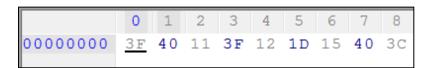
Implementation

This section is a comprehensive guide to all the programs that we coded on the processor and can of great help for anyone who wishes to begin writing a complex routine on the processor.

#Program 1 - Adding two Numbers

ASCII: ?@?@<

HEX:



Description:

This is a simple addition program, the assembly equivalent is as follows.

```
SCANF("%d", &STACK[SP])
PRINTF("%d", STACK[SP])
MOV A,STACK[SP]
SCANF("%d", &STACK[SP])
MOV B,STACK[SP]
ADD A, B
MOV STACK[SP],A
PRINTF("%d",STACK[SP])
HALT
```

Output:

#PROGRAM 2: While Loop

HEX:

```
0 1 2 3 4 5 6 7 8 9 A B
00000000 BF 11 25 00 2F 06 15 40 41 3D 07 3C
```

Description:

This is basically a while loop where is we ask the person to enter a number and decrement the number at each instruction till it becomes zero.

Following is the assembly implementation.

```
scanf("%d",&STACK[SP])
MOV A,STACK[SP]
FLAG=A-ROM[++IP]
JE 6 BYTES
MOV STACK[SP],A
PRINTF("%d",STACK[SP])
- - A
JMP -7 BYTES
HALT
```

OUTPUT:

#PROGRAM 3: ARRAY CREATION

HEX:

```
0
                 2
                     3
                        4
                           5
                                     8
                                         9
                                                                10 11 12
                               6
                                            Α
                                                В
                                                   C
                                                      D
                                                         E
00000000
          3F 11 14
                    25 00 2F 06 38 3F 41 3D 07 26 00 2F 06 40 43
                                                                      42
00000013
          3D 07
```

Description:

In this program the person is asked to enter the size of the array, followed by entering the elements in the array, then those elements are displayed last first.

```
scanf("%d",&STACK[SP])
MOV A, STACK[SP]
MOV B,A
FLAG=A-ROM[++IP]
JE 6 BYTES
++SP
scanf("%d",&STACK[SP])
- -A
JUMP -7 BYTES
FLAG=B-ROM[++IP]
JE 6 BYTES
PRINTF("%d",STACK[SP])
- -SP
- -B
JMP -7BYTES
HALT
```

OUTPUT

#PROGRAM 4: CIPHER ENCRYPTION, REPLACEMENT.

ASCII: 〜 └─岬穂´×─ ^ W 篁 越 * % ' 擦 流 横

HEX:

```
0
                 2
                     3
                           5
                                  7
                                     8
                                                                   11
                                                                10
00000000
             11
                14
                    25 00
                          2F 06 38
                                    3F 41
                                               07
                                                  13
                                                     26
                                                            2F 09 11 1C
          3F
                                           3D
                                                         0.0
00000013
          05 15 42 43 3D 0A 11 25 00 2F 06 38 3A 41 3D 07 3C
```

DESCRIPTION:

In this program the user enters the number of elements to be encrypted. Then those many elements are to be entered, then the string is displayed after adding 5 to the values entered.

The logic of importance here is that after the stack pointer is decremented the number of times equal to the number of values, the value just as one lower position is equal to the number of values.

OUTPUT:

#PROGRAM 5: LINEAR SEARCH

```
ASCII: ?% /8?A=8?& / CH
```

/

B= @<

HEX:

	0	1	2	3	4	5	6	7	8	9	A	В	С	D	E	F	10
00000000																26	00
00000011	2 F	0B	43	48	00	2 F	04	42	3 D	0 A	19	15	40	3C			

Description: In this program we simply as the use to enter a variable number of values and then enter the value to be searched. The index of the value being searched is returned.

Output:

#PROGRAM 6: On the fly decryption of code

ASCII: LB& MJ8B=L +C% / "AC= 8LA% MT8A=D*4 =DFB +4 ! GHB*4 =?FB A

HEX:

	0	1	2	3	4	5	6	7	8	9	A	В	С	D	E	F
00000000	4 C	14	42	26	00	4 D	07	4 A	15	38	42	3 D	08	4 C	20	2B
00000010	17	43	25	00	2 F	09	12	22	05	16	41	43	3D	0 A	38	4 C
00000020	41	25	00	4 D	07	12	54	38	41	3D	08	44	16	19	2A	05
00000030	34	0B	3D	44	46	42	0 C	18	2B	05	34	0E	16	21	0A	1A
00000040	47	48	42	0 F	16	2A	05	34	0B	3D	3 F	46	42	0 C	41	

DESCRIPTION:

This is one of the most important programs, in this program first the entire ROM gets decrypted (which is originally encrypted using a plus 5 substitution cipher) and is then executed on the fly.

Following is the assembly level description.

[DECODING STUB]

MOV A, fileLen

MOV B,A

--B

FLAG=B-ROM[++IP]

JL 7 BYTES

MOV A,ROM[B]

MOV STACK[SP],A

++SP

--B

JMP -8 BYTES

MOV A, fileLen

A=A-ROM[++IP]

JNE 23 BYTES

--SP

FLAG:A-[ROM++IP]

JE 9 BYTES

MOV B,STACK[SP]

B=B-ROM[++IP]

MOV STACK[SP],B

--A

--SP

JMP -16 BYTES

```
++SP
MOV A ,fileLen
--A
FLAG=A-[ROM++IP]
JL 7 BYTES
MOV B,STACK[SP]
MOV ROM[A],B
++SP
[ ACTUAL ENCRYPTED CODE]
```

OUTPUT: The OUTPUT is exactly the same as the encryption program we used earlier.

#PROGRAM 7: On the fly code expansion

ASCII: ?% /?8?8A= <L!% /|gcUda8g|c8Uda87A=ÉE??h<% /†Å8A=

HEX:

	0	1	2	3	4	5	6	7	8	9	A	В	С	D	E	F
00000000	3 F	11	25	00	2 F	08	3 F	38	3 F	38	41	3 D	09	1B	3C	4 C
00000010	21	25	00	2 F	14	7C	67	63	55	64	61	38	67	7C	63	38
00000020	55	64	61	38	37	41	3D	15	С9	45	3F	11	ЗF	12	18	68
00000030	3 C	25	00	2 F	08	12	86	C5	38	41	3D	09	00	02	04	06
00000040	08															

DESCRIPTION:

This program is a proof of concept program where in we dynamically enter the hex codes in an index based dictionary which is used later to expand and execute the code. The stub is 60 bytes long. We in this program have expanded the earlier program we wrote for addition of two numbers by 1:2 ratio. Following is the assembly level description:

[EXPANSION STUB]

MOV STACK[SP],C

scanf("%d",&STACK[SP]) MOV A,STACK[SP] FLAG=A-ROM[++IP] JE 8 BYTES scanf("%d",&STACK[SP]) ++SP scanf("%d",&STACK[SP]) ++SP --A JMP -9 BYTES MOV B,ROM[++IP] //STUB LENGTH A = fileLen A=A-B FLAG=A-ROM[++IP] JE 14 BYTES MOV C, ROM[B] MOV D,SP MOV SP,C MOV C,STACK[SP] MOV SP,D

```
++SP
MOV D,SP
MOV C,ROM[B]
MOV SP,C
++SP
MOV C,STACK[SP]
MOV SP,D
MOV STACK[SP],C
++SP
++B
--A
JMP -21 BYTES
ROM=(char *)realloc(ROM,ROM[++IP]) //FILE EXPANDED
scanf("%d",&STACK[SP])
MOV A, STACK[SP]
scanf("%d",&STACK[SP])
MOV B, STACK[SP]
MOV SP,B
MOV C,ROM[++IP]
FLAG=A-ROM[++IP]
JE 8 BYTES
MOV B, STACK[SP]
MOV ROM[C],B
++C
++SP
--A
JMP -9 BYTES
[COMPRESSED FORM]
```

OUTPUT: