SYSTEMS PROGRAMMING PROJECT ABSTRACT

INTERACTIVE DISASSEMBLER

In this project we propose to create an interactive disassembler for a simple assembly language for a hypothetical computer with up to 20 instructions.

The disassembler will be fed a file containing machine code (binary) and will produce the corresponding assembly code. When first encountering a memory address, the disassembler will query the user to provide a name (for the variable/constant represented therein), which will then be used in the rest of the file. Thus, it will be interactive.

We propose to write a pseudo-assembler program to convert an assembly code file containing these basic instructions, along with variables and constants (whose memory addresses will be assigned from a lookup table which we will write) into machine code.

The machine code file which will be produced by our pseudo-assembler will then be fed into the interactive disassembler to get back the assembly code.

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