Andy Sam

CPE301 – SPRING 2016

Design Assignment 1

**DO NOT REMOVE THIS PAGE DURING SUBMISSION:**

The student understands that all required components should be submitted in complete for grading of this assignment.

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| --- | --- | --- | --- |
| **NO** | **SUBMISSION ITEM** | **COMPLETED (Y/N)** | **MARKS**  **(/MAX)** |
| 0. | Flow Chart of Assembly Code |  |  |
| 1. | Screenshots of Debugging |  |  |
| 2. |  |  |  |
| 3. |  |  |  |
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| --- | --- | --- | --- |
|  | Flow Chart of Assembly Code: |  |  |

Loop forever

Loop till all values gone

Loop till all values gone

When loop done

If no

If no

If yes

Check if multiple of three

If yes

Store multiple of seven to memory

Loop for 25 values

Store multiple of three to memory

Load and add multiple of seven

Load and add multiple of three

End

When loop done looping

Loop for 25 values

Check if multiple of seven

Pop values from stack to check for multiples

Turn address from Z pointer to real value and move pointer

Stores "address values" to stack to a register

Establish Pointers/Stack

|  |  |  |  |
| --- | --- | --- | --- |
|  | Screenshots of Debugging |  |  |

To be posted:

**Student Academic Misconduct Policy**

<http://studentconduct.unlv.edu/misconduct/policy.html>

“This assignment submission is my own, original work”.

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