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M/W 2:00PM - 4:00PM
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Title:
Introduction to LC-3 Programming Environment

Purpose:
learn how to set up the programming environment for the LC-3 architecture in Windows.
Learn how to use the Windows assembler, *LC3Edit*, and simulator, *Simulate*, to complete
this lab programming assignment.

Procedure:
Compared to other high-level programming languages like C language and Java language, using
Assembly language to print out my name was not as simple as I expected. It needed to initiate
the variables in the beginning. In Part A, finding bugs was easy enough since there were only
two bugs in the codes. However, it was important to initiate 'Hello' in Part A because it will be
used in Part B. In Part B, I had to define the meaning of Hello. Compared to Java language, or
other high level languages, in Assembly language, '.STRINGZ' is used to print "Hello, world"
statement. This was how I did the assignment.

What went wrong and what were the challenges?
Getting used to the new editing environment was the challenge I faced when I was working on
this laboratory assignment.

Conclusion:
This was the easiest laboratory assignment I have ever done in my entire life. Debugging
procedure was frustrating since this was the first time I used assembly language simulator and
editor. However, since I learned how to read LC-3 previously, it was not that hard to find out
bugs on the code. Also, I asked help to TA's when I was not sure about what I was doing.