Project No.4

* **Due** Dec 15 by 11:59pm
* **Points** 20

 CS 2810 Programming Project #4:

Program Description

You are to create a program called **Calculator.asm/ Calculator.obj**.

The main body of your program should do the following:

Ask the user to input the first number between 0 – 9 (echo to screen)

Convert the entered number from ASCII to Binary and move it into R1

Ask the user to input the second number between 0 – 9 (echo to screen)

Convert the entered number from ASCII to Binary and move it into R2

Ask the user to input the operation to be performed and echo to screen (Exit, +, \*, NOT, AND)

Perform the operation and save the resulting number in R3, echo R3 to screen

Assemble your program and experiment with the simulator to confirm that your program is working properly.  You can find more details about this project on page 278 of the text book. Consider that your calculator is a single digit calculator. You will learn to use PUSH and POP to do the same operation in chapter 10.

  Procedure for submission:

1. Submit to Canvas
2. Attach the **.asm** file using the **project number and your initials** as the file name.  This would be an example for programming project #4:**P4\_RK.asm.**
3. **Due time is  Monday Dec. 15th**.