Practical No 01

Title:- Design suitable data structures and implement pass1 and pass2 of a two-pass assembler for pseudo-machine. Implementation should consist of a few instructions from each category and a few assembler directives. The output of pass1 (intermediate code file and symbol table) should be input for pass2.

```
import java.io.*;
class SymTab
public static void main(String args[])throws Exception
FileReader FP=new FileReader("input.txt");
BufferedReader bufferedReader = new BufferedReader(FP);
String line=null;
int line_count=0,LC=0,symTabLine=0,opTabLine=0,litTabLine=0,poolTabLine=0;
//Data Structures
final int MAX=100;
String SymbolTab[][]=new String[MAX][3];
String OpTab [] [] =new String [MAX] [3];
String LitTab [] [] = new String[MAX][2];
int PoolTab[]=new int[MAX];
int litTabAddress=0;
/*-----
System.out.println("____
                                                                                   ");
while((line = bufferedReader.readLine()) != null)
String[] tokens = line.split("\t");
if(line count==0)
{
LC=Integer.parseInt(tokens[1]);
//set LC to operand of START
for(int i=0;i<tokens.length;i++) //for printing the input program
System.out.print(tokens[i]+"\t");
System.out.println("");
}
else
for(int i=0;i<tokens.length;i++) //for printing the input program
```

```
System.out.print(tokens[i]+"\t");
System.out.println("");
if(!tokens[0].equals(""))
//Inserting into Symbol Table
SymbolTab[symTabLine][0]=tokens[0];
SymbolTab[symTabLine][1]=Integer.toString(LC);
SymbolTab[symTabLine][2]=Integer.toString(1);
symTabLine++;
}
else
if(tokens[1].equalsIgnoreCase("DS")||tokens[1].equalsIgnoreCase("DC"))
//Entry into symbol table for declarative statements
SymbolTab[symTabLine][0]=tokens[0];
SymbolTab[symTabLine][1]=Integer.toString(LC);
SymbolTab[symTabLine][2]=Integer.toString(1);
symTabLine++;
if(tokens.length==3 && tokens[2].charAt(0)=='=')
//Entry of literals into literal table
LitTab[litTabLine][0]=tokens[2];
LitTab[litTabLine][1]=Integer.toString(LC);
litTabLine++;
else if(tokens[1]!=null)
//Entry of Mnemonic in opcode table
OpTab[opTabLine][0]=tokens[1];
if(tokens[1].equalsIgnoreCase("START")||tokens[1].equalsIgnoreCase("END")||tokens[1].equalsI
gnoreCase("ORIGIN")||tokens[1].equalsIgnoreCase("EQU")||tokens[1].equalsIgnoreCase("LTOR
G")) //if Assembler Directive
OpTab[opTabLine][1]="AD";
OpTab[opTabLine][2]="R11";
}
else
if(tokens[1].equalsIgnoreCase("DS")||tokens[1].equalsIgnoreCase("DC"))
OpTab[opTabLine][1]="DL";
OpTab[opTabLine][2]="R7";
else
```

```
OpTab[opTabLine][1]="IS";
OpTab[opTabLine][2]="(04,1)";
opTabLine++;
line_count++;
LC++;
                                                                              _");
System.out.println("
//print symbol table
System.out.println("\n\n SYMBOL TABLE ");
System.out.println("----");
System.out.println("SYMBOL\tADDRESS\tLENGTH");
System.out.println("-----");
for(int i=0;i<symTabLine;i++)</pre>
System.out.println(SymbolTab[i][0]+"\t"+SymbolTab[i][1]+"\t"+SymbolTab[i][2]);
System.out.println("----");
//print opcode table
System.out.println("\n\n OPCODE TABLE ");
System.out.println("----");
System.out.println("MNEMONIC\tCLASS\tINFO");
System.out.println("----");
for(int i=0;i<opTabLine;i++)</pre>
System.out.println(OpTab[i][0]+"\t\t"+OpTab[i][1]+"\t"+OpTab[i][2]);
System.out.println("----");
//print literal table
System.out.println("\n\n LITERAL TABLE ");
System.out.println("----");
System.out.println("LITERAL\tADDRESS");
System.out.println("----");
for(int i=0;i<litTabLine;i++)</pre>
System.out.println(LitTab[i][0]+"\t"+LitTab[i][1]);
System.out.println("-----");
//intialization of POOLTAB
for(int i=0;i<litTabLine;i++)</pre>
if(LitTab[i][0]!=null && LitTab[i+1][0]!=null ) //if literals are present
if(i==0)
PoolTab[poolTabLine]=i+1;
poolTabLine++;
```

```
}
else
if(Integer.parseInt(LitTab[i][1]) < (Integer.parseInt(LitTab[i+1][1])) - 1) \\
PoolTab[poolTabLine]=i+2;
poolTabLine++;
}
//print pool table
System.out.println("\n\n POOL TABLE ");\\
System.out.println("----");
System.out.println("LITERAL NUMBER");
System.out.println("----");
for(int i=0;i<poolTabLine;i++)</pre>
System.out.println(PoolTab[i]);
System.out.println("----");
// Always close files.
bufferedReader.close();
}
}
```

Output :-



