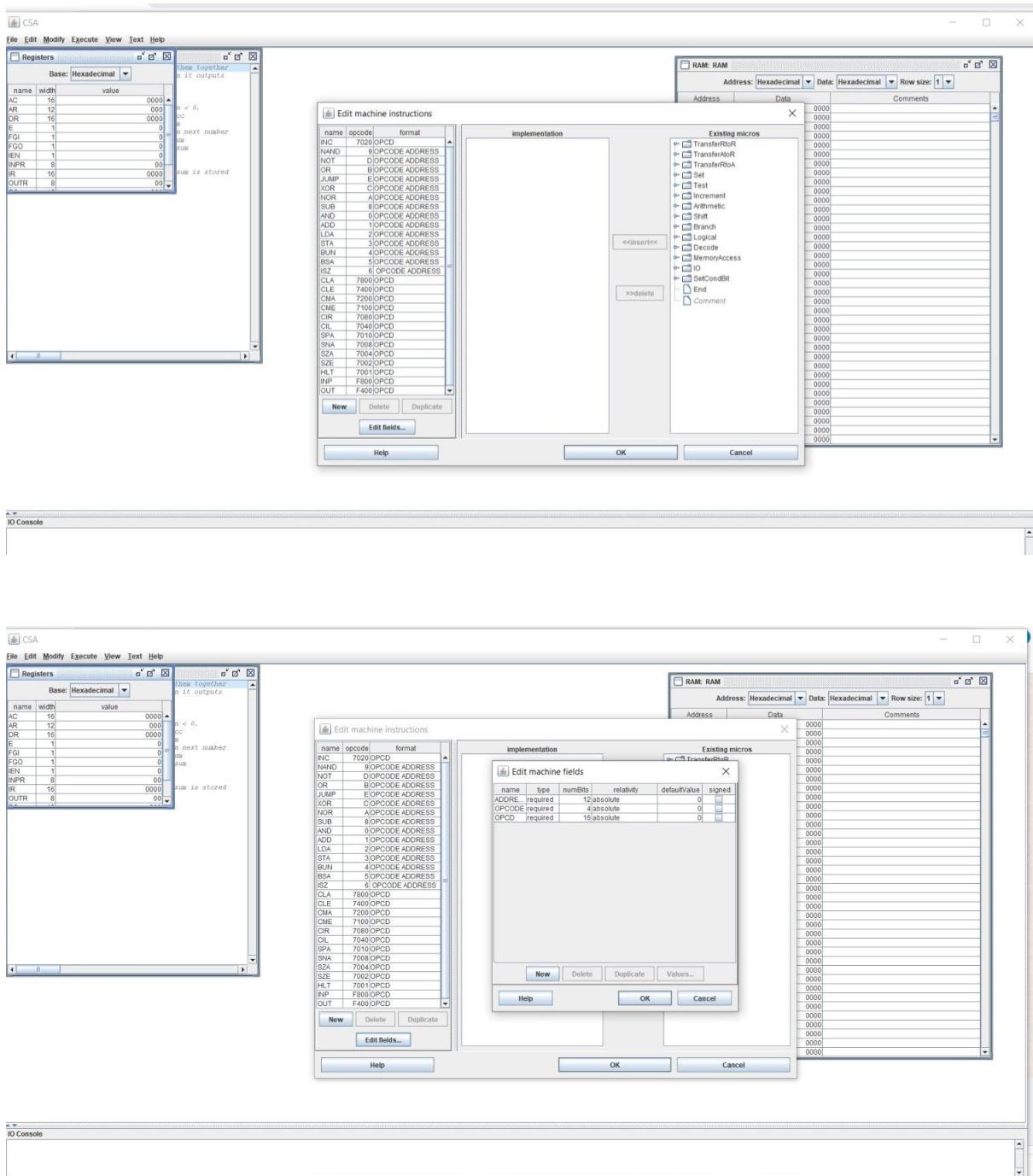






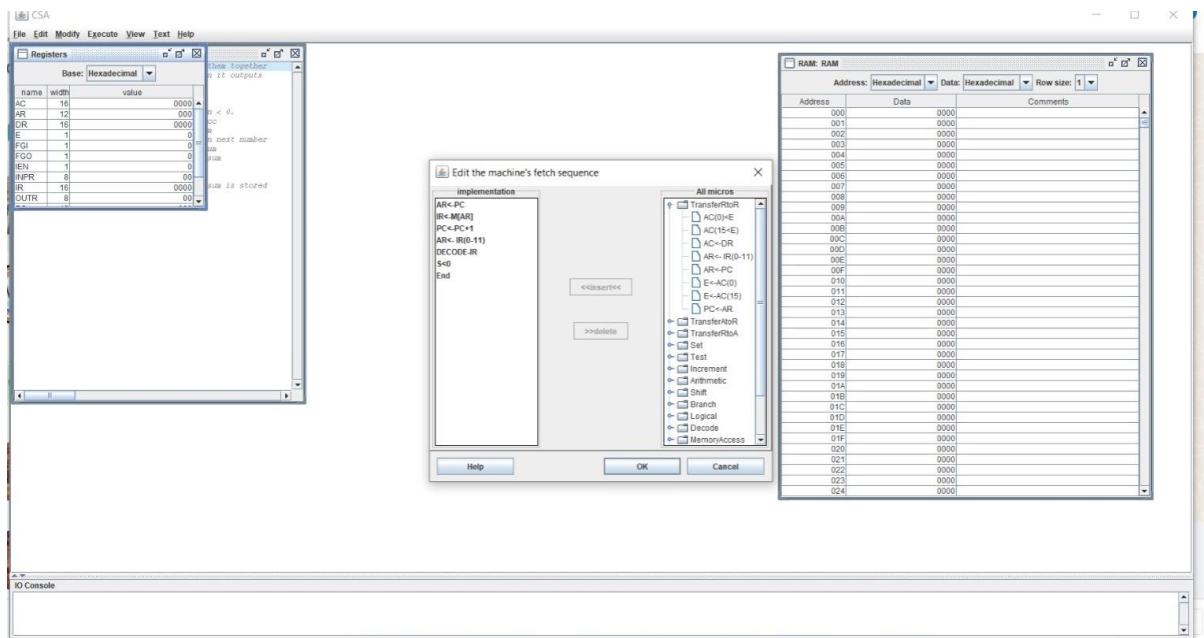
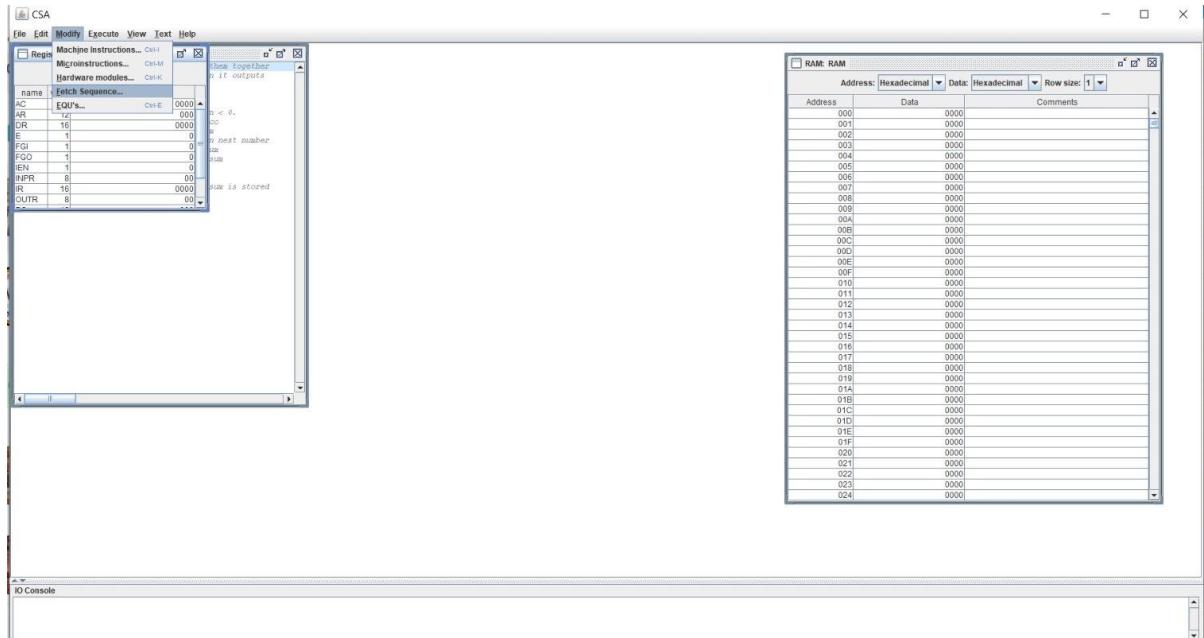
STEP 4. GO TO MODIFY AND MAKE MACHINE INSTRUCTIONS.



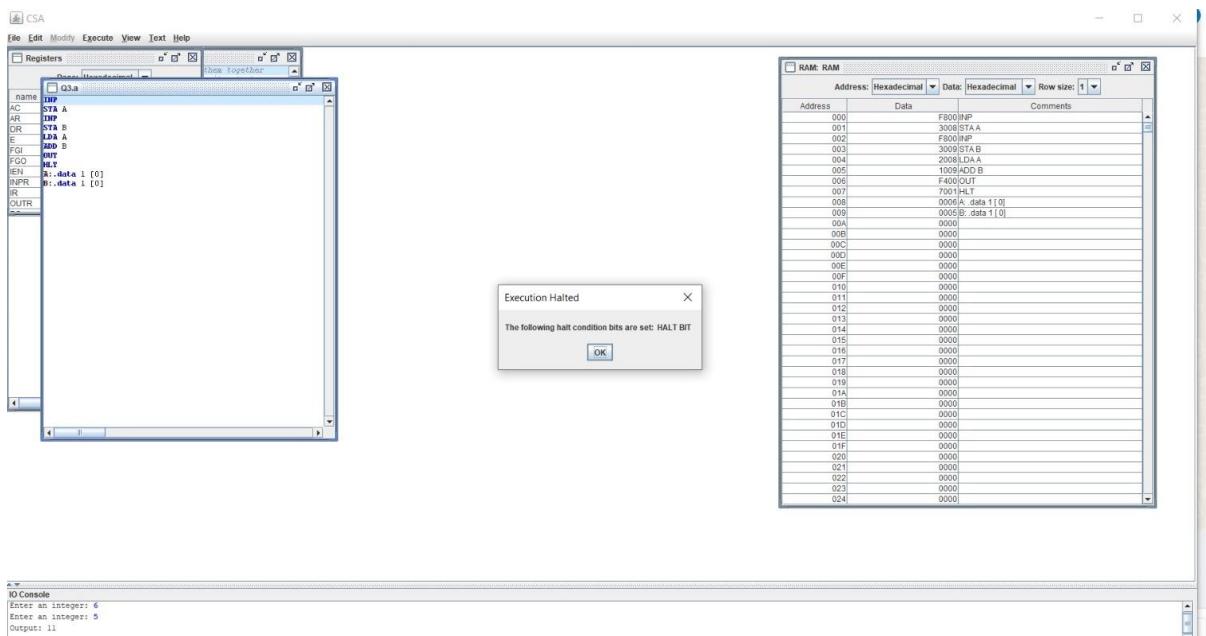
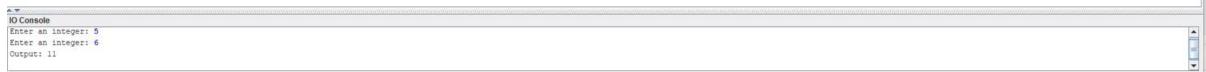
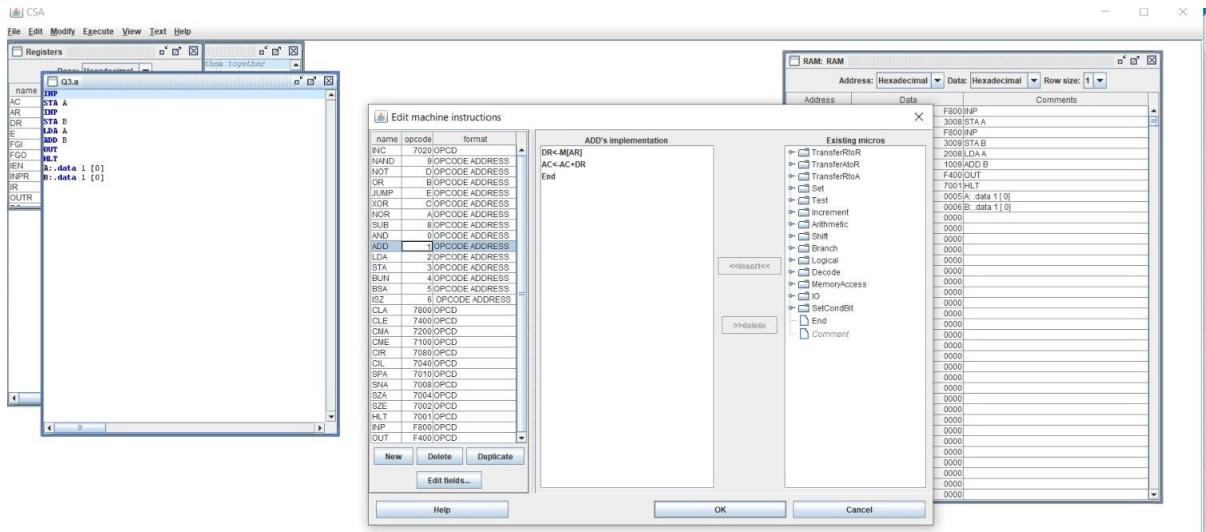


2. CREATE A FETCH ROUTINE OF THE INSTRUCTION CYCLE.

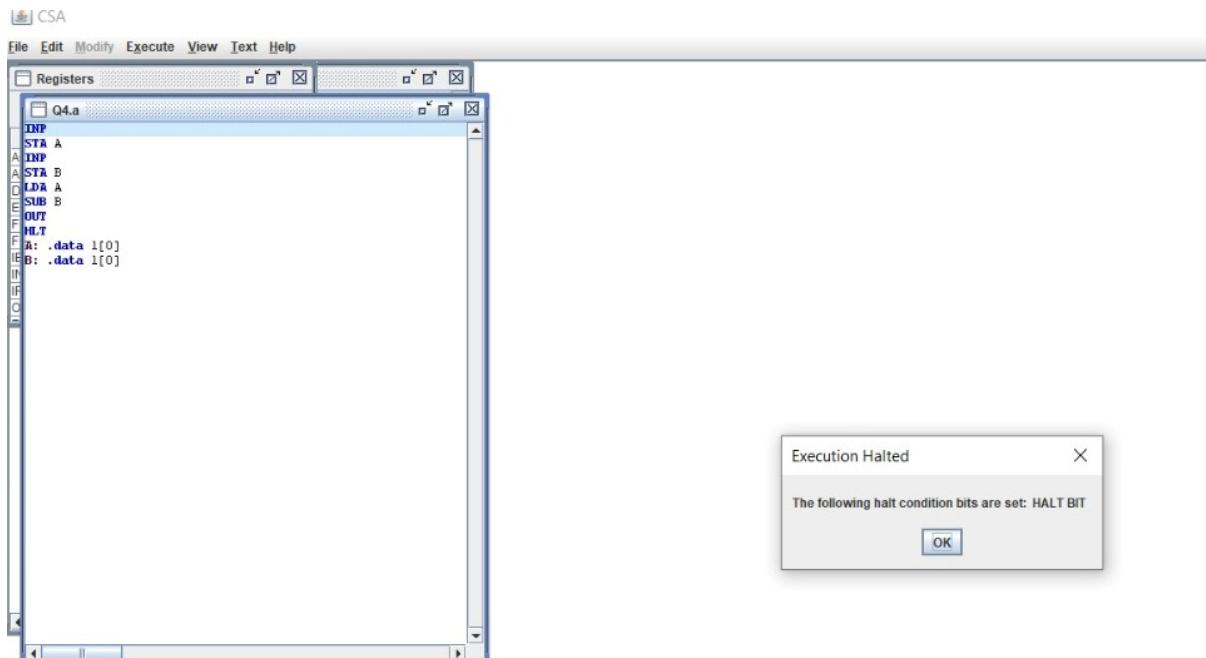
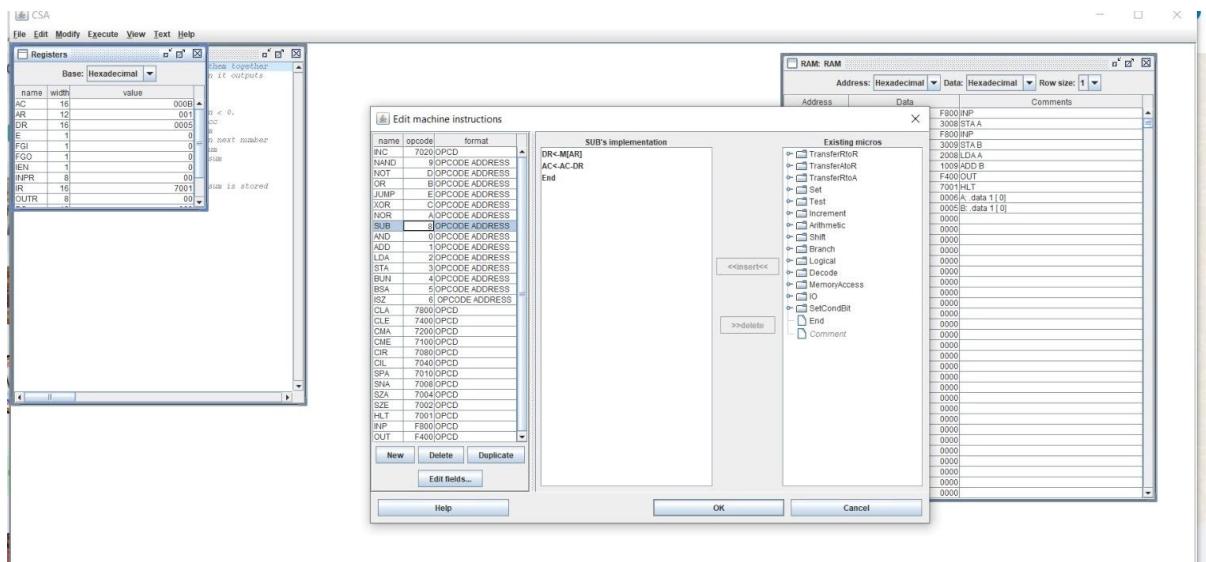
Step 1. Go to modify and make machine fetch sequence.



3. write an assembly program to simulate ADD OPERATION ON TWO USER -ENTERED NUMBERS.



4. WRITE AN ASSEMBLY PROGRAM TO SIMULATE SUBSTRACT OPERATION ON TWO USER-ENTERED NUMBERS.



IO Console:

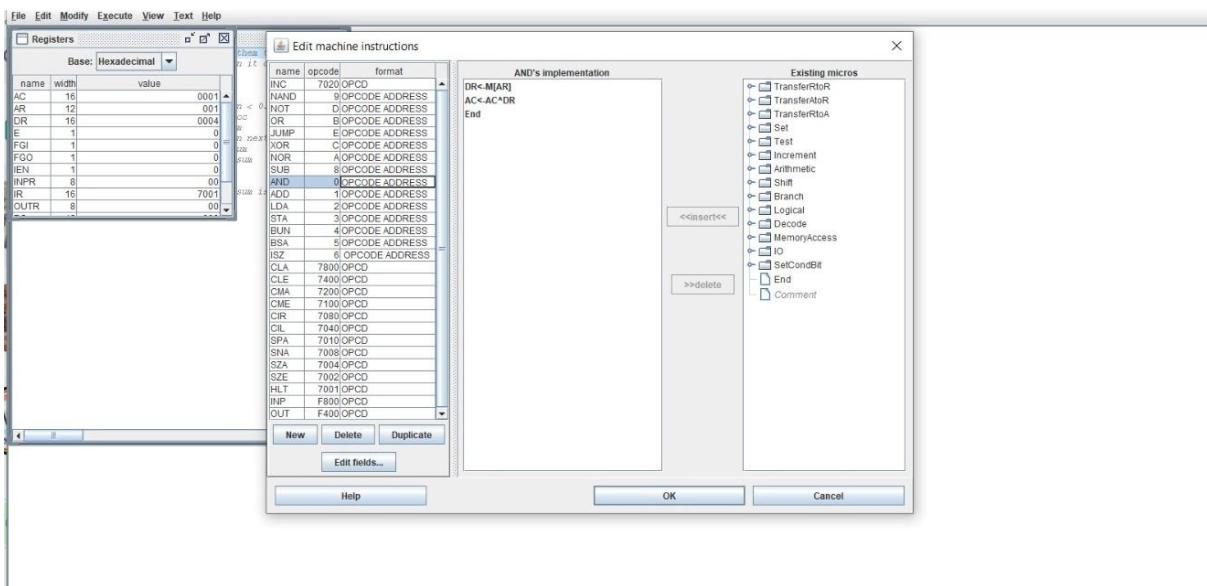
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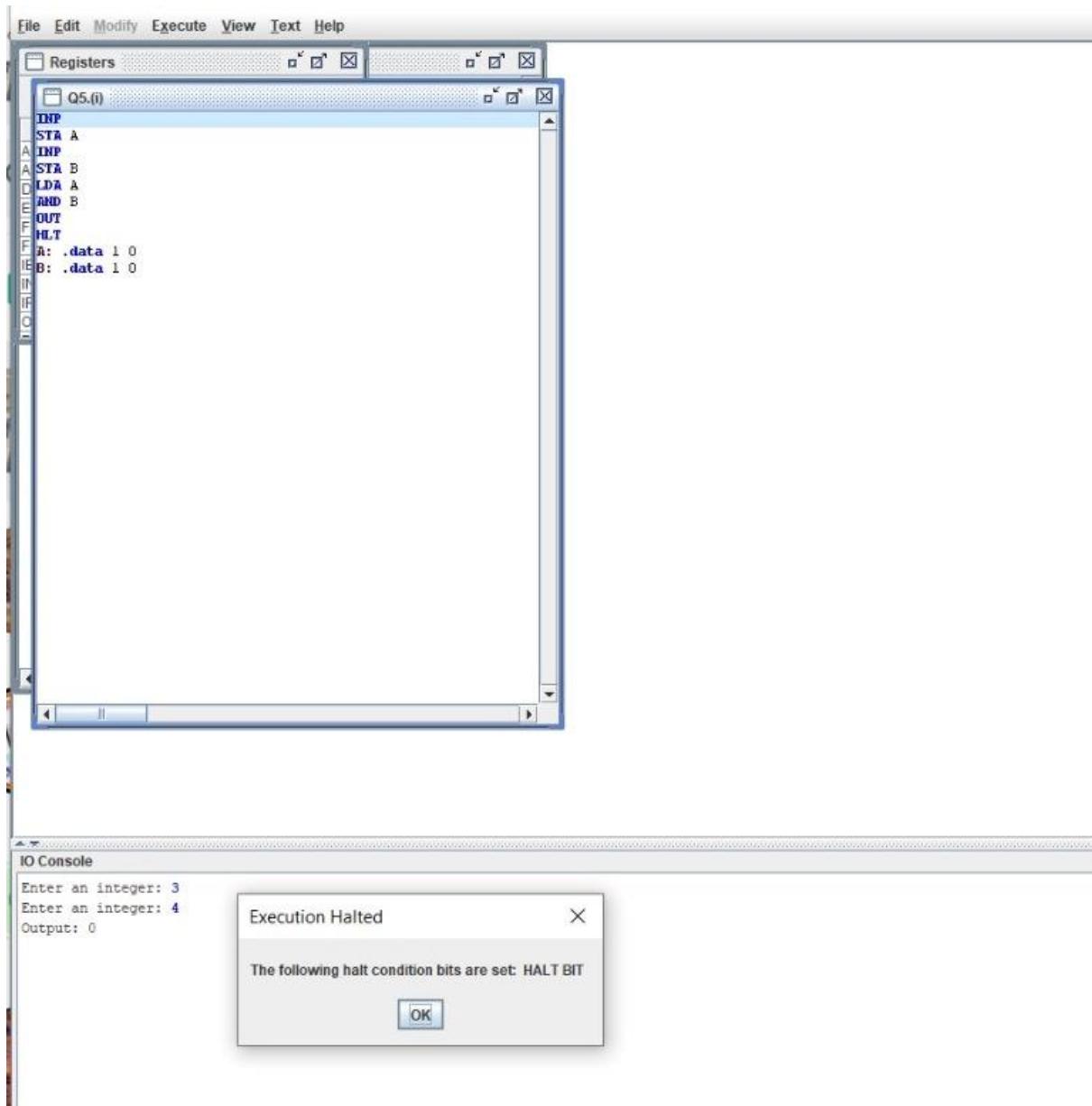
Enter an integer: 5
Enter an integer: 4
Output: 1
  
```

5. WRITE AN ASSEMBLY PROGRAM TO SIMULATE THE FOLLOWING LOGICAL OPERATIONS ON TWO USER ENTERED NUMBERS.

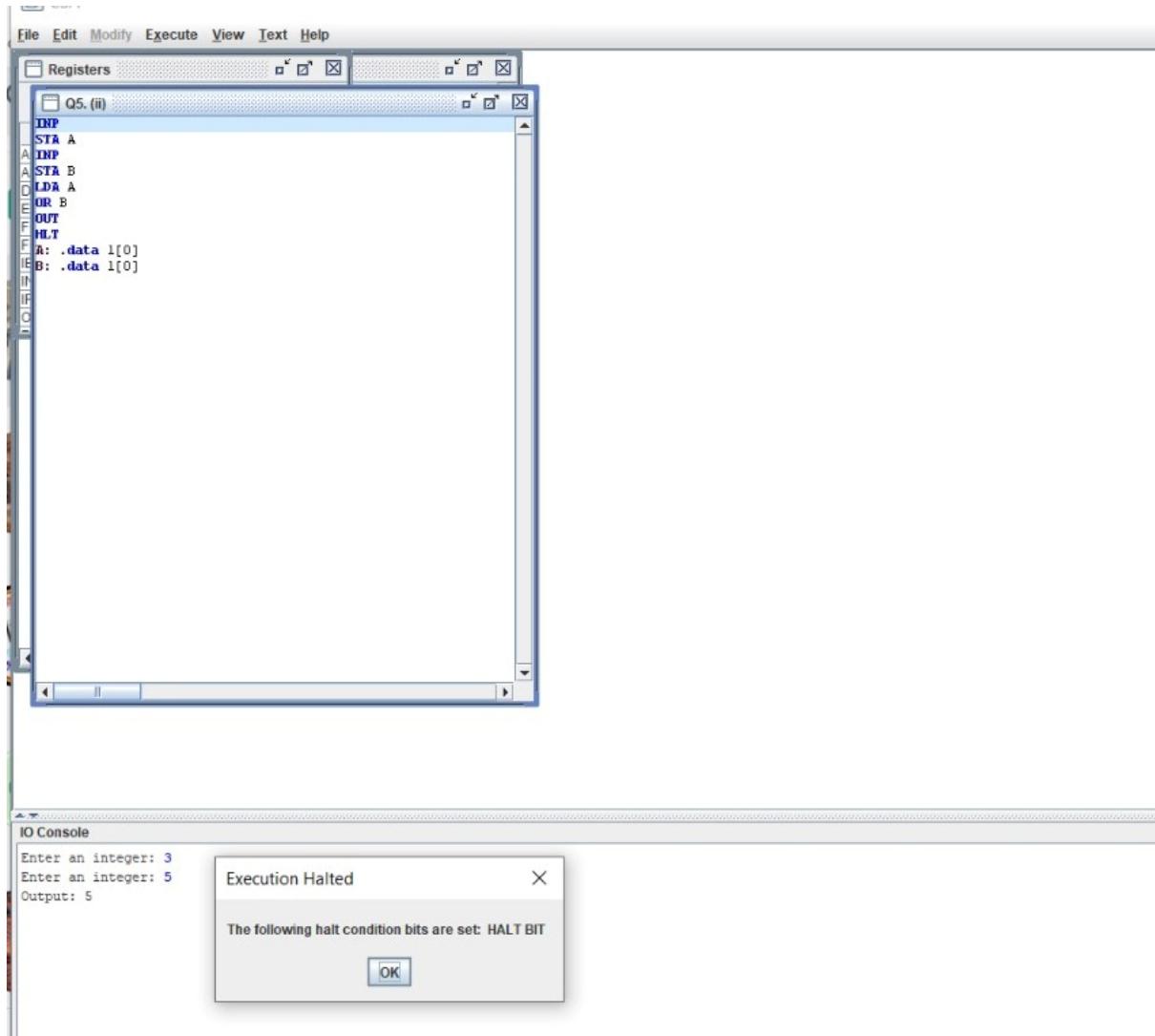
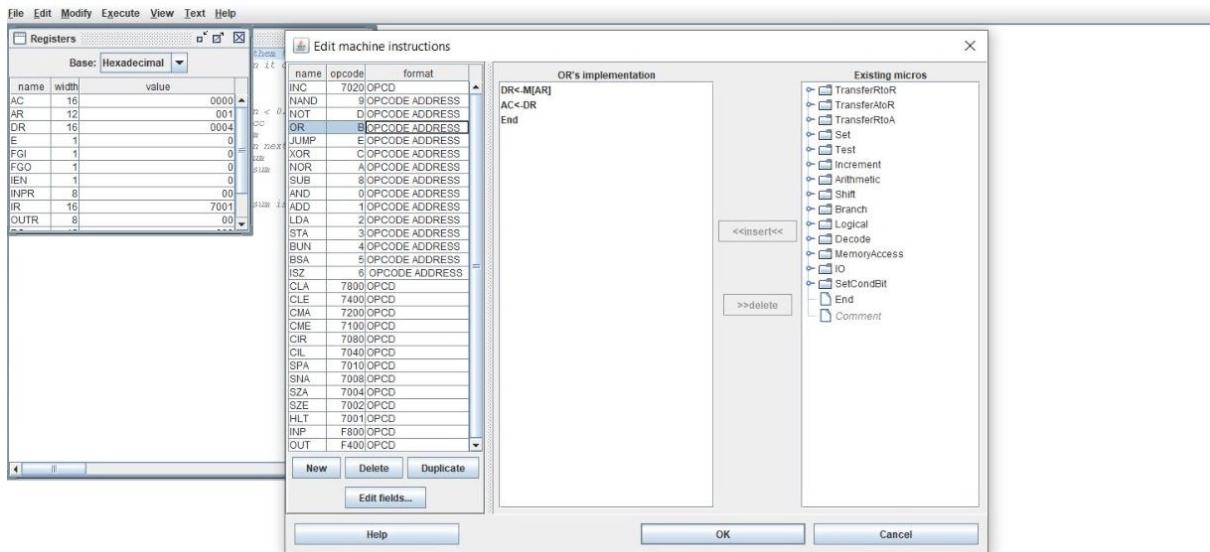
AND,OR,NOT,XOR,NOR,NAND

1. AND

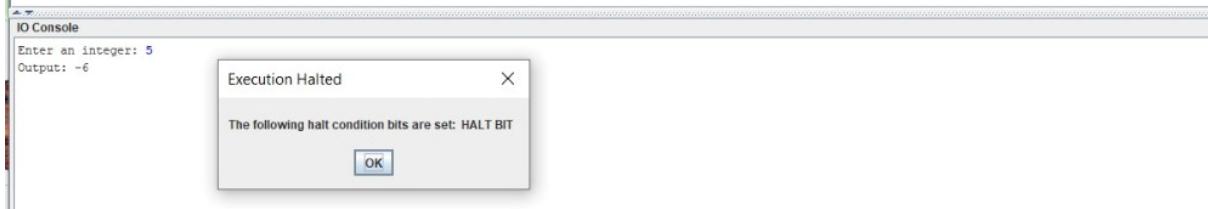
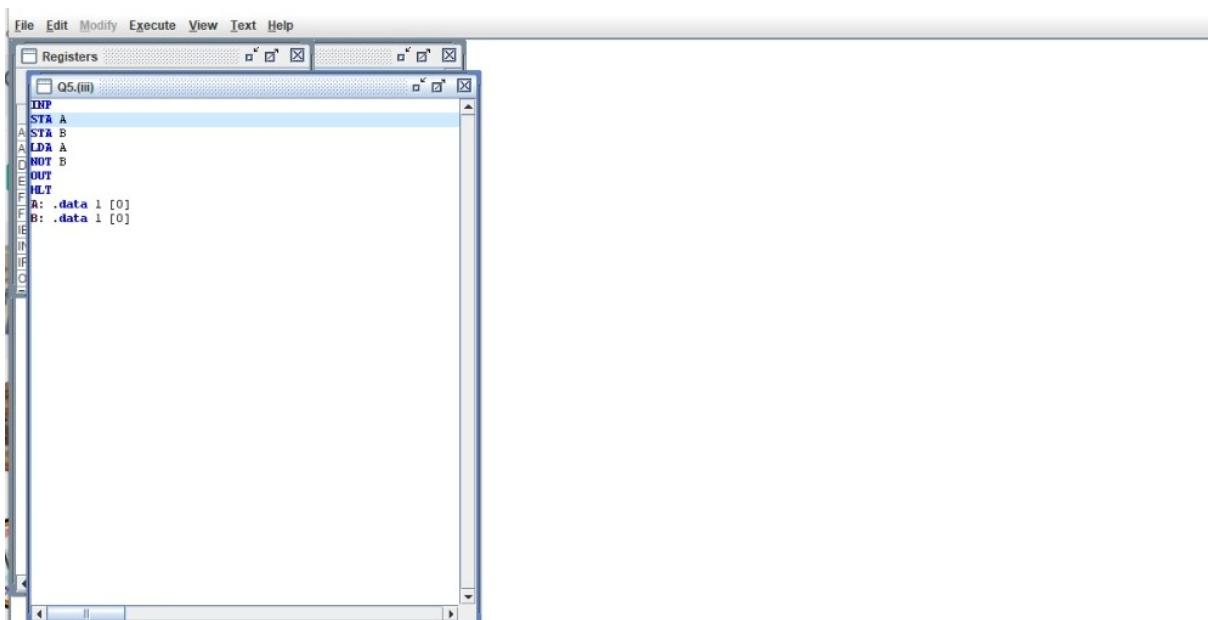
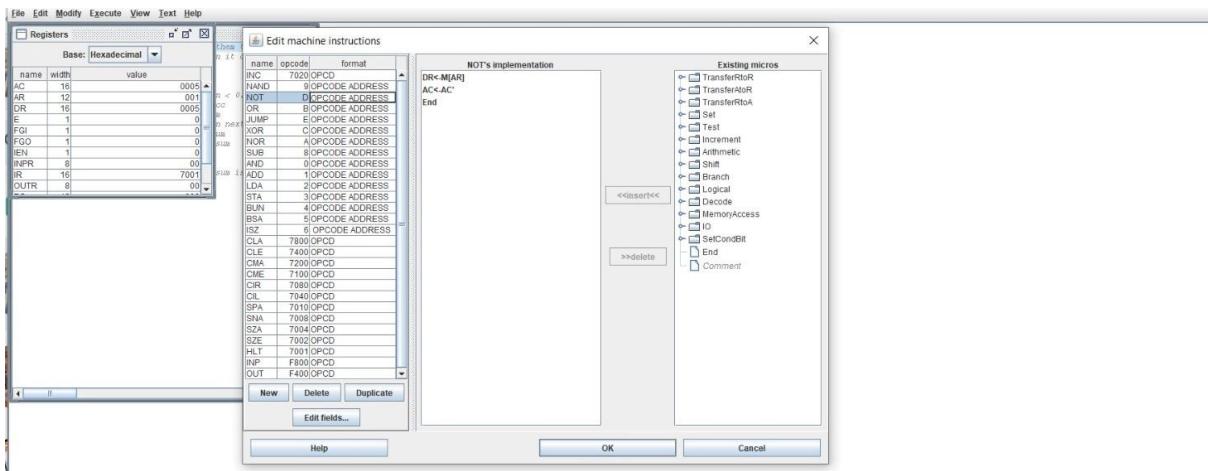




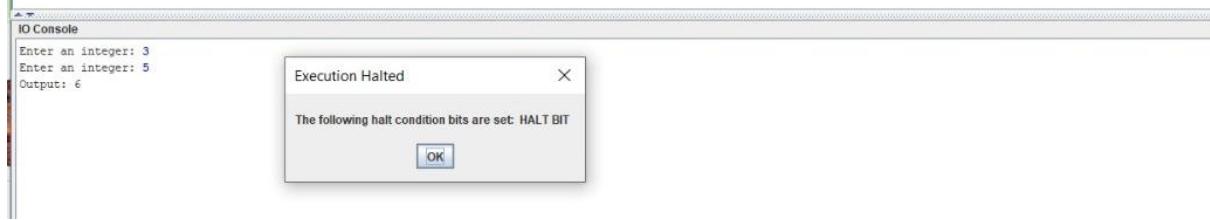
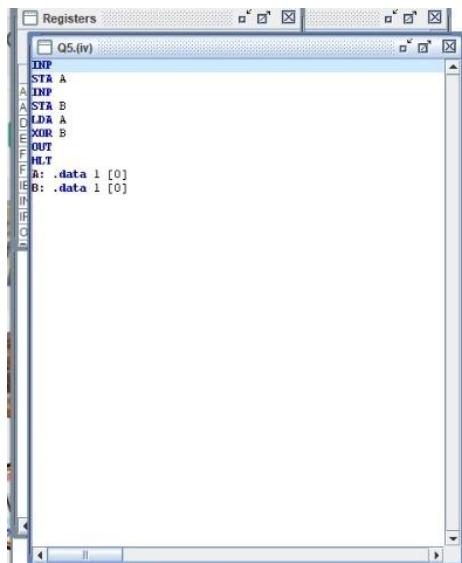
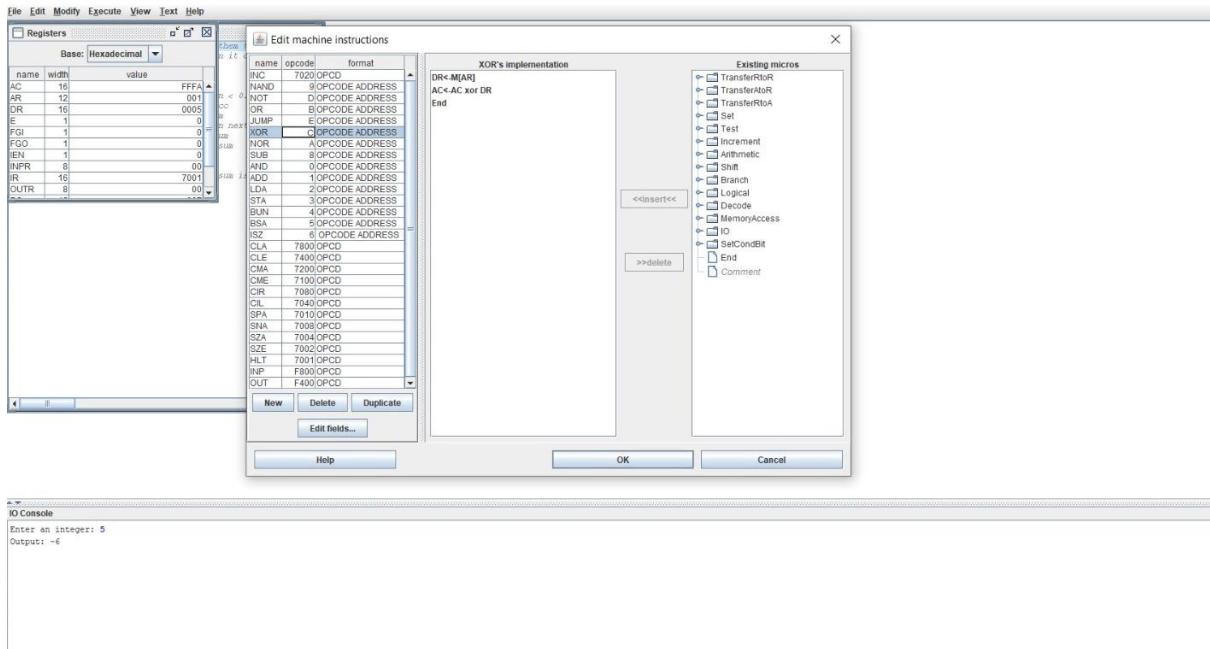
2.OR



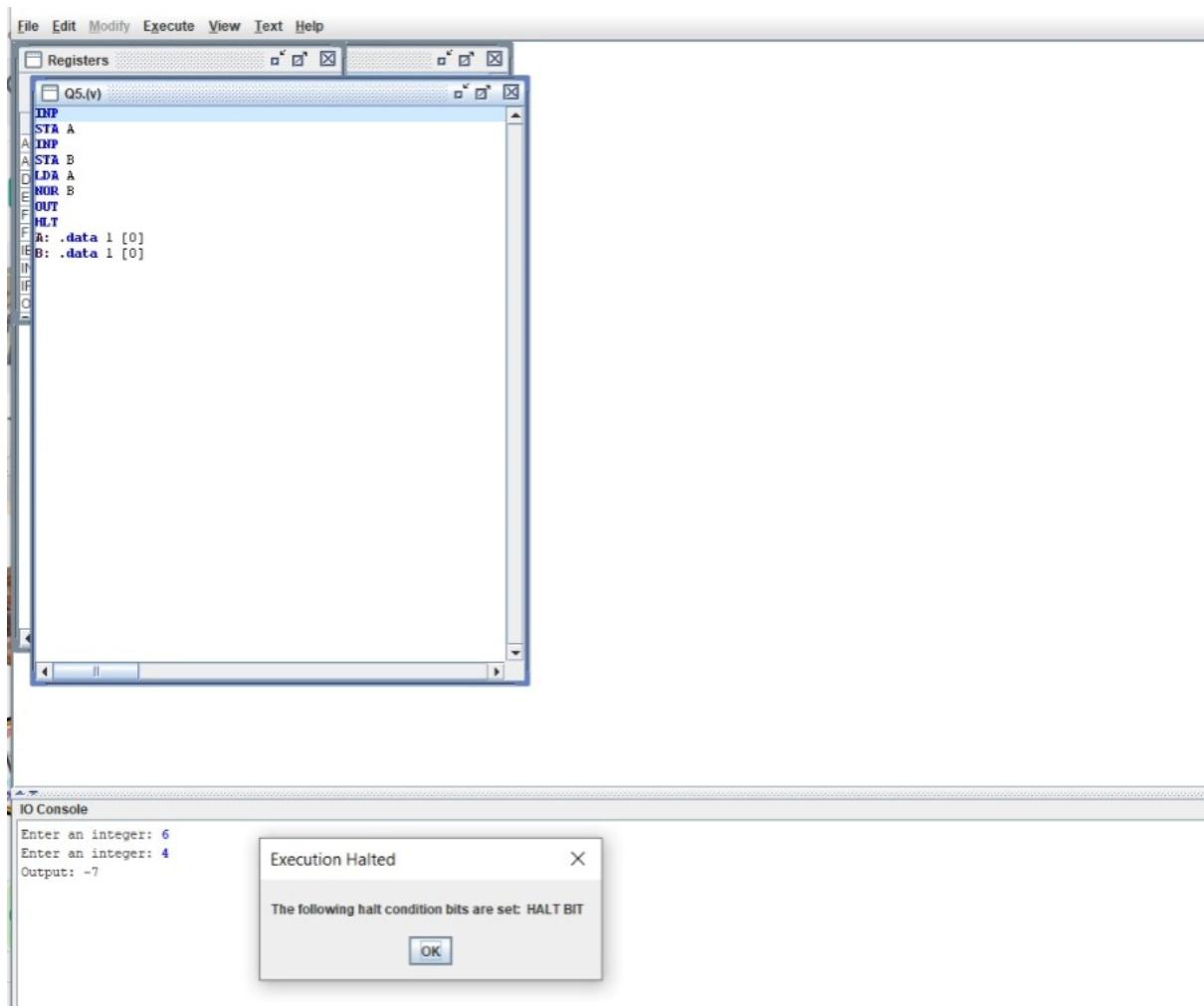
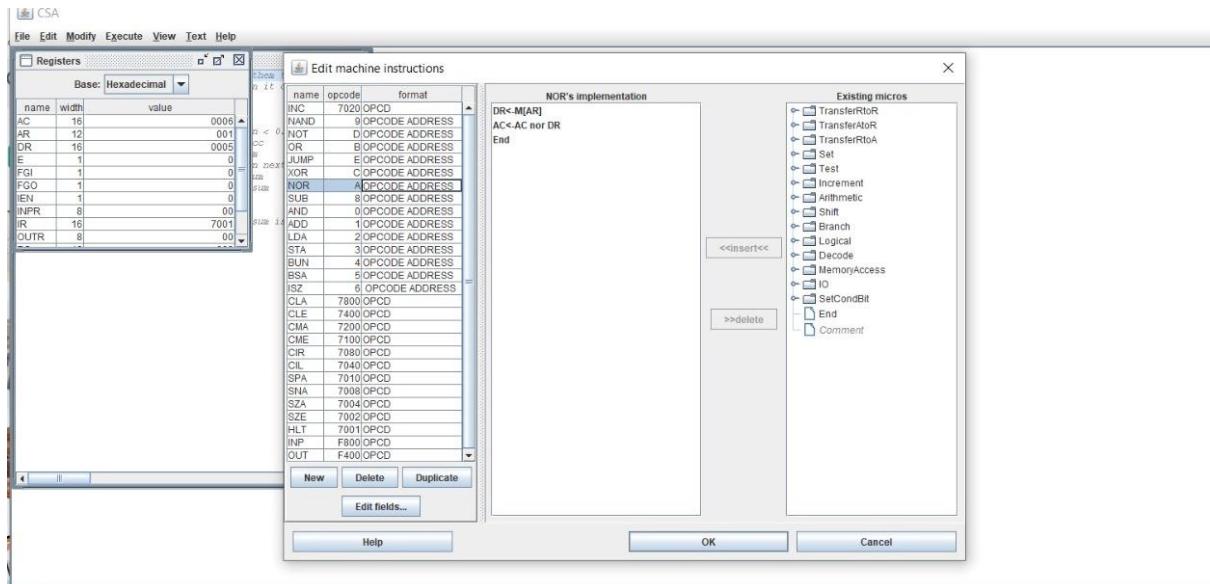
3.NOT



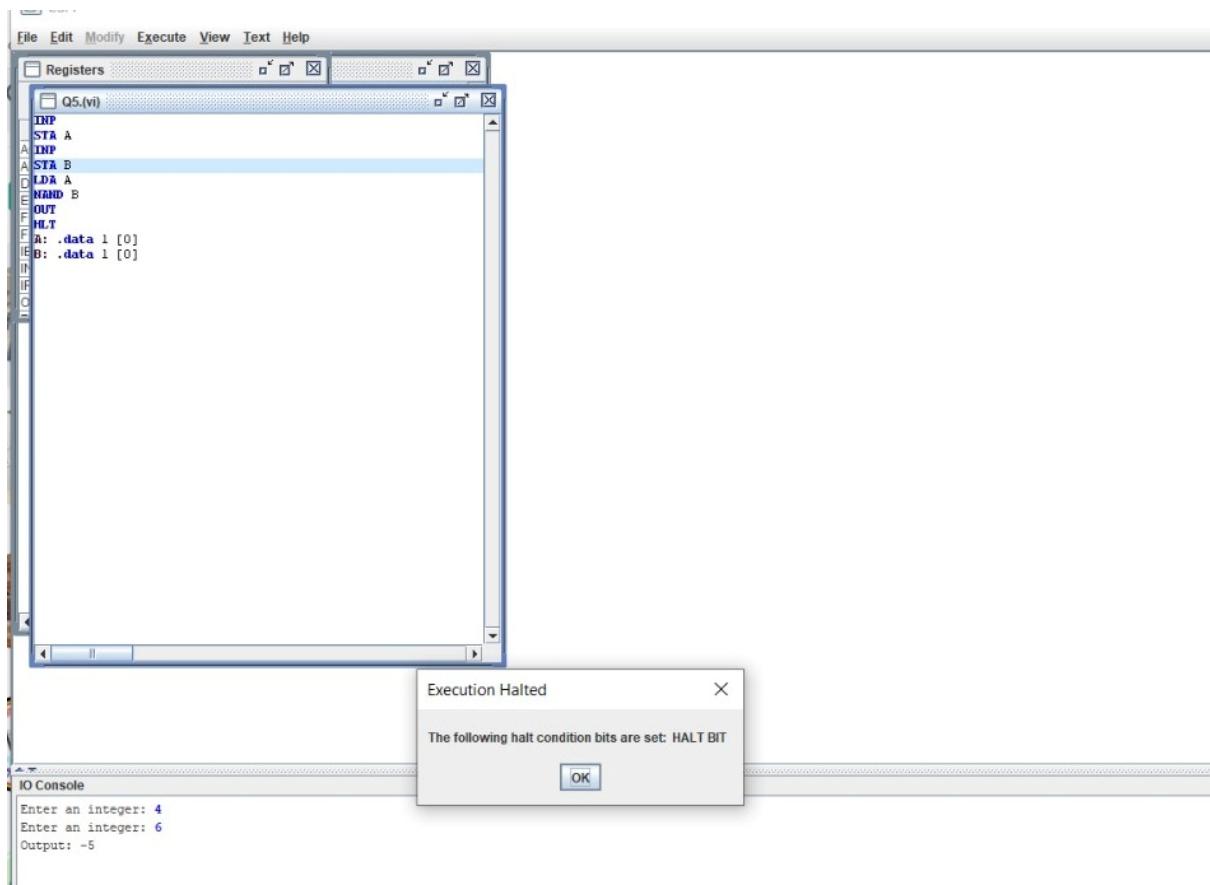
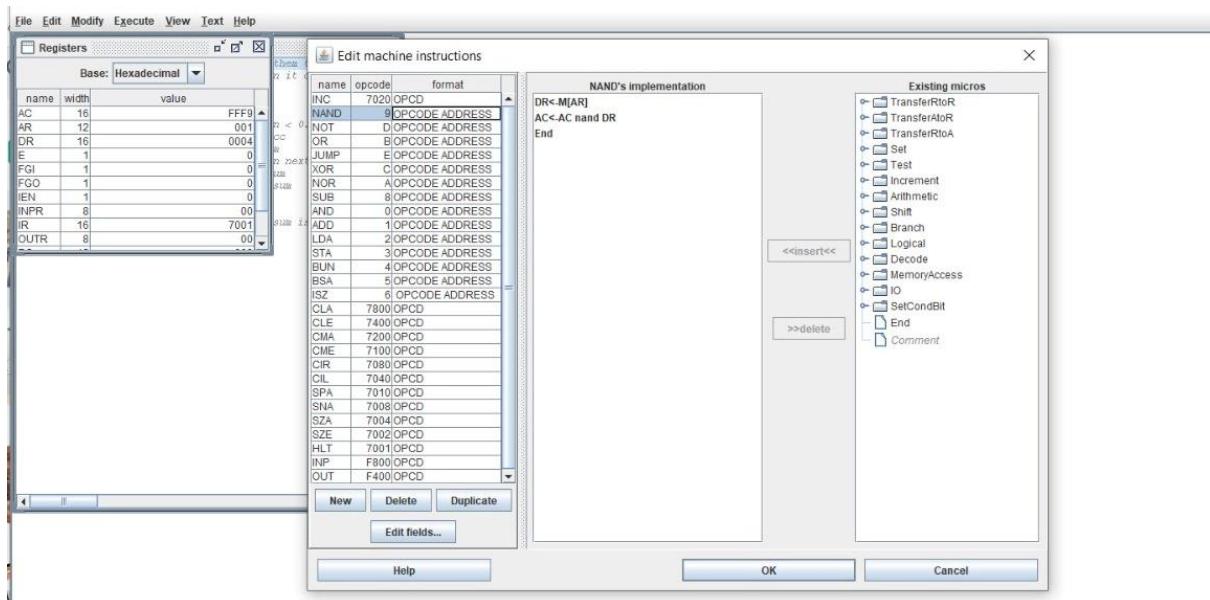
4.XOR



5.NOR

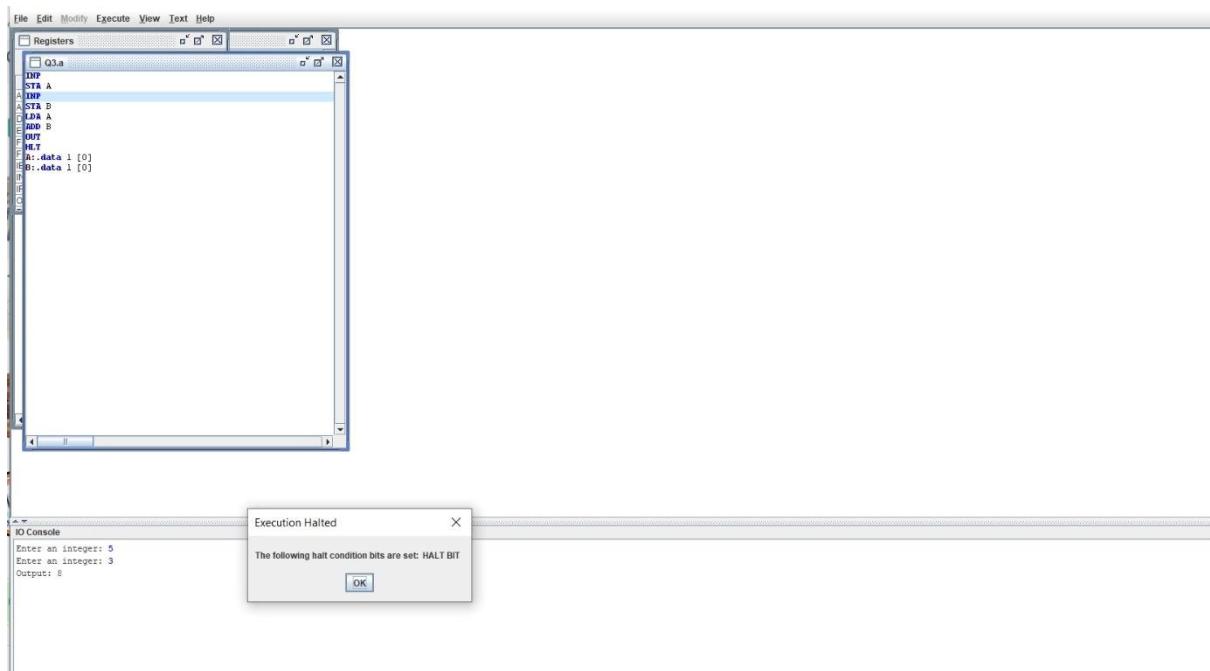


6.NAND

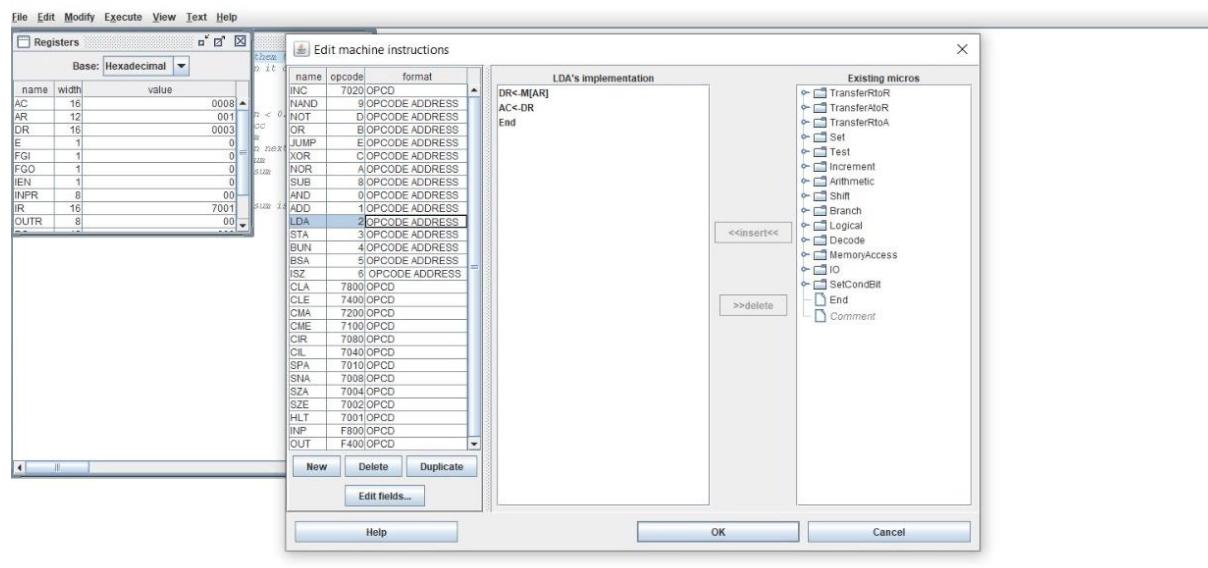


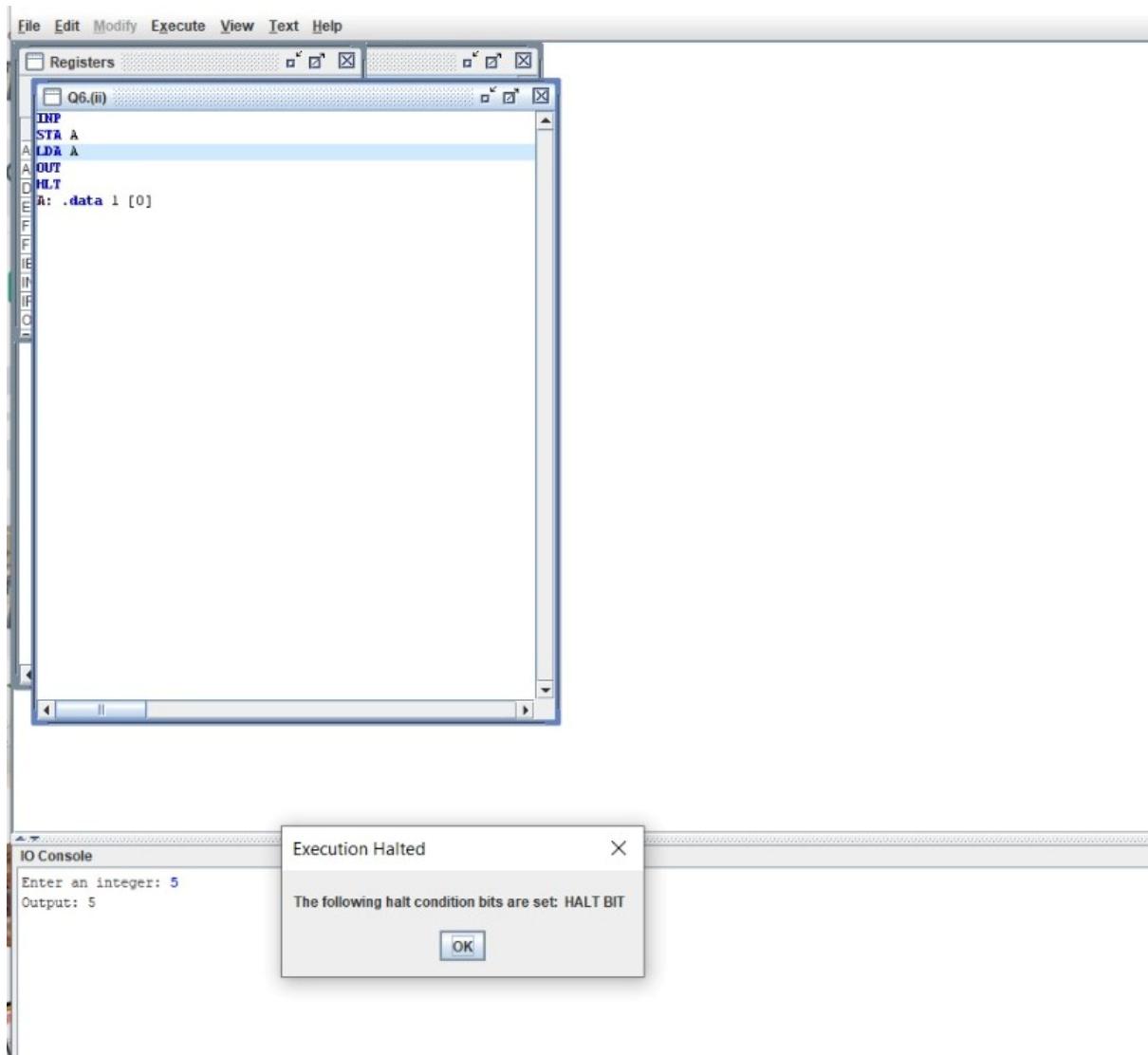
6. WRITE AN ASSEMBLY PROGRAM FOR SIMULATING FOLLOWING MEMORY REFERENCE INSTRUCTIONS.

1.ADD

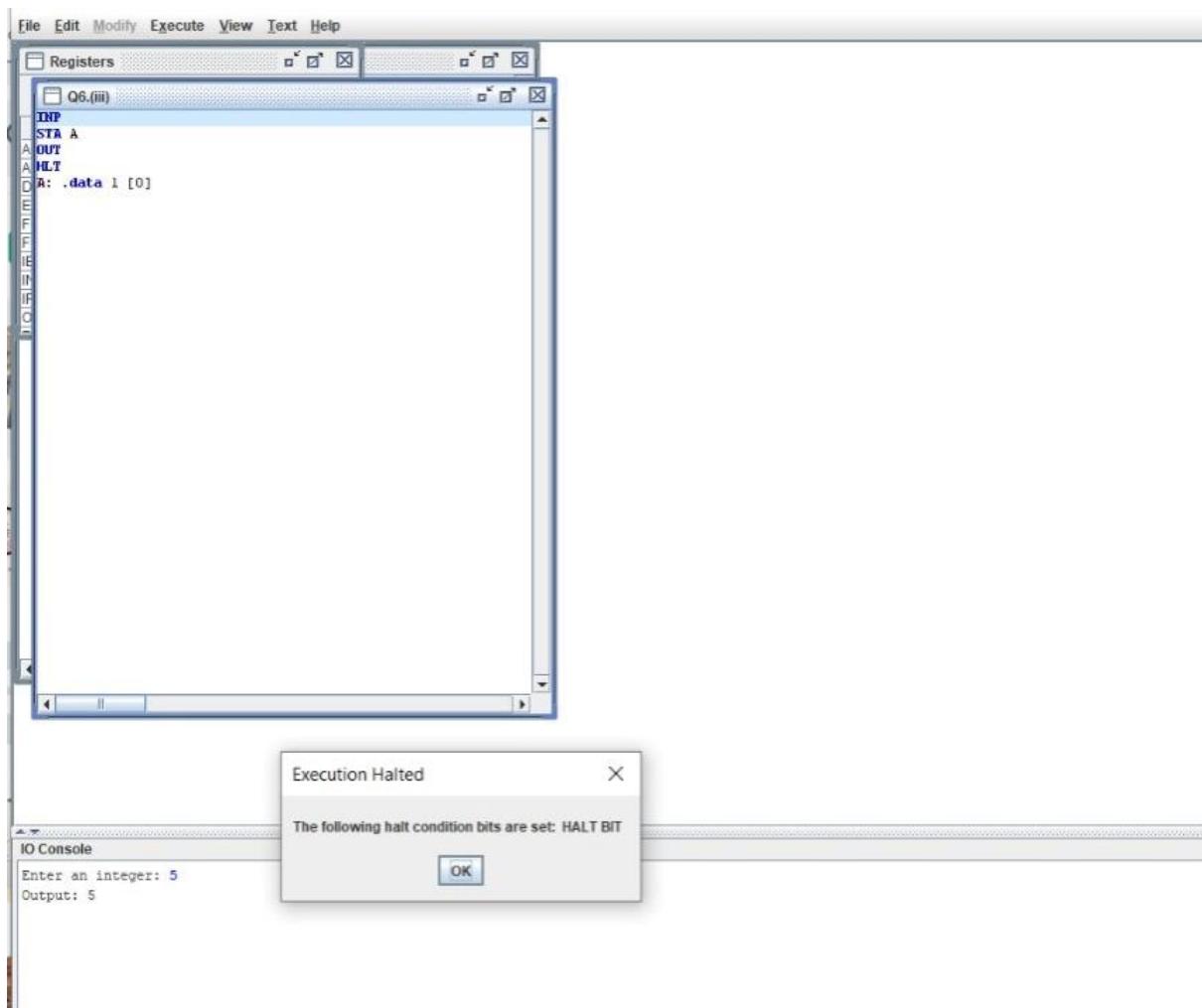
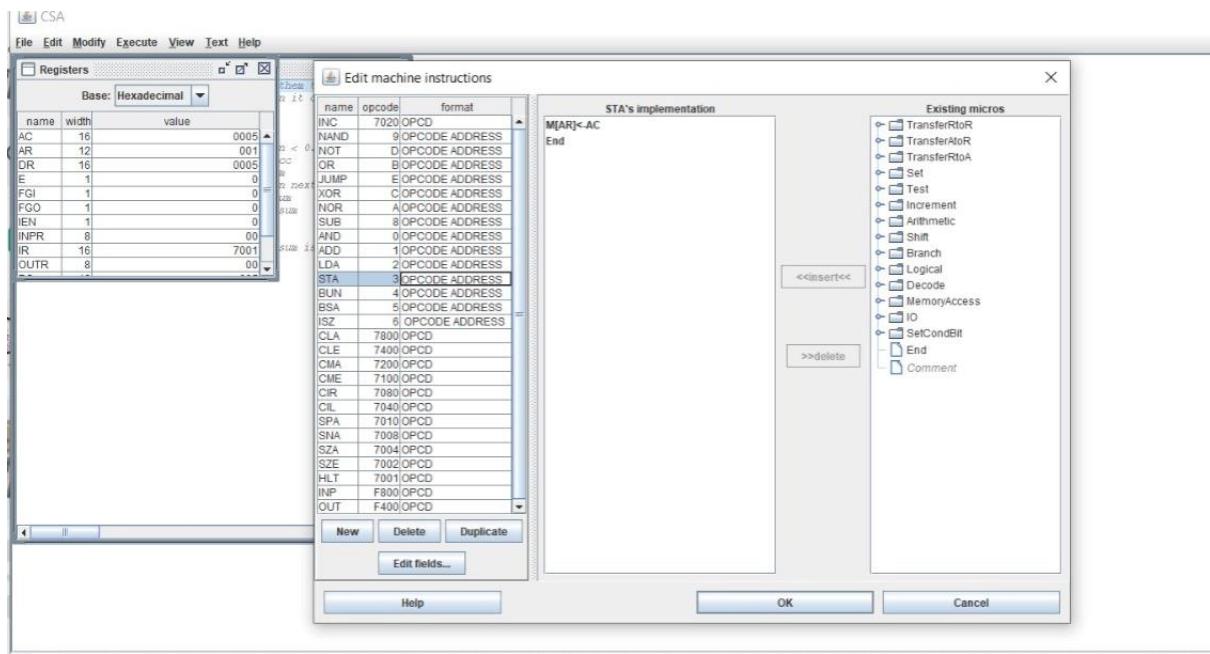


2.LDA

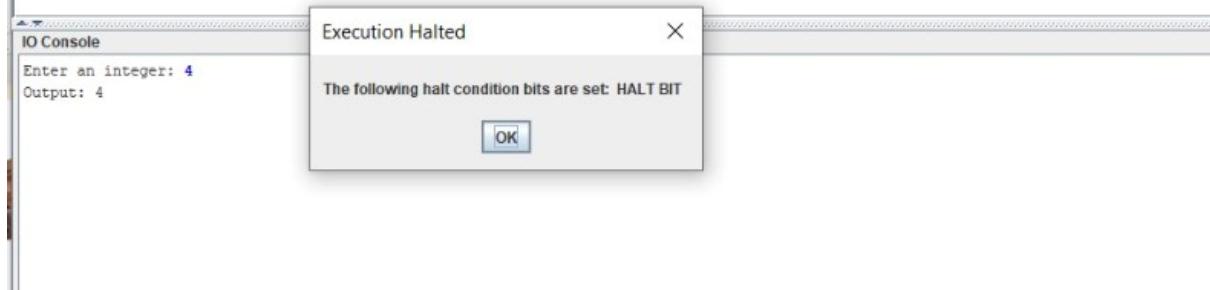
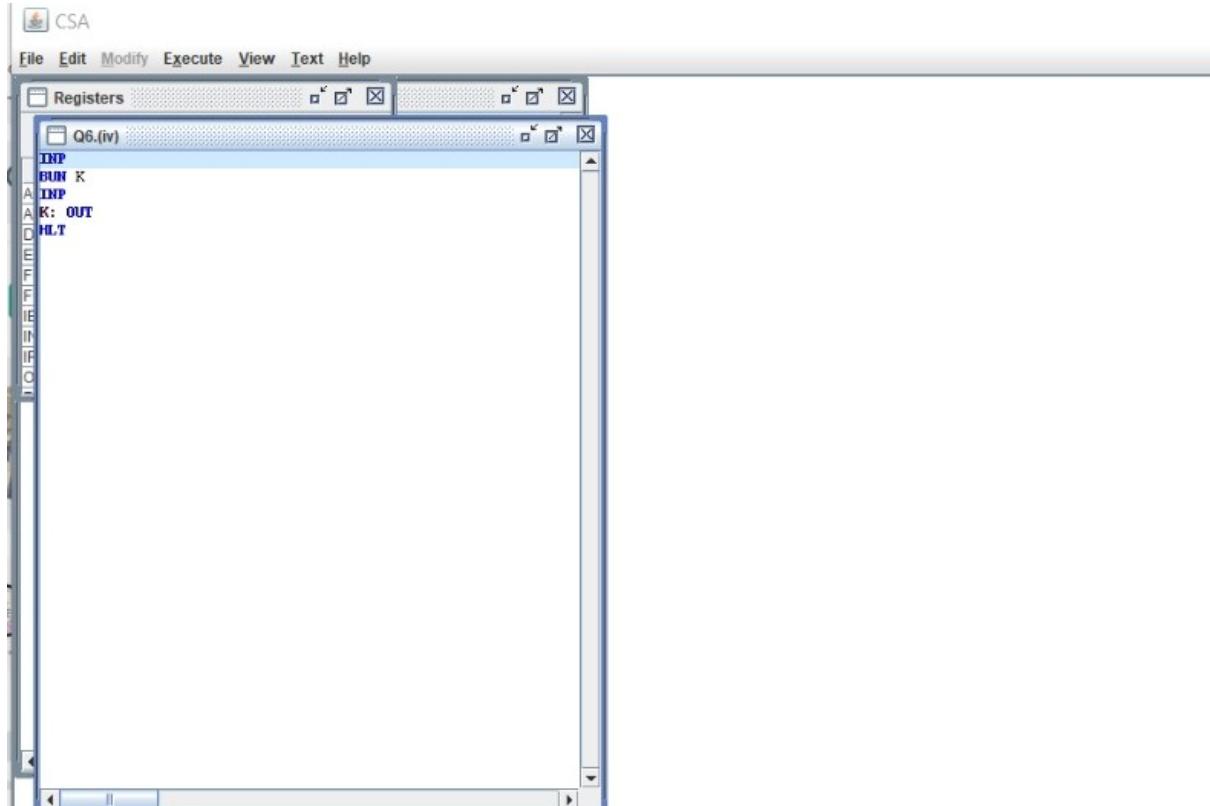
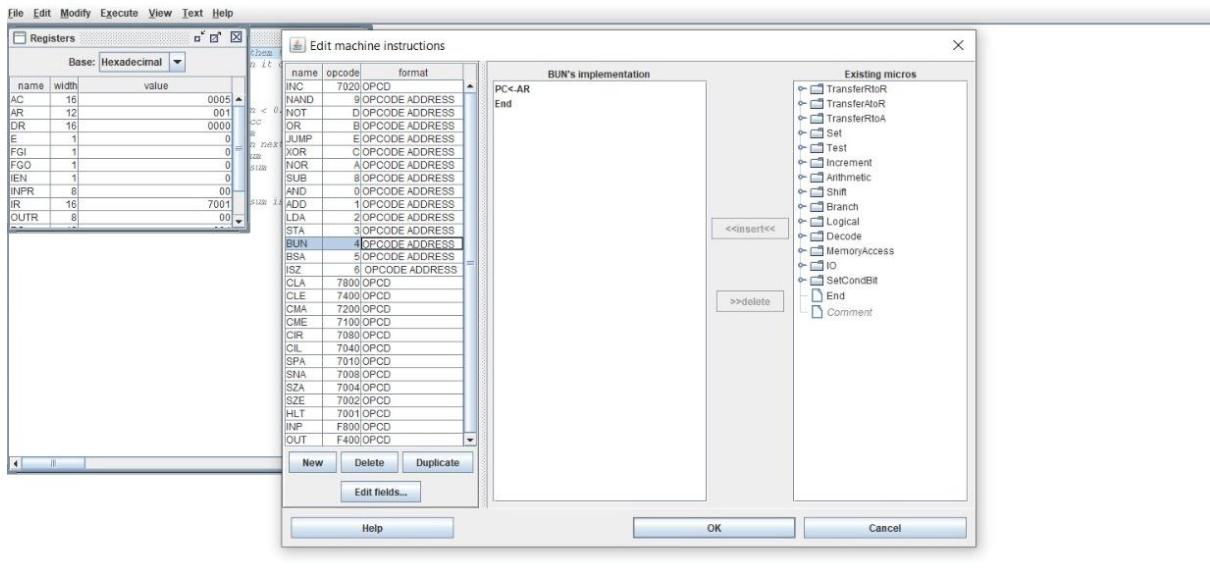




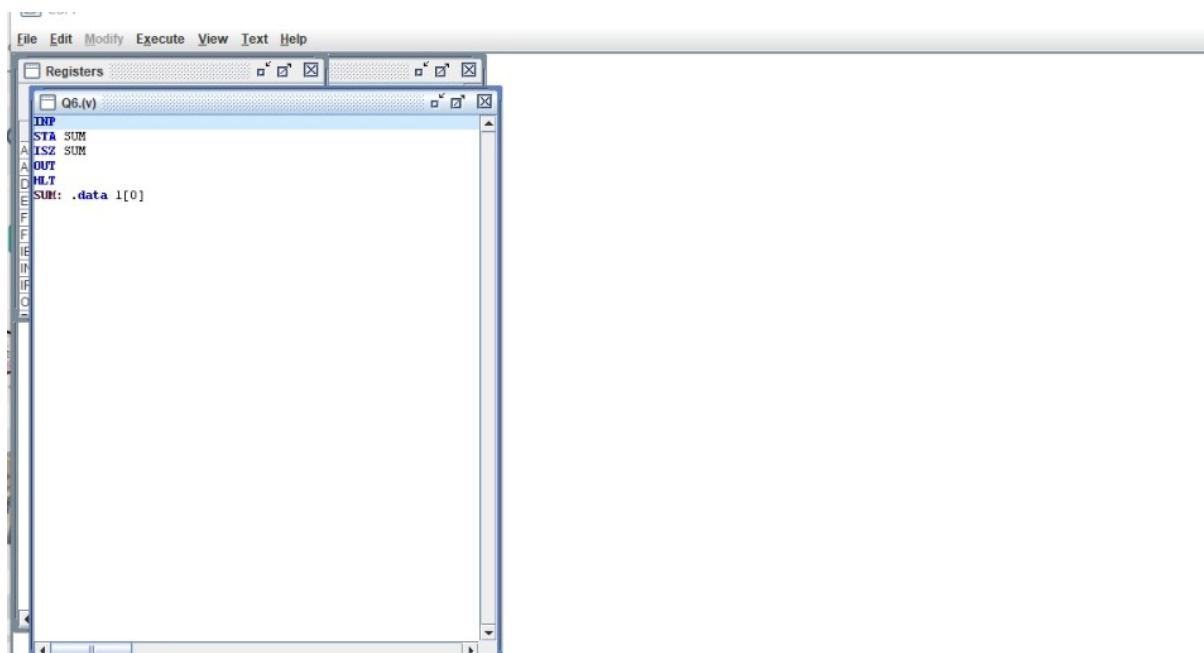
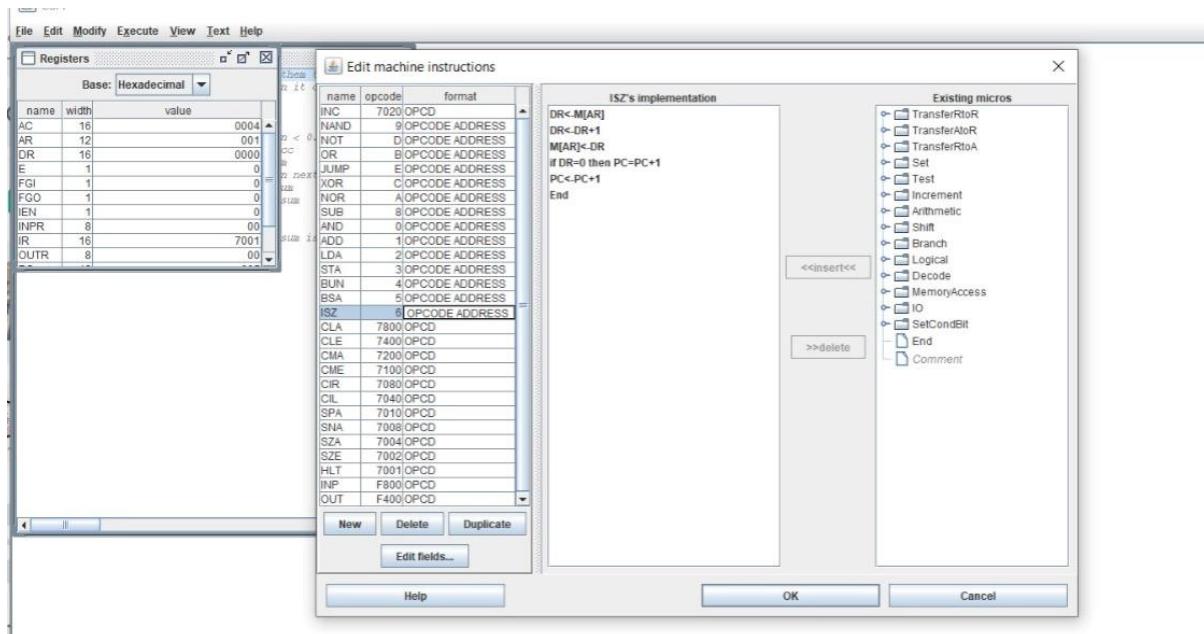
3.STA



4.BUN



5.ISZ



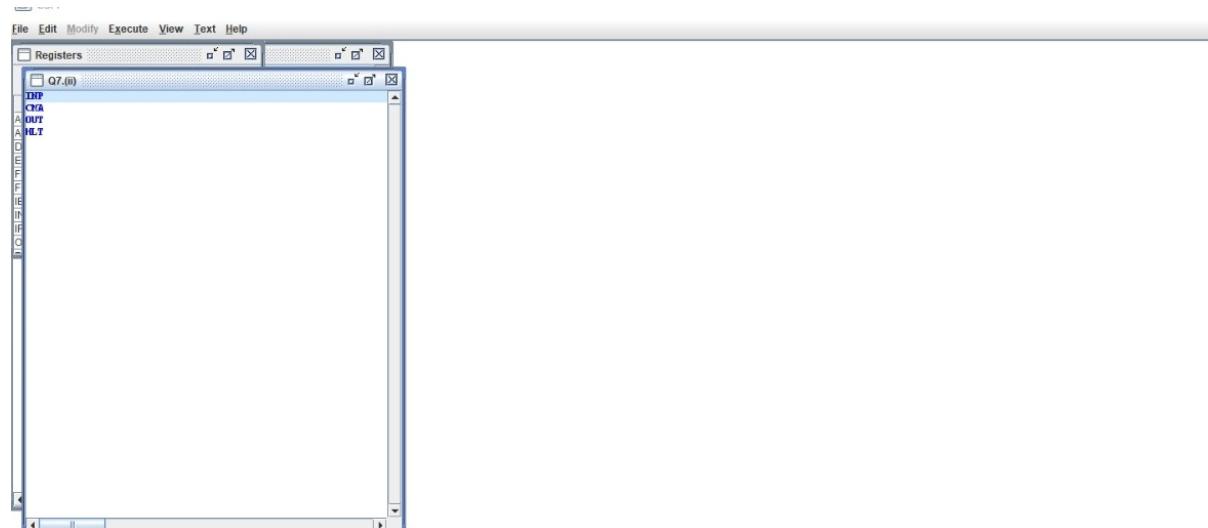
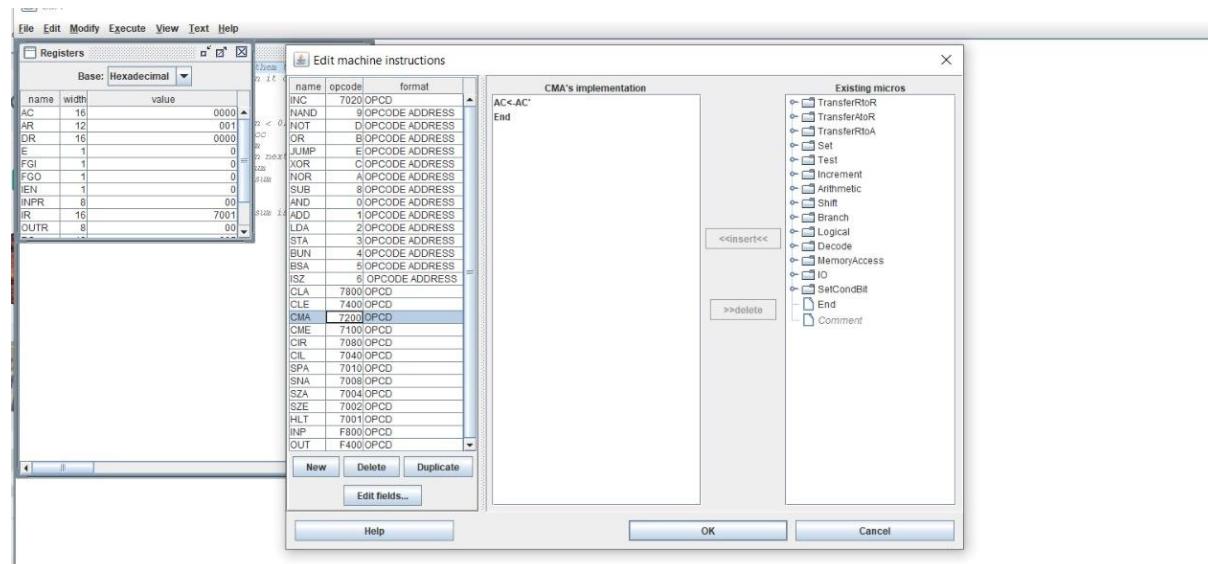
7. WRITE AN ASSEMBLY LANGUAGE PROGRAM TO SIMULATE THE MACHINE FOR FOLLOWING REGISTER REFERENCE INSTRUCTIONS AND DETERMINE THE CONTENTS OF AC,E,PC,AR AND IR REGISTERS IN DECIMAL AFTER THE EXECUTION.

1.CLA

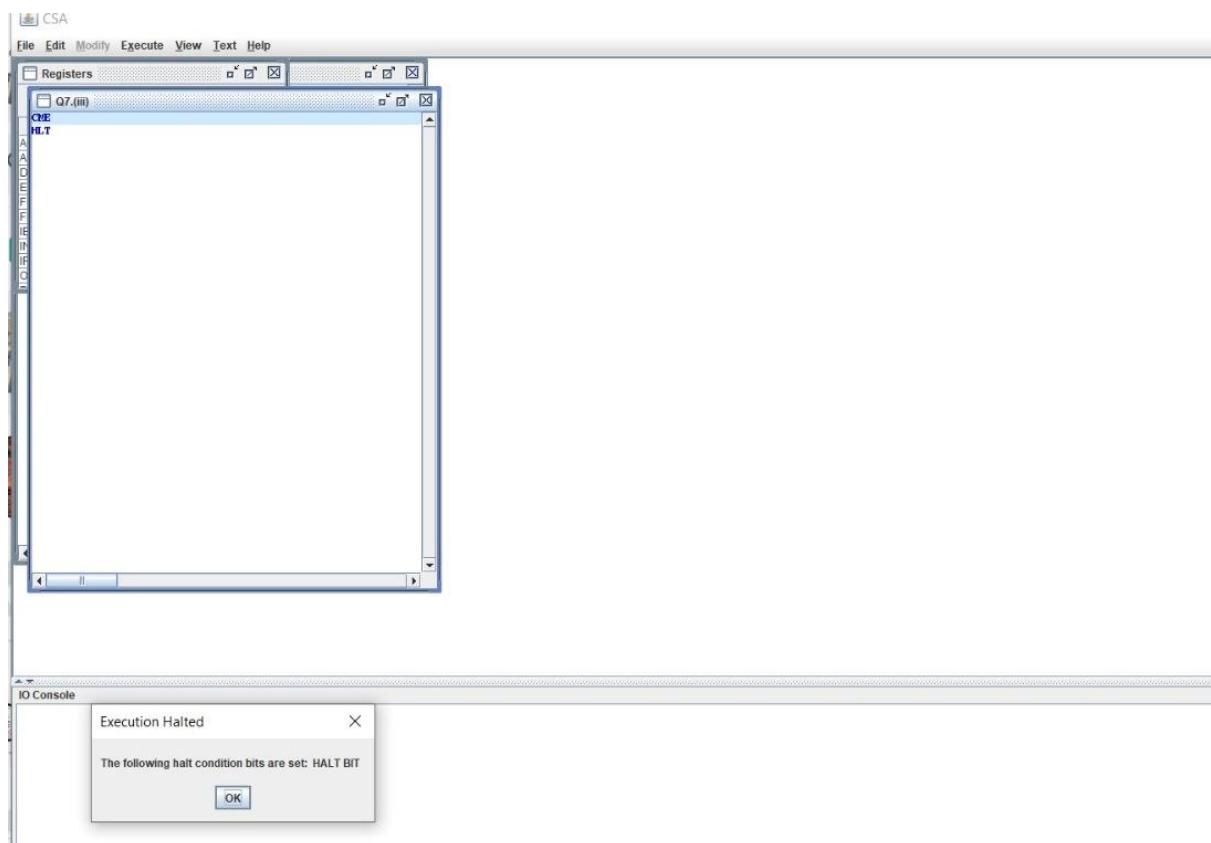
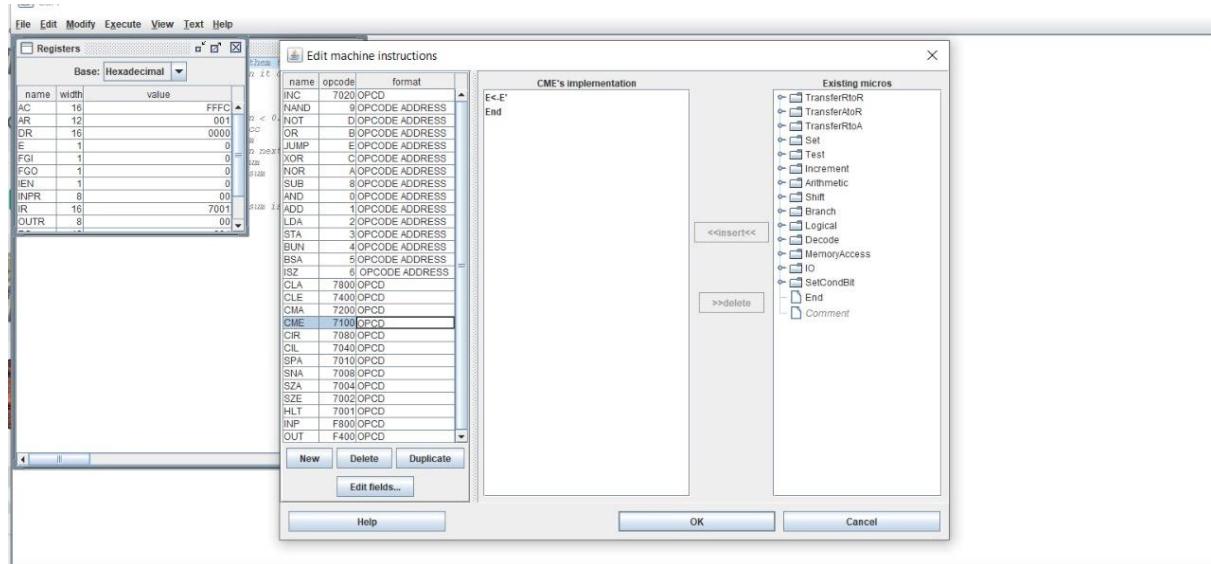
The screenshot shows a simulation environment with the following components:

- Registers Window:** Shows the state of various registers in hexadecimal format. Key values include AC (FFFE), AR (001), DR (FFFF), E (0), FGI (0), FGO (0), IEN (0), INPR (8), IR (7001), and OUTR (00).
- Edit machine instructions Dialog:** A modal window titled "Edit machine instructions" containing a table of instructions. The "CLAA" instruction is selected, showing its details: opcode 7800 and format 0PCD. Other instructions listed include INC, NAND, NOT, OR, JUMP, XOR, NOR, SUB, AND, ADD, LDA, STA, BUN, BSA, ISZ, CLE, CMA, CME, CIR, CIL, SPA, SNA, SZA, SZE, HLT, INP, and OUT.
- CLA's implementation Window:** A panel showing the implementation of the CLA instruction, which is defined as "AC<-0 End".
- Existing macros Tree View:** A tree view of existing macros, including TransferRtOr, TransferAloR, TransferRtoA, Set, Test, Increment, Arithmetic, Shift, Branch, Logical, Decode, MemoryAccess, IO, SelCondBit, End, and Comment.
- Assembly Editor Window:** A window titled "Q7.i" containing assembly code. The code includes labels LDH, LDA, OUT, CLA, HALT, and a data section .DATA 1 [0].
- Execution Halted Dialog:** A modal dialog box stating "Execution Halted" and "The following halt condition bits are set: HALT BIT". It has an "OK" button.
- IO Console Window:** A window showing the input "Enter an integer: 3" and output "Output: 0".

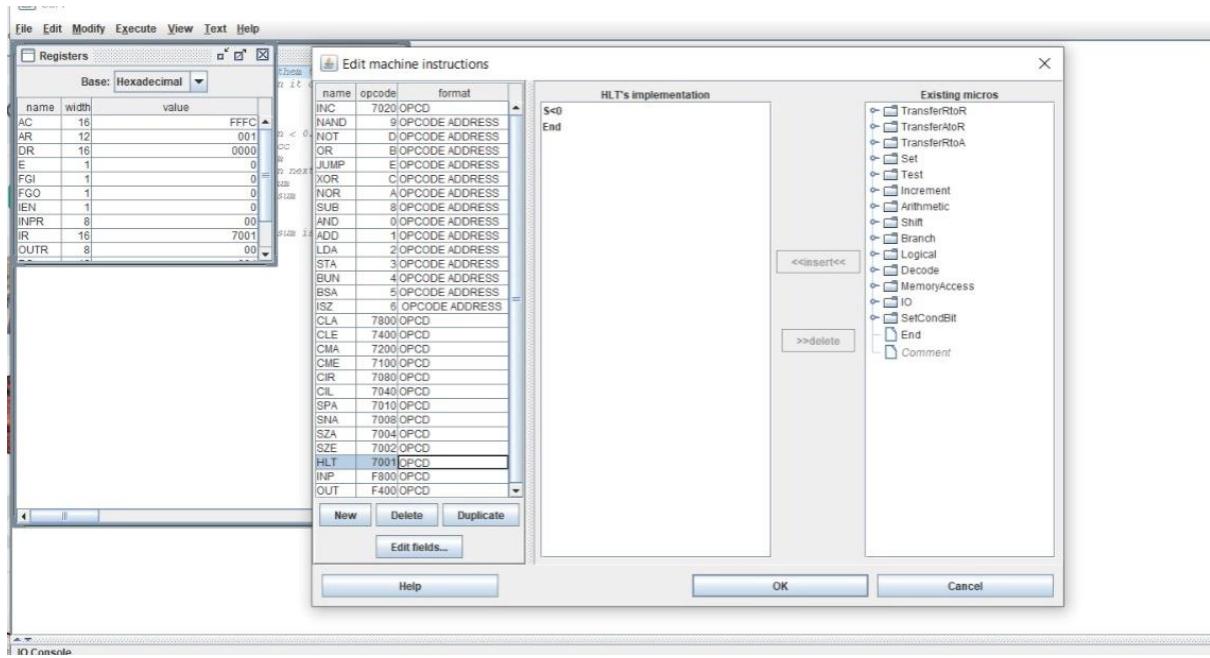
2.CMA

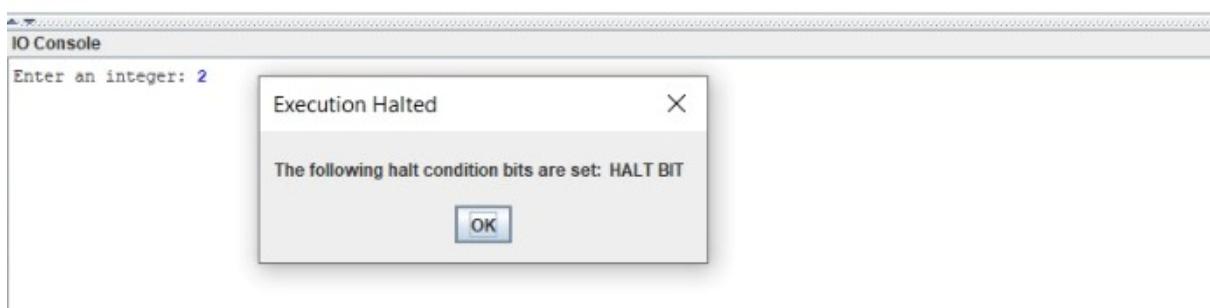
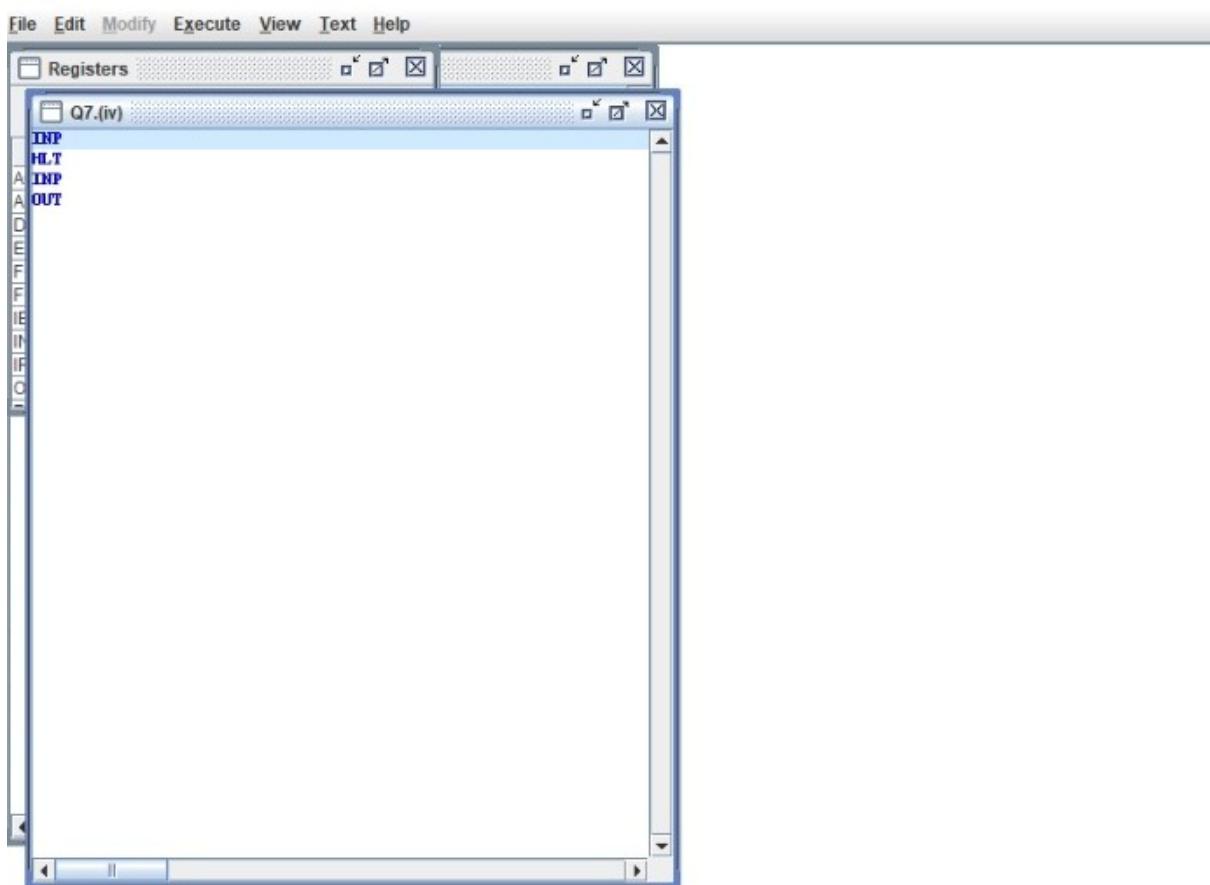


3.CME



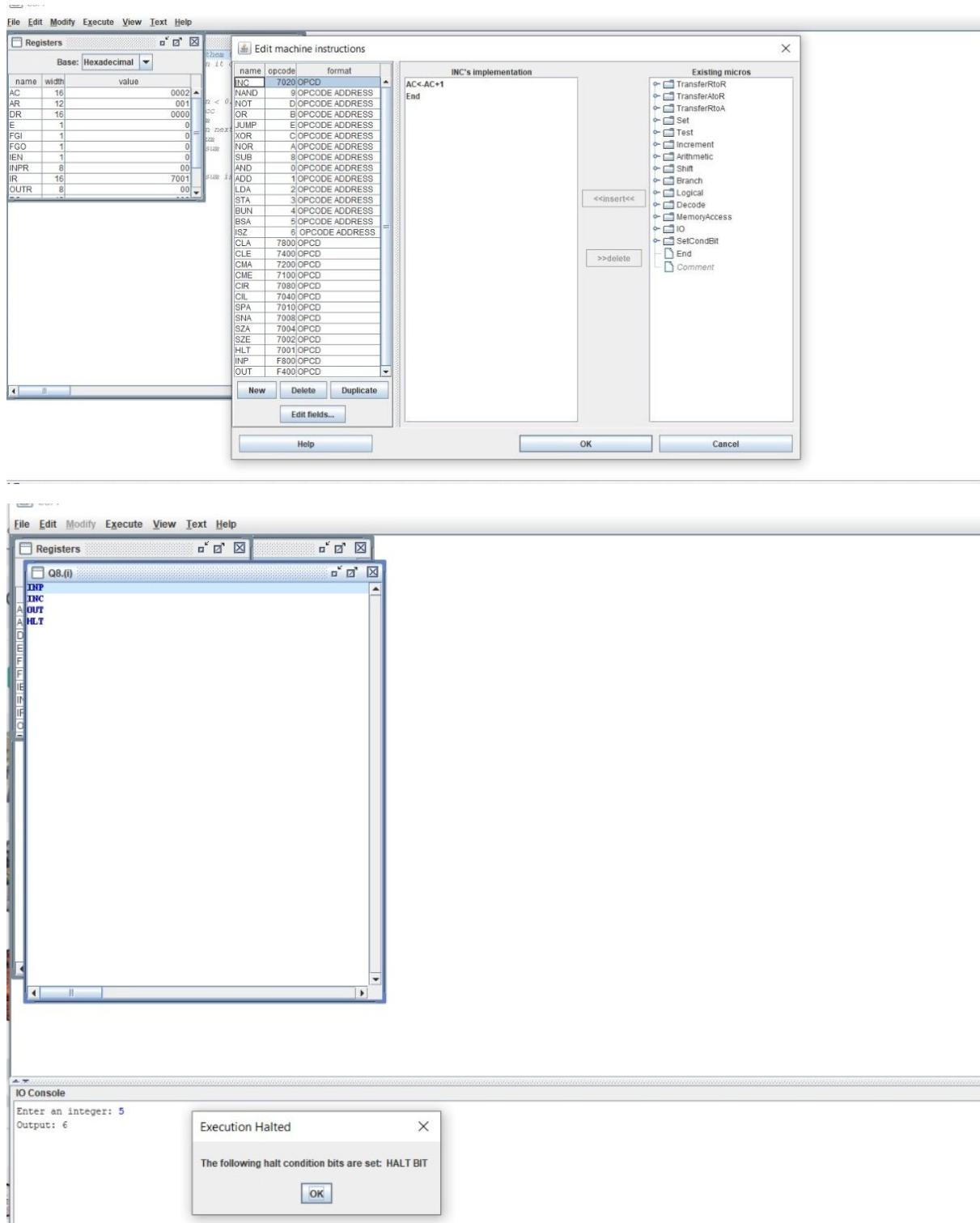
4.HLT



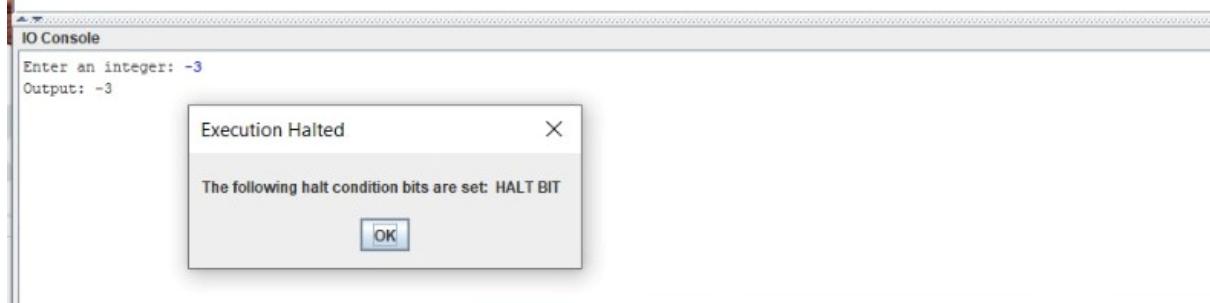
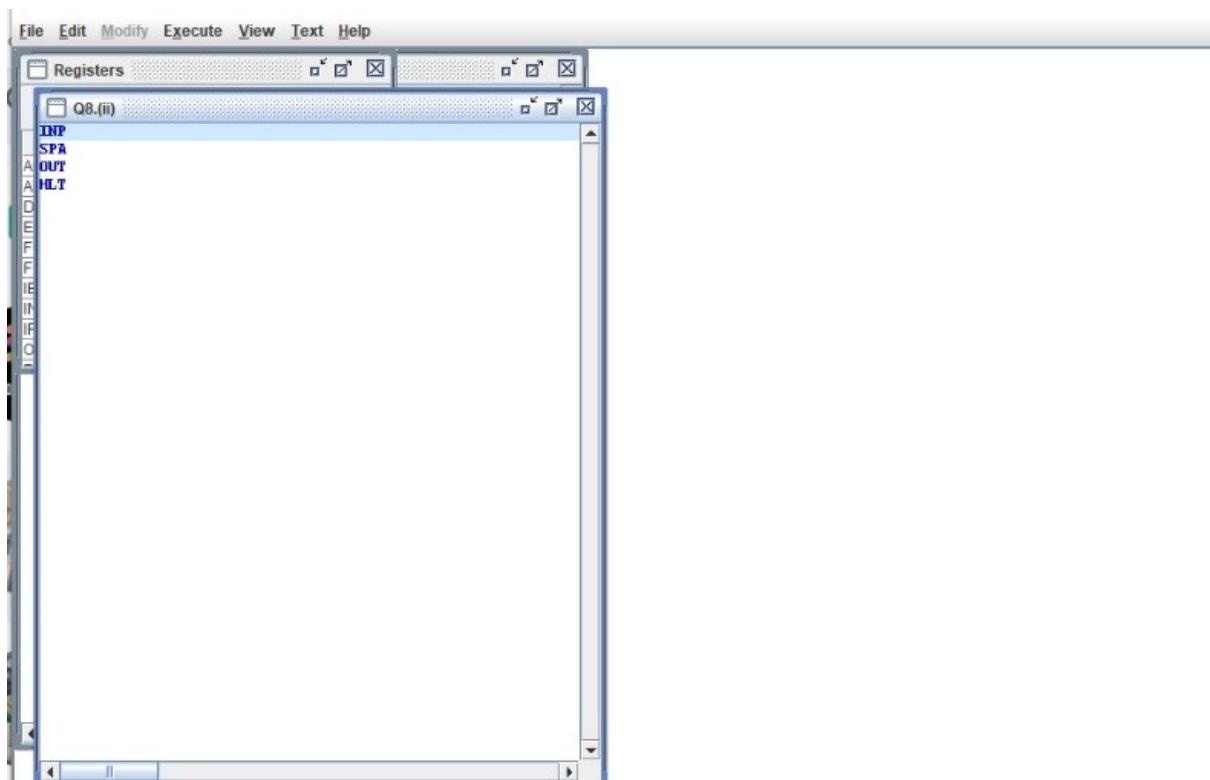
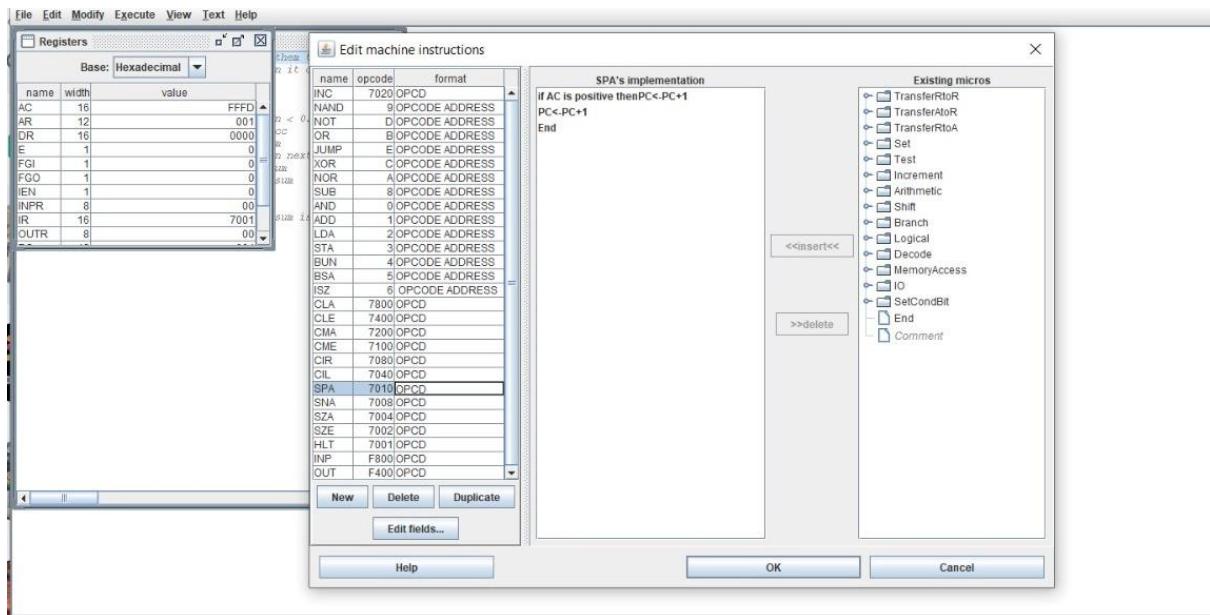


8. WRITE AN ASSEMBLY LANGUAGE PROGRAM TO SIMULATE THE MACHINE FOR FOLLOWING REGISTER REFERENCE INSTRUCTIONS AND DETERMINE THE CONTENTS OF AC,E,PC,AR AND IR REGISTERS IN DECIMAL AFTER THE EXECUTION.

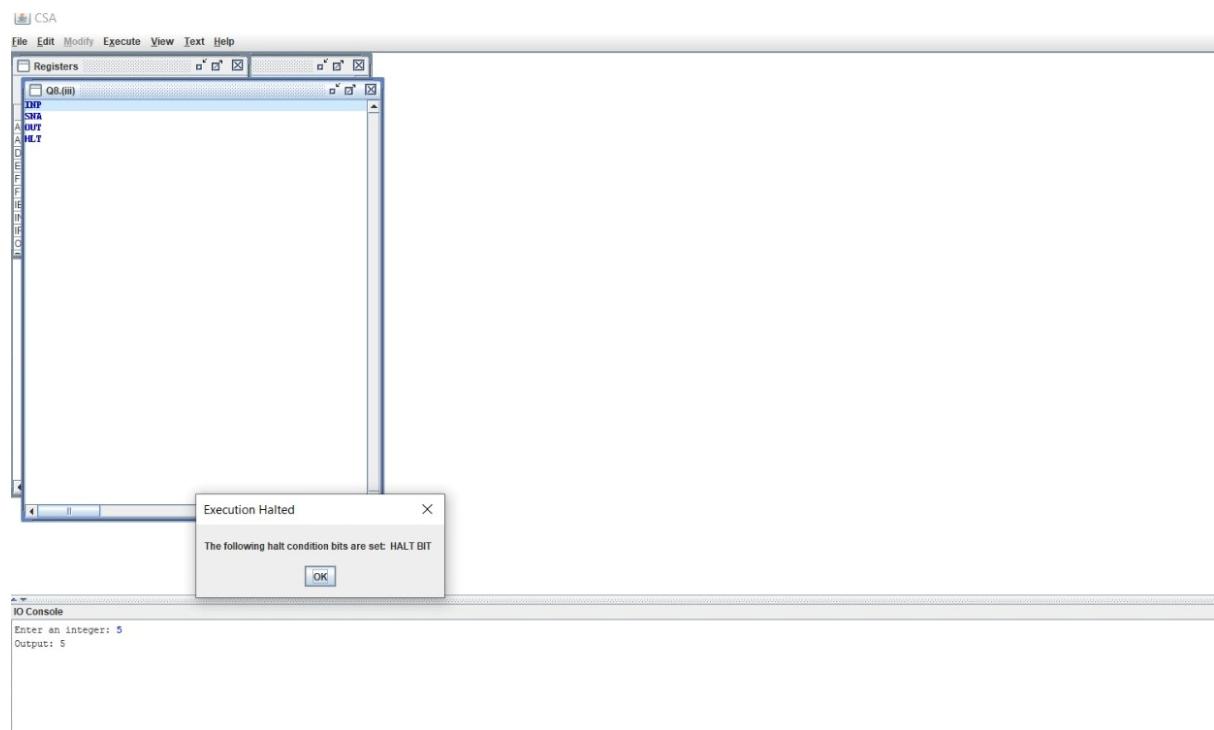
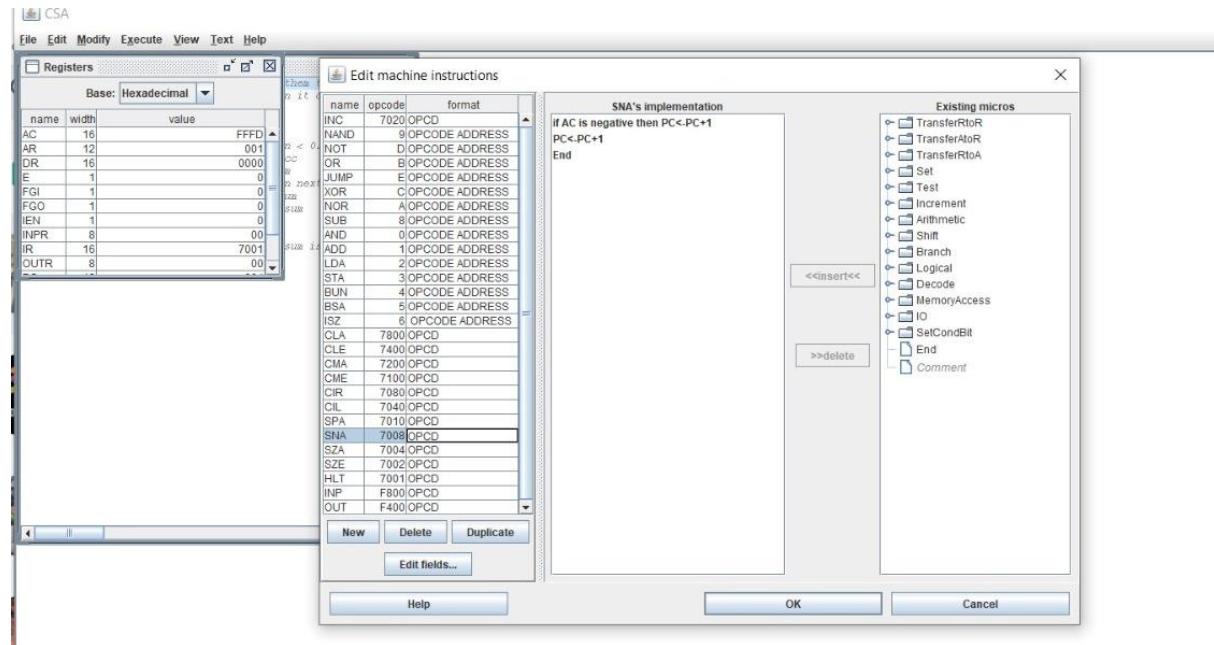
1.INC



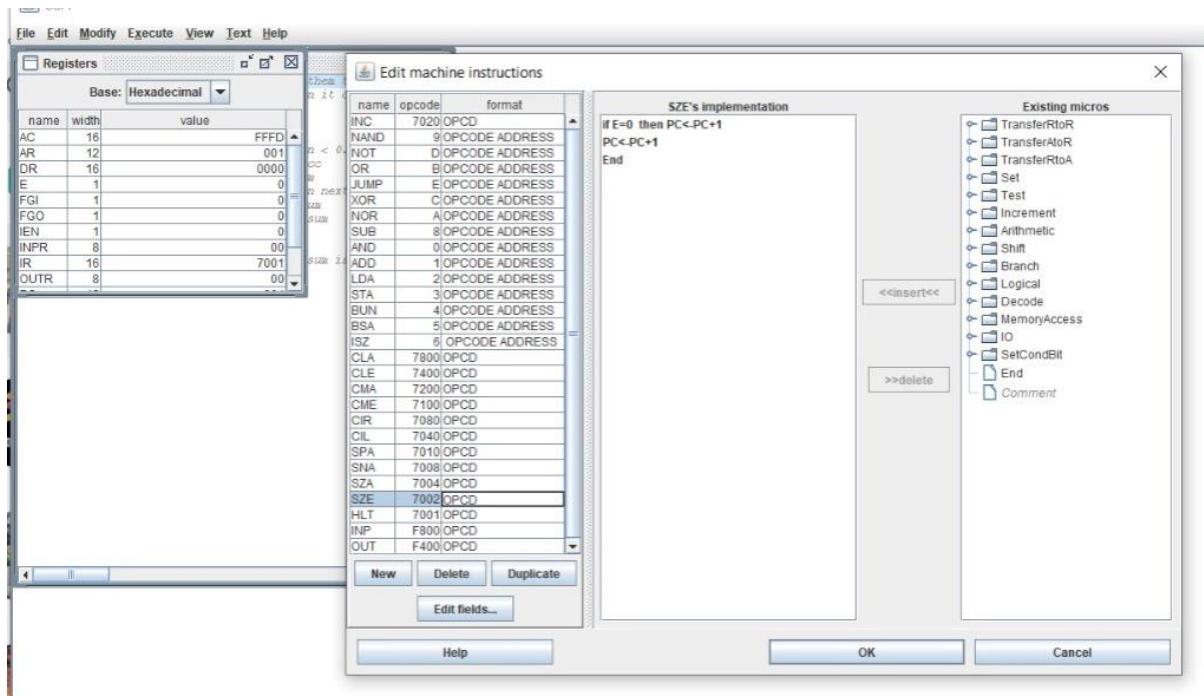
2.SPA

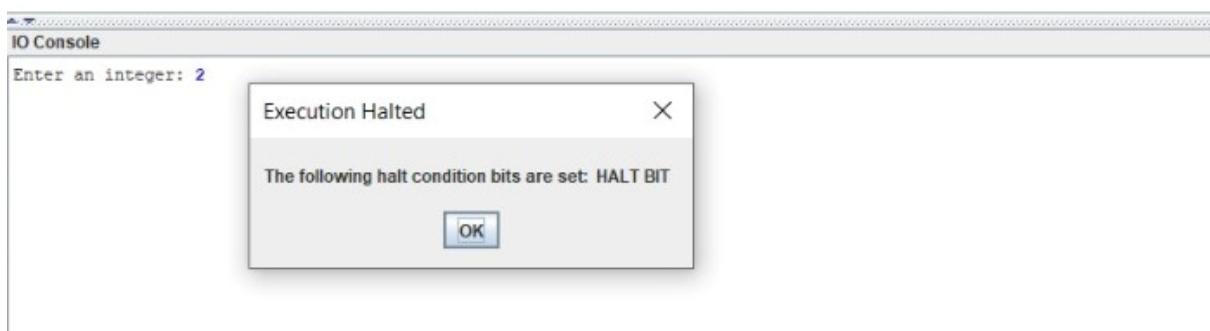
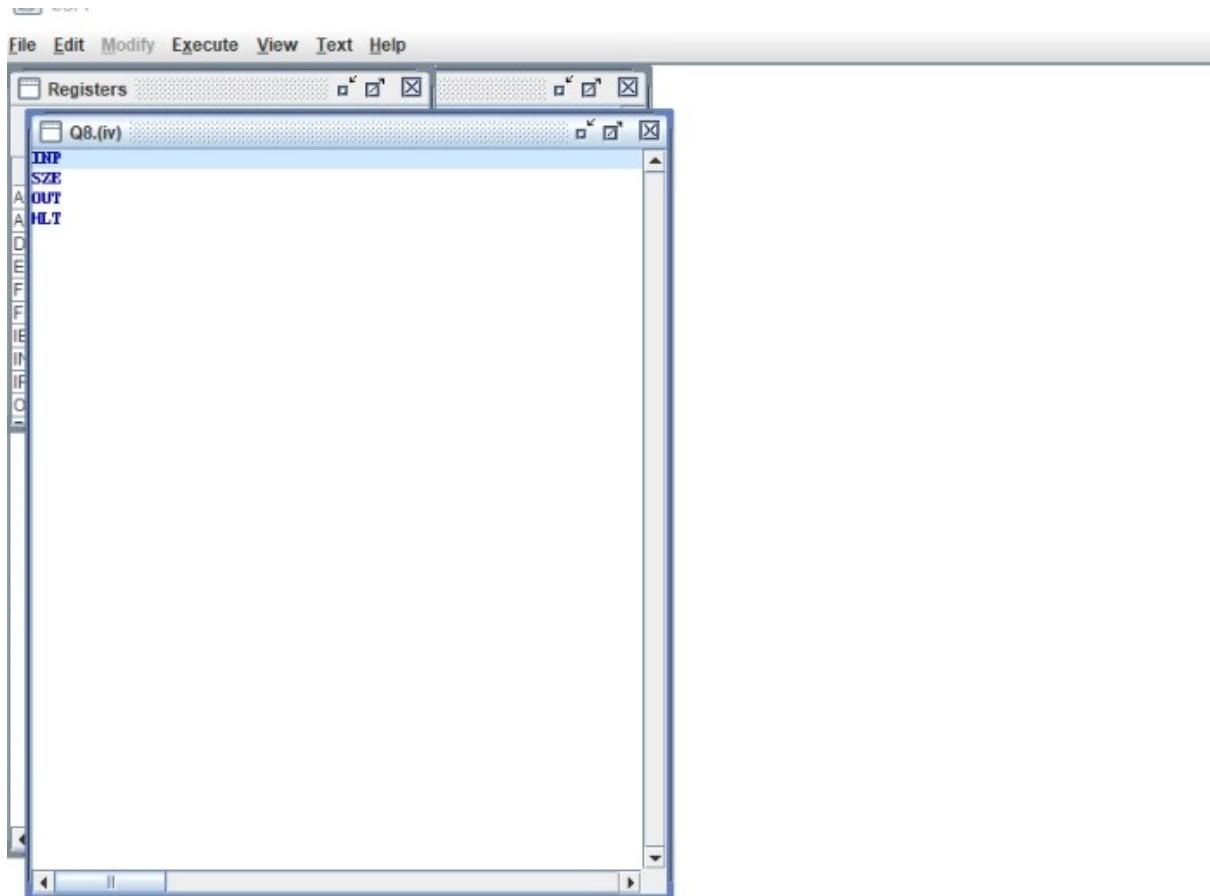


3.SNA



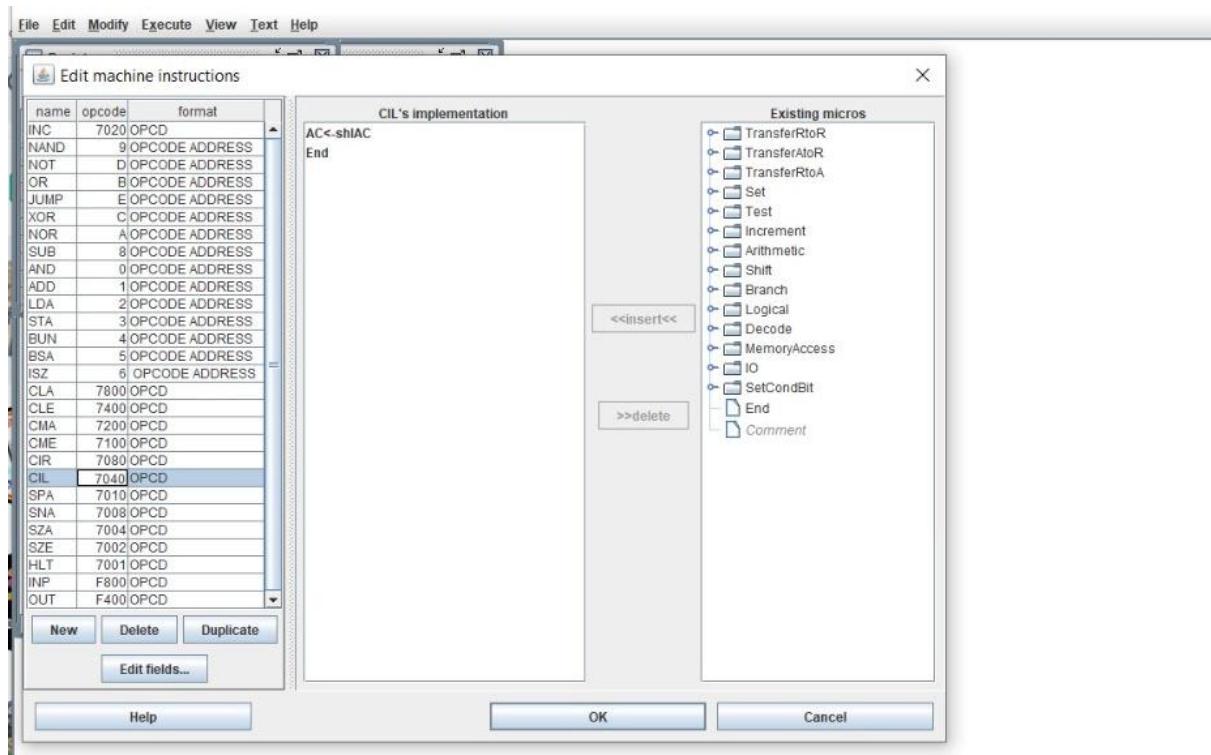
4.SZE

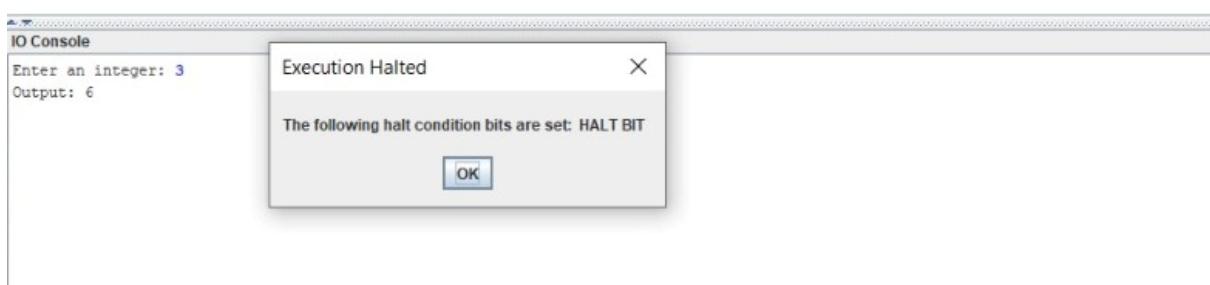
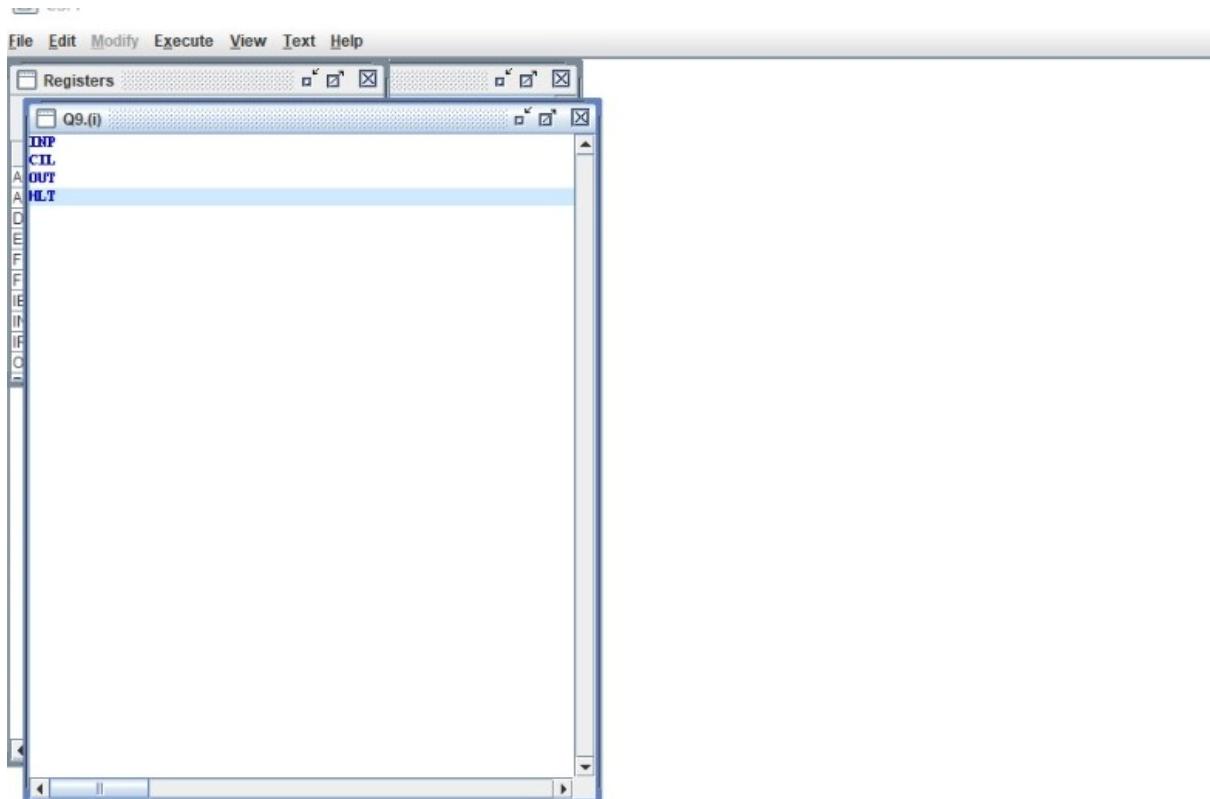




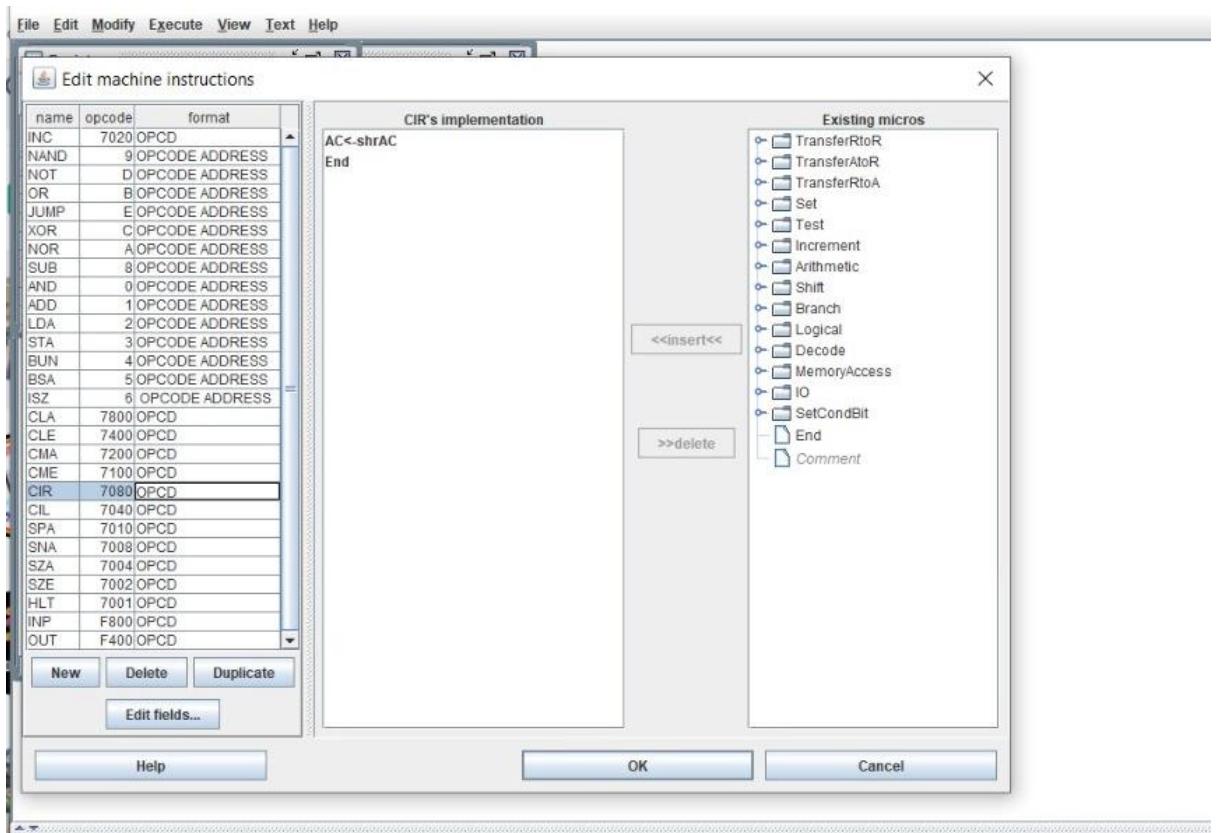
9. WRITE AN ASSEMBLY LANGUAGE PROGRAM TO SIMULATE THE MACHINE FOR FOLLOWING REGISTER REFERENCE INSTRUCTIONS AND DETERMINE THE CONTENTS OF AC,E,PC,AR AND IR REGISTER IN DECIMAL AFTER THE EXECUTION.

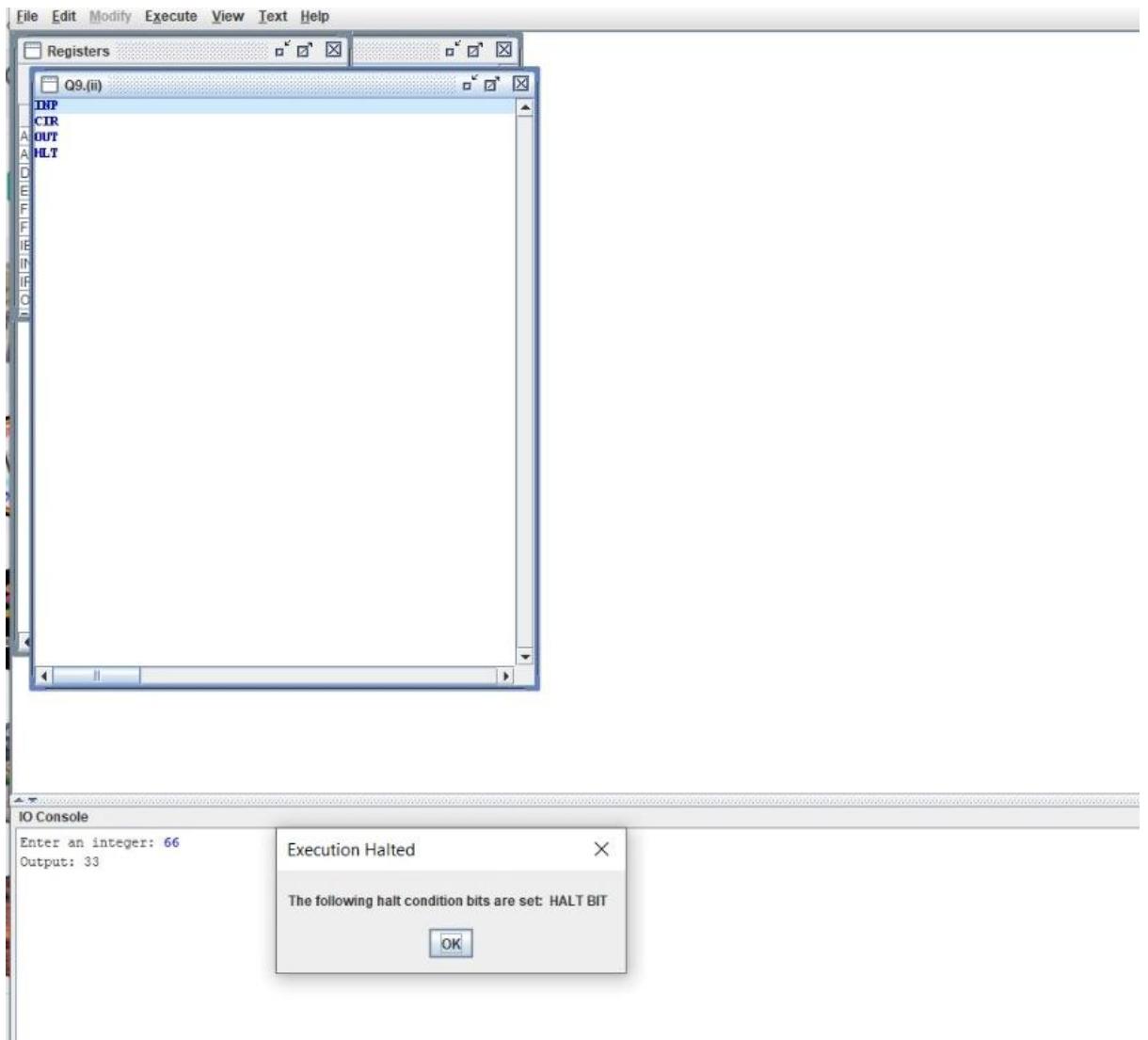
1.CIL



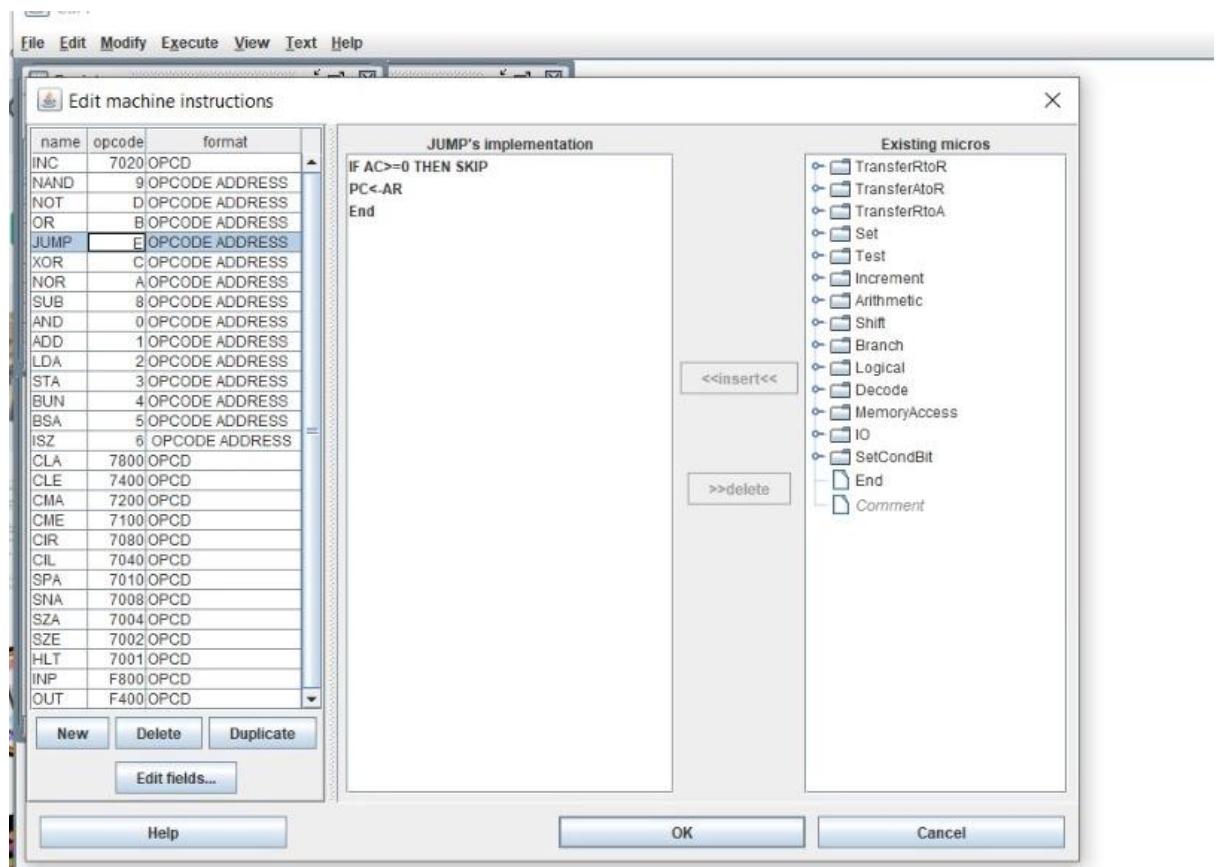


2. CIR





10. WRITE AN ASSEMBLY PROGRAM THAT READS IN INTEGERS AND ADDS THEM TOGETHER ; UNTIL A NEGATIVE NON ZERO NUMBER IS READ IN .THEN IT OUTPUTS THE SUM (NOT INCLUDING THE LAST NUMBER).



The screenshot shows a software interface with two main windows. The top window is titled 'Registers' and contains assembly code for program Q10. The code includes labels START, DONE, and SUM, and instructions like IMP, JUMP, ADD, STA, LDA, OUT, and HLT. The bottom window is titled 'IO Console' and displays the following text:
Enter an integer: 2
Enter an integer: 5
Enter an integer: 8
Enter an integer: -4
Output: 15

A modal dialog box titled 'Execution Halted' is overlaid on the IO Console window, containing the message: 'The following halt condition bits are set: HALT BIT' and an 'OK' button.

11. WRITE AN ASSEMBLY PROGRAM THAT READS IN INTEGERS AND ADDS THEM TOGETHER :UNTIL ZERO IS READ IN .THEN IT OUTPUTS THE SUM.

