

Lab 2

Assembly

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First Program

A)

Write a program that searches for a certain byte in a string, if found, put the address of the byte in register A else, put 0xFFFFF

Code:

```
c: > FPC > prog > srcfile.txt
1  .234567890123456789
2  PROB1      START    1000
3              LDX      #0
4              LDA      #0
5              LDS      #0
6  KHAL       TD        INDEV
7              JEQ      KHAL
8              RD        INDEV
9              RMO      A,S
10             LDA      #0
11  LOOP      LDCH      STR,X
12             COMPR    A,S
13             JEQ      DO
14             JLT      DOF
15             JGT      DOF
16  DO        JSUB      DOE
17  DOF       RMO      X,A
18             ADD      #1
19             RMO      A,X
20             LDA      #5
21             COMPR    X,A
22             JLT      LOOP
23             RMO      T,A
24             JEQ      EXIT
25  DOE       LDA      #STR
26             ADDR      X,A
27             J         EXIT
28  STR       BYTE      C'ABCDEF'
29  INDEV     BYTE      X'F3'
30  EXIT      END      PROB1
```

Assumptions:

- 1- The string is known.
- 2- The size of the string is known.
- 3- The character is read from device F3.

Sample Runs:

1-Search for character 'C' in 'ABCDE'

```
C:\sic\Simulator\SICSIM.exe
A=001046 X=000002 L=001028 B=FFFFFF S=000043 T=FFFFFF P=000080 CC=EQ

      0  1  2  3      4  5  6  7      8  9  A  B      C  D  E  F
1000    05 00 00 01    00 00 6D 00    00 E3 20 3D    33 2F FA DB
1010    20 37 AC 04    01 00 00 53    A0 2A A0 04    33 20 06 3B
1020    20 06 37 20    03 4B 20 14    AC 10 19 00    01 AC 01 01
1030    00 05 A0 10    3B 2F E0 AC    50 33 20 0F    01 20 05 90
1040    10 3F 20 07    41 42 43 44    45 F3 43 FF    FF FF FF FF
1050    FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
1060    FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
1070    FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
1080    FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
1090    FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
10A0    FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
10B0    FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
10C0    FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
10D0    FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
10E0    FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
10F0    FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF

Press Esc to Quit,  Up or Dn arrows Scrolling
```

The desired character 'C' address is "001046" in the Accumulator which is written as "43" in hexadecimal.

2-Search for 'c' in 'ABCDE' which does not exist

Desired output in the Accumulator: FFFFFFFF

```
A=FFFFFF X=000005 L=FFFFFF B=FFFFFF S=000063 T=FFFFFF P=00103C CC=EQ

      0  1  2  3    4  5  6  7    8  9  A  B    C  D  E  F
1000  05 00 00 01    00 00 6D 00    00 E3 20 3D    33 2F FA DB
1010  20 37 AC 04    01 00 00 53    A0 2A A0 04    33 20 06 3B
1020  20 06 37 20    03 4B 20 14    AC 10 19 00    01 AC 01 01
1030  00 05 A0 10    3B 2F E0 AC    50 33 20 0F    01 20 05 90
1040  10 3F 20 07    41 42 43 44    45 F3 43 FF    FF FF FF FF
1050  FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
1060  FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
1070  FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
1080  FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
1090  FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
10A0  FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
10B0  FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
10C0  FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
10D0  FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
10E0  FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
10F0  FF FF FF FF    FF FF FF FF    FF FF FF FF    FF FF FF FF
      Press Esc to Quit,  Up or Dn arrows Scrolling
```

Program 2

B) Read a string from an input device and print it reversed to an output device.

Code:

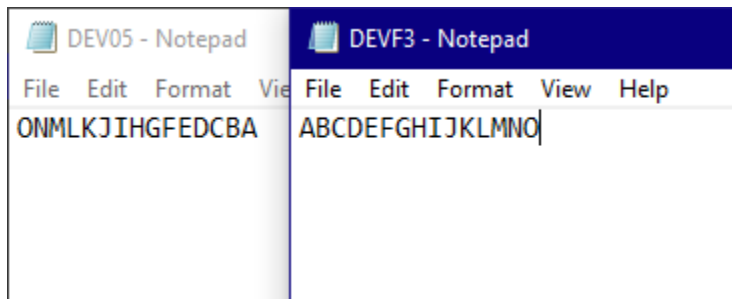
```
c: > FPC > prog > srcfile.txt
2  PROB1  START  1000
3      LDX  #0
4      LDA  #0
5  LOOP1  LDS  #4
6  AGAIN1 TD    INDEV
7      JEQ  AGAIN1
8      RD   INDEV
9      COMP R    A,5
10     JGT  ZWD
11     JEQ  MID
12  ZWD   STCH  ARR,X
13     RMO  X,A
14     ADD  #1
15     RMO  A,X
16     JGT  LOOP1
17  MID   RMO  X,A
18     SUB  #1
19     RMO  A,X
20     J    KHAL
21  KHAL  TD    OUTDEV
22     JEQ  KHAL
23     LDCH ARR,X
24     WD   OUTDEV
25     RMO  X,A
26     SUB  #1
27     RMO  A,X
28     COMP #0
29     JGT  KHAL
30     JEQ  KHAL
31  INDEV BYTE  X'F3'
32  OUTDEV BYTE  X'05'
33  ARR   RESB  10
34      END  PROB1
```

Assumptions:

1- The input is printed reversed to the output, but it is not reversed in the memory.

Sample Runs:

1- Reverse "ABCDEFGH IJ KLMNO"



```
C:\sic\Simulator\SICSIM.exe
A=FFFFFF X=FFFFFF L=FFFFFF B=FFFFFF S=000004 T=FFFFFF P=00104D CC=LT

      0  1  2  3    4  5  6  7    8  9  A  B    C  D  E  F
1000  05 00 00 01   00 00 6D 00   04 E3 20 41   33 2F FA DB
1010  20 3B A0 04   37 20 03 33   20 0D 57 A0   32 AC 10 19
1020  00 01 AC 01   37 2F DF AC   10 1D 00 01   AC 01 3F 20
1030  00 E3 20 1A   33 2F FA 53   A0 15 DF 20   11 AC 10 1D
1040  00 01 AC 01   29 00 00 37   2F E7 33 2F   E4 F3 05 41
1050  42 43 44 45   46 47 48 49   4A 4B 4C 4D   4E 4F FF FF
1060  FF FF FF FF   FF FF FF FF   FF FF FF FF   FF FF FF FF
1070  FF FF FF FF   FF FF FF FF   FF FF FF FF   FF FF FF FF
1080  FF FF FF FF   FF FF FF FF   FF FF FF FF   FF FF FF FF
1090  FF FF FF FF   FF FF FF FF   FF FF FF FF   FF FF FF FF
10A0  FF FF FF FF   FF FF FF FF   FF FF FF FF   FF FF FF FF
10B0  FF FF FF FF   FF FF FF FF   FF FF FF FF   FF FF FF FF
10C0  FF FF FF FF   FF FF FF FF   FF FF FF FF   FF FF FF FF
10D0  FF FF FF FF   FF FF FF FF   FF FF FF FF   FF FF FF FF
10E0  FF FF FF FF   FF FF FF FF   FF FF FF FF   FF FF FF FF
10F0  FF FF FF FF   FF FF FF FF   FF FF FF FF   FF FF FF FF

Press Esc to Quit,  Up or Dn arrows Scrolling.
```

When printing the M character which is the 12th character and has index C in hexadecimal.

```
C:\sic\Simulator\SICSIM.exe

State After Fetch Cycle

Contents of Registers
A      x      L      B      S      T      PC      CC
00004D 00000C FFFFFFF FFFFFFF 000004 FFFFFFF 00103D LT

location      I n s t r u c t i o n      format      mnemonic
00103A      DF2011      3      wd

O p e r a n d
indxd      Calculation of Target Address      TA      mode
no      adrs + (PC)      01678      direct

Press any key to execute , Esc to continue
```

Program 3

C. Read a string from an input device and print the string to an output device after converting it to UPPER case.

(You must use at least two subroutines in this problem .One for converting a letter to an upper case. Another one for writing one character to an output device)

Code:

```
c: > FPC > prog > srcfile.txt
1  .234567890123456789
2  PROB1      START    1000
3  |          | LDA     #0
4  LOOP1      LDS     #4
5  AGAIN1     TD       INDEV
6  |          | JEQ     AGAIN1
7  |          | RD       INDEV
8  |          | COMPR   A,S
9  |          | JEQ     EXIT
10 |          | JLT     EXIT
11 |          | JSUB    CONV
12 |          | JSUB    WRITE
13 |          | J       AGAIN1
14 CONV       COMP     #90
15 |          | JGT     DO
16 |          | RSUB
17 DO         SUB      #32
18 |          | RSUB
19 WRITE      TD       OUTDEV
20 |          | JEQ     WRITE
21 |          | WD       OUTDEV
22 |          | RSUB
23 INDEV      BYTE     X'F3'
24 OUTDEV     BYTE     X'05'
25 EXIT       END      PROB1
```


A=000004	X=FFFFFF	L=00101D	B=FFFFFF	S=000004	T=FFFFFF	P=001014	CC=EQ										
	0	1	2	3	4	5	6	7	8	9	A	B		C	D	E	F
1000	01	00	00	6D	00	04	E3	20	32	33	2F	FA		DB	20	2C	A0
1010	04	33	20	29	3B	20	26	4B	20	06	4B	20		12	3F	2F	E6
1020	29	00	5A	37	20	03	4F	00	00	1D	00	20		4F	00	00	E3
1030	20	0A	33	2F	FA	DF	20	04	4F	00	00	F3		05	FF	FF	FF
1040	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF
1050	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF
1060	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF
1070	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF
1080	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF
1090	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF
10A0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF
10B0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF
10C0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF
10D0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF
10E0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF
10F0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF		FF	FF	FF	FF

Press Esc to Quit, Up or Dn arrows Scrolling.

When reading "a" character and then printing it after converting it to upper case. (from 61 to 41 in hexadecimal)

```
State After Fetch Cycle

Contents of Registers
A      x      L      B      S      T      PC      CC
000061  FFFFFFF  FFFFFFF  FFFFFFF  000004  FFFFFFF  001011  LT

Instruction
location      instruction      format      mnemonic
00100F        A004             2           compr

Operands are :
R 1      R 2
0        4
A        S

Press any key to execute , Esc to continue
```

```
State After Fetch Cycle

Contents of Registers
A      x      L      B      S      T      PC      CC
000041  FFFFFFF  00101D  FFFFFFF  000004  FFFFFFF  001038  LT

Instruction
location      instruction      format      mnemonic
001035        DF2004             3           wd

Operand
indxd      Calculation of Target Address      TA      mode
no          adrs + (PC)                        01660     direct

Press any key to execute , Esc to continue
```

Program 4

D. Implement the bubble sort to sort characters in a string.

Code:

c: > FPC > prog > srcfile.txt

1	.234567890123456789			33		JLT	LOOP2
2	PROB1	START	1000	34		JEQ	LOOP2
3		LDS	#0	35	DO	LDS	#1
4		LDX	#0	36		JSUB	SWAP
5	LOOP1	LDS	#1	37		J	LOOP2
6		LDA	I	38		STX	J
7		ADD	#1	39		LDA	J
8		STA	I	40		SUB	#1
9		COMP	LAST	41		COMP	I
10		LDA	#6	42		JGT	LOOP2
11		STA	J	43		JLT	LOOP1
12		JLT	LOOP2	44		JEQ	LOOP1
13		JGT	TEST	45	SWAP	LDCH	ARR,X
14		JEQ	TEST	46		STCH	TEMP
15	LOOP2	LDA	J	47		RMO	X,A
16		SUB	#1	48		STA	FI
17		COMP	I	49		SUB	#1
18		STA	J	50		STA	SI
19		JLT	LOOP1	51		LDX	SI
20		JEQ	LOOP1	52		LDCH	ARR,X
21		LDX	J	53		LDX	FI
22		LDCH	ARR,X	54		STCH	ARR,X
23		RMO	A,T	55		LDX	SI
24		RMO	X,A	56		LDCH	TEMP
25		SUB	#1	57		STCH	ARR,X
26		RMO	A,X	58		RSUB	
27		LDCH	ARR,X	59	TEST	LDX	#0
28		COMPR	A,T	60	KHAL	TD	OUTDEV
29		RMO	X,A	61		JEQ	KHAL
30		ADD	#1	62		LDCH	ARR,X
31		RMO	A,X	63		WD	OUTDEV
32		JGT	DO	64		RMO	X,A

```

65      ADD    #1
66      COMP  #5
67      RMO   A,X
68      JGT   EXIT
69      JEQ   KHAL
70      JLT   KHAL
71      TEMP  RESB 1
72      ARR   BYTE C'azbgjw'
73      LINDX WORD 5
74      FI    RESW 1
75      SI    RESW 1
76      I     WORD -1
77      J     WORD 6
78      LAST  WORD 5
79      OUTDEV BYTE X'05'
80      EXIT  END    PROB1

```

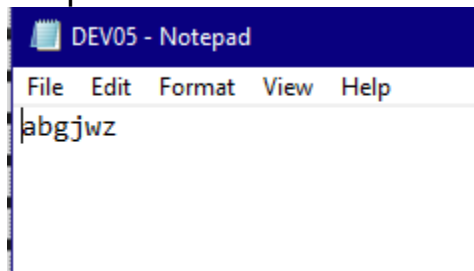
Assumptions:

1- The string and its size is known in advance and is written in the code.

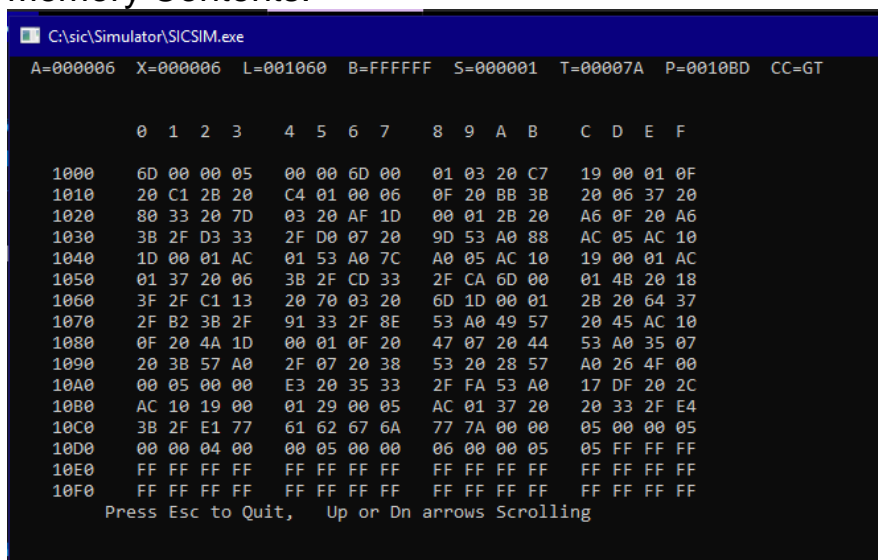
Sample Runs:

1- Sort "azbgjw"

Output:

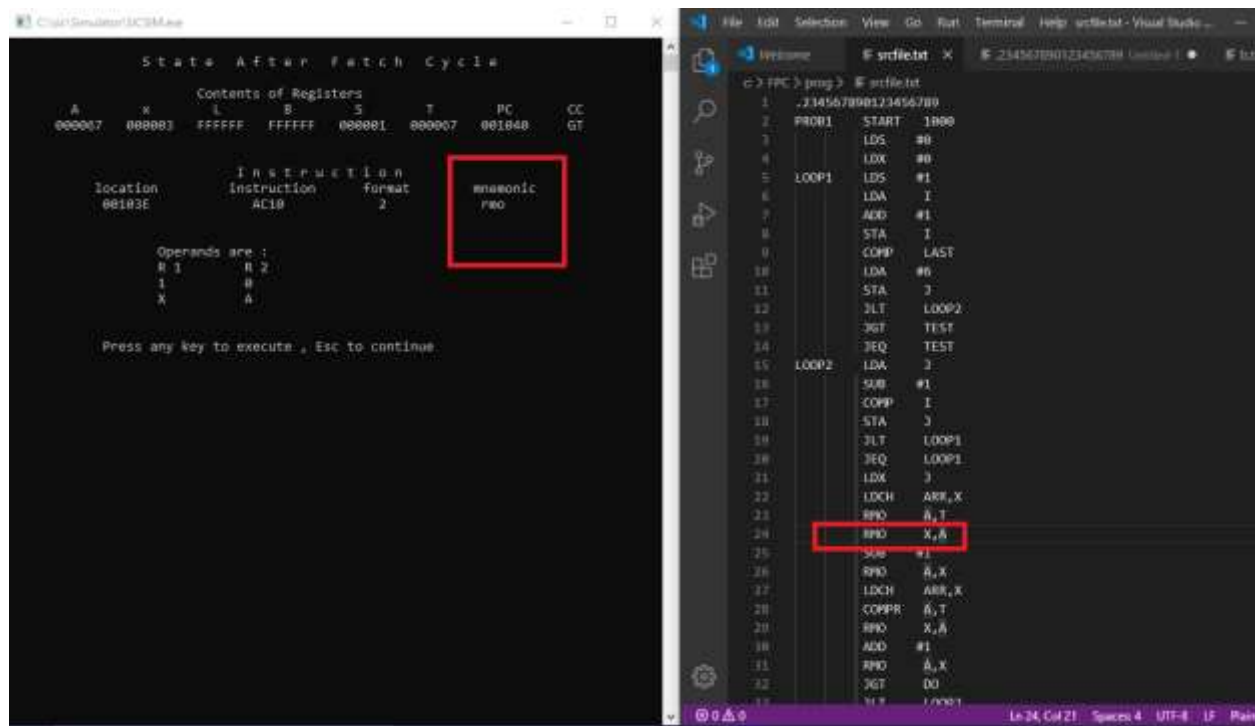


Memory Contents:



Address	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
1000	6D	00	00	05	00	00	6D	00	01	03	20	C7	19	00	01	0F
1010	20	C1	2B	20	C4	01	00	06	0F	20	BB	3B	20	06	37	20
1020	80	33	20	7D	03	20	AF	1D	00	01	2B	20	A6	0F	20	A6
1030	3B	2F	D3	33	2F	D0	07	20	9D	53	A0	88	AC	05	AC	10
1040	1D	00	01	AC	01	53	A0	7C	A0	05	AC	10	19	00	01	AC
1050	01	37	20	06	3B	2F	CD	33	2F	CA	6D	00	01	4B	20	18
1060	3F	2F	C1	13	20	70	03	20	6D	1D	00	01	2B	20	64	37
1070	2F	B2	3B	2F	91	33	2F	8E	53	A0	49	57	20	45	AC	10
1080	0F	20	4A	1D	00	01	0F	20	47	07	20	44	53	A0	35	07
1090	20	3B	57	A0	2F	07	20	38	53	20	28	57	A0	26	4F	00
10A0	00	05	00	00	E3	20	35	33	2F	FA	53	A0	17	DF	20	2C
10B0	AC	10	19	00	01	29	00	05	AC	01	37	20	20	33	2F	E4
10C0	3B	2F	E1	77	61	62	67	6A	77	7A	00	00	05	00	00	05
10D0	00	00	04	00	00	05	00	00	06	00	00	05	05	FF	FF	FF
10E0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF
10F0	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF	FF

Press Esc to Quit, Up or Dn arrows Scrolling



2- Sort "ABCzxy"

