

# Programming Lab 0: Introduction to LC3

EE 306: Introduction to Computing

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**Due: 9/17/2018**

## 1 Overview

This lab is intended to familiarize you with the LC3 editor, LC3 simulator and the programming lab submission process. Some of you may have never coded before; that is fine. You will not need to know how to write code for this lab. By the end of this lab, you should be able to:

- edit code in LC3Edit.
- convert and assemble written code in LC3Edit.
- load a .obj file into the LC3 simulator.
- run and step through a program in the LC3 simulator.
- set breakpoints in the LC3 simulator.

## 2 Procedure

1. Read through the “LC3 Getting Started” guide under Files → LC3 Reference Materials. Pay close attention and follow along with chapters 1 and 5. These chapters will give you a general idea of the LC3 workflow. You can skim the rest - you don’t need to know what registers, instructions and memory are...yet. But if you’re curious, don’t hesitate to ask!
2. Download the starter file from the Lab 0 assignment on Canvas. Open the starter file in LC3Edit. You should see this:



### 3 Submission

1. Rename the .asm file “EIDLab0.asm”, replacing “EID” with your EID.
2. Submit the .asm file (and ONLY the .asm file) to the Lab 0 Canvas assignment. Do NOT include any other files.
3. If you do not follow these submission instructions exactly, the autograder will spit out a 0!