Midterm	Exam.	of	System	Software,	Chap	2.22.4	2022/Nov/07	(1/2)

1. 10%

Write an SIC/XE assembly to compute alpha = beta $^{\circ}$ n where alpha, beta and n are all integers and defined as shown below. You may assume n >= 0.

alpha resw 1 beta resw 1 n resw 1

2. 20%

Do pass 1 for following SIC/XE program. First copy the program to your answer sheet. Calculate and write the loc on the left side.

rand start 0 first stl retadr ldb #buf base buf jsub getnum +jsub shuf Gretadr byte c'Hello' resw 128 nums retadr resw getnum clear X inloop td indev jeg inloop rsub indev byte x'F3' buf resb 2048 shuf rsub end first

3. 30%

Do pass 2 for following SIC/XE program.

First copy the program to your answer sheet. Calculate and write the object codes on the right side, and write the object file.

0000 0000 0003	hash go	start stl ldb base	0 retadr #dst dst
0006		clear ldt	x length
000B 000E 0010 0013 0016	loop	lda shiftl mul add sta	src,x a,3 #17 #513 dst,x
0019 001B 001E		tixr jlt j	t loop @retadr
0021 0024 0027 0C27 1827	length retadr src dst	resw resw resw resw end	1 1 1024 1024 go

Midterm Exam. of System Software, Chap 2.2--2.4 2022/Nov/07 (2/2)

4. 15%

Translate the literal statements in following program and write an equivalent one just like figure 2.10 but without loc and object code.

GETN START 0 RETADR RESW LTORG RETADR STL GO JSUB GETC COMP = X'00001F'@RETADR J LTORG GETC TD =X'F3' RD = X'F3'RSUB END GO

5. 10%

In order to assemble in one pass, the author proposes moving all data to the beginning of programs.

Are the methods discussed in the text for one pass assembling (written to memory or a file) still workable if data are not forced to move to the beginning? Why or Why not?

6. 15%

Write the object file for the following program. That is, the H, D, R, and E records.
Also write T and M records related to REF1 and REF2. (Refer to figur 2.17 and figure 3.9)

TOPASS

0000 TOPASS START EXTDEF BUFA, ENDA EXTREF BUFB, ENDB 0030 BUFA EQU 004A ENDA EQU 004A REF1 WORD ENDA-BUFA+BUFB 004D REF2 WORD ENDB-BUFB+ENDA

END