

Lab 1 Report

By Adrian Gomez, 20119988

Bo Tsai

Wednesday 3:00 PM - 4:50 PM in PCB 1300

EECS 20

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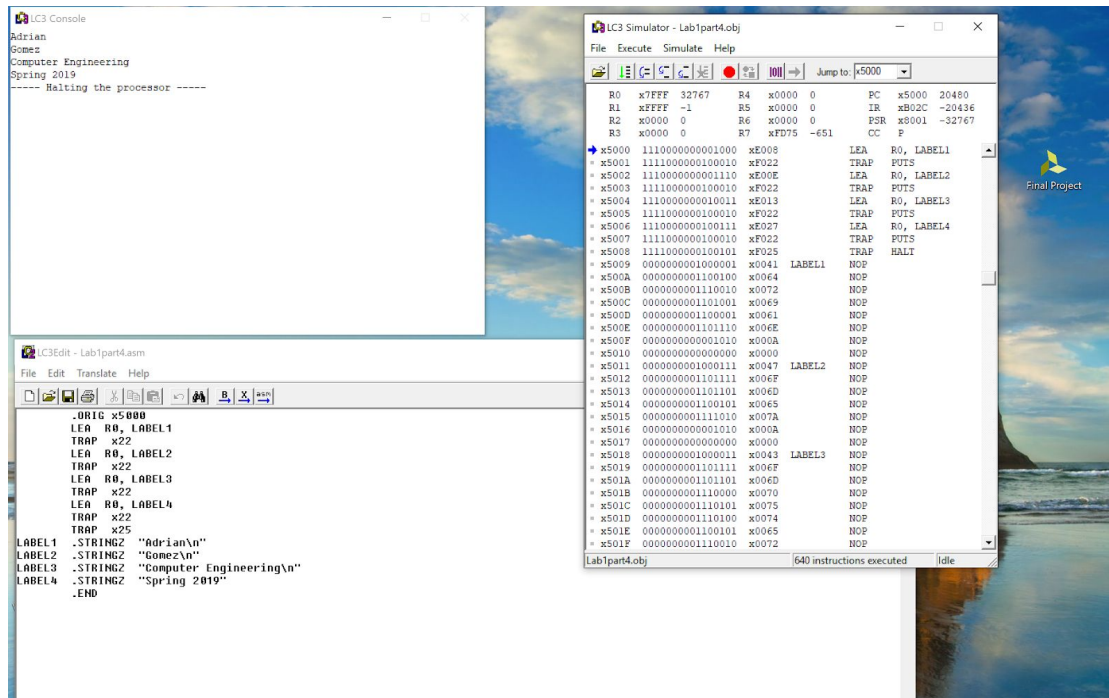
Code for Part 4

```
.ORIG x5000
LEA R0, LABEL1
TRAP x22
LEA R0, LABEL2
TRAP x22
LEA R0, LABEL3
TRAP x22
LEA R0, LABEL4
TRAP x22
TRAP x25
LABEL1 .STRINGZ "Adrian\n"
LABEL2 .STRINGZ "Gomez\n"
LABEL3 .STRINGZ "Computer Engineering\n"
LABEL4 .STRINGZ "Spring 2019"
.END
```

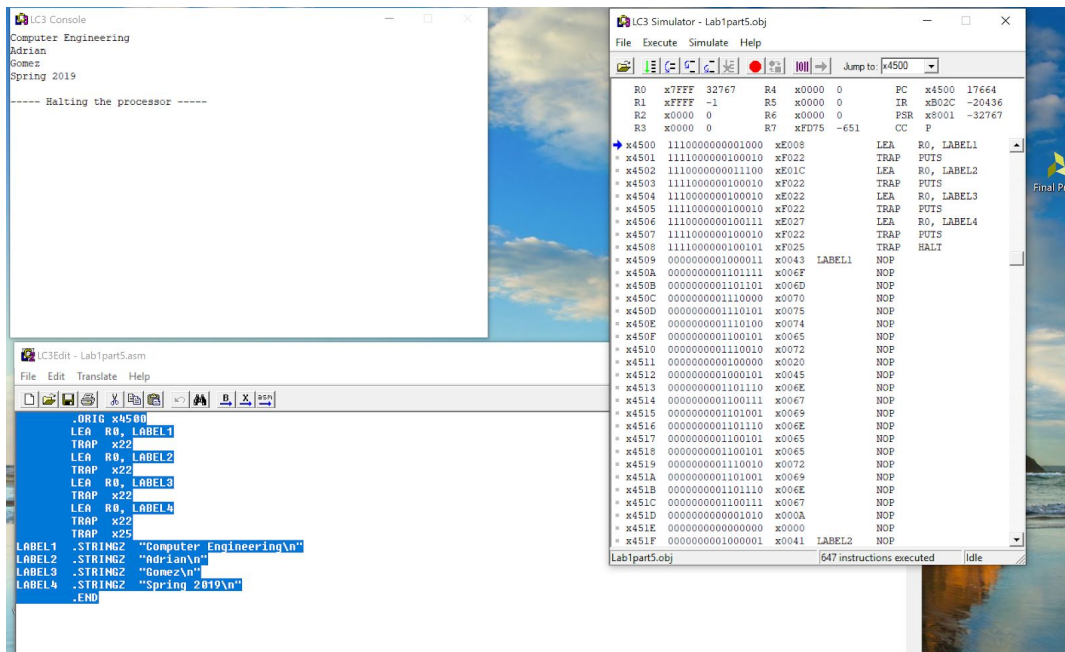
Code for Part 5

```
.ORIG x4500
LEA R0, LABEL1
TRAP x22
LEA R0, LABEL2
TRAP x22
LEA R0, LABEL3
TRAP x22
LEA R0, LABEL4
TRAP x22
TRAP x25
LABEL1 .STRINGZ "Computer Engineering\n"
LABEL2 .STRINGZ "Adrian\n"
LABEL3 .STRINGZ "Gomez\n"
LABEL4 .STRINGZ "Spring 2019\n"
.END
```

Screenshot for Part 4



Screenshot for Part 5



Part 6:

What is .ORIG?

.ORIG is the location where the code you worked on in the editor will appear on the simulation. So for example if you have the location of .ORIG x5000 in the editor, then it would appear in the x5000 location in the simulator. Yet, your view of location could be different. In this case you would have to change it to the designated location. This is also a pseudo code.

What is .STRINGZ?

.STRINGZ is a pseudo code within the editor that allows you to save a set of strings and let you store it to a location. With this pseudo code, it lets you store a vast amount of characters to a certain location.

What is TRAP x22?

TRAP x22 is code for allowing you to display the saved characters in the editor code onto the console.

What is TRAP x25?

TRAP x25 is code for ending what code you have running. So usually you should type this code at the end of what you have so it could stop the process.