Intro to Computer Systems :: Project 4: Programming in Assembly Language

Student name:

Grading method: As usual with programming assignments, we look for elegance, clarity, and sensible documentation.

Packaging		/ 5	Directory (folder) with your name on it, containing only .asm files and a README with comments on things that don't work and how you tried to fix them.
Program	**Working?**	**Well built?**	**Comments**
Mult	/ 15	/20	
Fill	/25	/35	In order to get all 65 points, the program should provide a smooth user experience. In particular, the program must sample the keyboard every once in a while, and respond to "press" and "no-press" state changes effectively while minimizing annoying visual effects. For example, suppose that a key was pressed, and the program starts coloring the screen in black. Then the key is released. In that case, good programs should stop coloring the screen in black, and proceed to color in white only the part of the screen that was already blackened. Annoying visual imperfections may result in reducing up to 10 points from the grade.
Total	/40	/60	

Total grade: _____