

Step 1: START

Step 2: Include necessary header files.

Step 3: Declare necessary file pointers.

Step 4: Declare and initialize necessary variables and arrays.

Step 5: Open the input file in read mode and output and symbol table in write mode.

Step 6: Read the contents of input file.

Step 7: Perform the following if opcode is

'START'

Step 7.1: Get the operand value as integer (start)

Step 7.2: Set LOCCTR as start.

Step 7.3: Store the label, opcode and operand to output file.

Step 7.4: Read the next line.

Step 8: If opcode is START, set LOCCTR as 0.

Step 9: Perform the following if opcode is not found as 'END'

~~Step~~ Step 9.1 - Set j=0

Step 9.2 - Store LOCCTR to output file.

Step 9.3 - If label is not '*'

Step 9.3.1 - write the label
and its LOCCTR to
symtable.

Step 9.4 - Perform the following
if mnemonic [i] \neq END

Step 9.4.1 - If opcode and
mnemonic [i] are found
to be equal

Step 9.4.1.1 - Increment
LOCCTR by 3, and
display its value

Step 9.4.2 - Increment i and go
to step 9.4.

Step 9.5 - If opcode = word

Step 9.5.1 - increment LOCCTR
by 3

Step 9.6 - If opcode = RESW

Step 9.6.1 - Set LOCCTR as
 $LOCCTR + 3 \times \text{value}$
of operand.

Step 9.6.2 - Set Count as
 $\text{Count} + 3 \times \text{operand}$
value.

Step 9.7 - of opcode = BYTE

Step 9.7.1 - Set LOCTR as
LOCTR + length of
operand.

Step 9.8 - Else print a blank space

Step 9.9 - store the label, opcode
and opcode to output
file, read the next input
line Go to Step 9.

Step 10 - store the value of LOCCTR, label
operand to output file.

Step 11 - Display program length as
LOCCTR - start location

Step 12 - set length as LOCCTR - start
location, and LOCCTR as the final
address.

Step 13 - store the value of program
length count.

Step 14 - close all the files.

Step 15 - Open output file in read mode
and final file in write mode
using pointers INTERMEDIATE
and final.

Step 16 - Read the contents of output file and set start address as operand value

Step 17 - if opcode = START

Step 17.1 - store the label, opcode, address and operand to final file

Step 17.2 - Read the next line and go to step 17.

Step 18 - performing the following till opcode \neq END.

Step 18.1: if ~~18~~ is encountered.

Step 18.1.1 store the address operand, opcode, label and return value from functions, get Mnemonic

Code() and find SYNTAX into final file.

Step 18.2 - Get the next input line and go to step 18.

Step 18.3 - if opcode = BYTE

Step 18.3.1 - the values of address,
label, operand opcode to
final file

Step 18.3.2 - Do the following till
 $i < \text{length of operand} - 1$

Step 18.3.2.1: Store the
value of corresponding
operand to final
file.

Step 18.3.3: Move to a new line
and read the next
input line from output
file.

Step 18.4 - If opcode = word

Step 18.4.1 - Store the address,
label, opcode, operand
to final file.

Step 18.4.2 - Read the next line
of output file.

Step 18.5 - Else read the next
line of output line.

Step 19 - store the address, label, operand and opcode to final file.

Step 20: close the files

Step 21: STOP

Find SYMTABL)

Step 1: START

Step 2: Declare a file pointer for symtab file

Step 3: Declare arrays to store label and address

Step 4: Open symtab file in read mode

Step 5: Read the contents of file

Step 6. Do the following till conditions is true

Step 6.1 - if file end is reached close the symtab file and goto Step 7.

Step 6.2 - if symtab label and mnemonic label is same, close the symtab file and return the corresponding address.

step 6.3 - Read next input line
of symbol - go to 56.

step 7: STOP.

get mnemonic code()

step 1: start()

step 2: if mnemonic is LDA

step 2.1 - return 00

step 3: if mnemonic = STA

step 3.1 - Return 23

step 4: if mnemonic = LDCH

step 4.1: return 01

step 5: if mnemonic = ADD

step 5.1 - return 14

step 6: otherwise return -1

step 7: STOP.

Program

```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>

int findSYMTAB(char findLabel[])
{
    FILE *SYMTAB;
    char label[30], addr[30];
    SYMTAB = fopen("symtab.txt", "r");
    fscanf(SYMTAB, "%s%s", label, addr);

    while (1)
    {
        if (feof(SYMTAB))
        {
            fclose(SYMTAB);
            break;
        }
        if (strcmp(findLabel, label) == 0)
        {
            fclose(SYMTAB);
            return atoi(addr);
        }
        fscanf(SYMTAB, "%s%s", label, addr);
    }
}

int getMnemonicCode(char mnemonic[])
{
    if (strcmp(mnemonic, "LDA") == 0)
        return 0x00;
    else if (strcmp(mnemonic, "STA") == 0)
        return 0x0C;
    else if (strcmp(mnemonic, "LDCH") == 0)
        return 0x01;
    else if (strcmp(mnemonic, "ADD") == 0)
        return 0x18;
    else
```



```

        return -1;
    }

int main()
{
    FILE *INPUT, *OUTPUT, *SYMTAB, *INTERMEDIATE, *FINAL;
    char mnemonic[10][10] = {"START", "LDA", "STA", "ADD", "END"};
    int LOCCTR, start = 0, j = 0, i, length, Tlength, count = 0,
    finalAddress, startAddr;
    char label[20], opcode[20], operand[20], address[20];
    INPUT = fopen("input.txt", "r");
    OUTPUT = fopen("output.txt", "w");
    SYMTAB = fopen("symtab.txt", "w");
    fscanf(INPUT, "%s%s%s", label, opcode, operand);
    if (strcmp(opcode, "START") == 0)
    {
        start = atoi(operand);
        LOCCTR = start;
        fprintf(OUTPUT, "\t%s\t%s\t%s\n", label, opcode, operand);
        fscanf(INPUT, "%s%s%s", label, opcode, operand);
    }
    else
        LOCCTR = 0;
    while (strcmp(opcode, "END") != 0)
    {
        j = 0;
        fprintf(OUTPUT, "%d", LOCCTR);
        if (strcmp(label, "**") != 0)
            fprintf(SYMTAB, "\t%s\t%d\n", label, LOCCTR);
        while (strcmp(mnemonic[j], "END") != 0)
        {
            if (strcmp(mnemonic[j], opcode) == 0)
            {
                LOCCTR += 3;
            }
        }
    }
}

```

```

    }
    j++;
}
if (strcmp(opcode, "WORD") == 0)
    LOCCTR += 3;
else if (strcmp(opcode, "RESW") == 0)
{
    LOCCTR = LOCCTR + (3 * atoi(operand));
    count += (3 * atoi(operand));
}
else if (strcmp(opcode, "RESB") == 0)
{
    LOCCTR = LOCCTR + atoi(operand);
    count += atoi(operand);
}
else if (strcmp(opcode, "BYTE") == 0)
{
    LOCCTR = LOCCTR + (strlen(operand));
}
else
    printf(" ");

fprintf(OUTPUT, "\t%s\t%s\t%s\n", label, opcode, operand);
fscanf(INPUT, "%s%s%s", label, opcode, operand);
}

fprintf(OUTPUT, "%d", LOCCTR);
fprintf(OUTPUT, "\t%s\t%s\t%s\n", label, opcode, operand);
printf("\n\n THE LENGTH OF THE PROGRAM IS %d", LOCCTR - start);
length = LOCCTR - start;
finalAddress = LOCCTR;
Tlength = length - count;
fclose(INPUT);

```

```

fclose(OUTPUT);
fclose(SYMTAB);

INTERMEDIATE = fopen("output.txt", "r");
FINAL = fopen("final.txt", "w");
fscanf(INTERMEDIATE, "%s%s%s", label, opcode, operand);
startAddr = atoi(operand);
if (strcmp(opcode, "START") == 0)
{

    fprintf(FINAL, "%s\t%s\t%s\t\n", label, opcode, operand);
    fscanf(INTERMEDIATE, "%s%s%s%s", address, label, opcode, operand);
}
while (strcmp(opcode, "END") != 0)
{

    if (strcmp(label, "**") == 0)

    {

        fprintf(FINAL, "%s\t%s\t%s\t%s\t%x%d\n", address, label,
opcode, operand, getMnemonicCode(opcode), findSYMTAB(operand));
        fscanf(INTERMEDIATE, "%s%s%s%s", address, label, opcode,
operand);
    }

    else if (strcmp(opcode, "BYTE") == 0)

    {

        fprintf(FINAL, "%s\t%s\t%s\t%s", address, label, opcode,
operand);

        for (i = 2; i < (strlen(operand) - 1); i++)
        {

            fprintf(FINAL, "%d", operand[i]);
        }
        fprintf(FINAL, "\n");
    }
}

```

```

        fscanf(INTERMEDIATE, "%s%s%s%s", address, label, opcode,
operand);
    }
    else if (strcmp(opcode, "WORD") == 0)
    {

        fprintf(FINAL, "%s\t%s\t%s\t%s\n", address, label, opcode,
operand);

        fscanf(INTERMEDIATE, "%s%s%s%s", address, label, opcode,
operand);
    }
    else if (strcmp(opcode, "RESW") == 0)
    {

        fprintf(FINAL, "%s\t%s\t%s\t%s\n", address, label, opcode,
operand);

        fscanf(INTERMEDIATE, "%s%s%s%s", address, label, opcode,
operand);
    }
    else if (strcmp(opcode, "RESB") == 0)
    {

        fprintf(FINAL, "%s\t%s\t%s\t%s\n", address, label, opcode,
operand);

        fscanf(INTERMEDIATE, "%s%s%s%s", address, label, opcode,
operand);
    }
    else
    {

        fscanf(INTERMEDIATE, "%s%s%s%s", address, label, opcode,
operand);

        fprintf(FINAL, "%s\t%s\t%s\t%s\n", address, label, opcode, operand);
        fclose(INTERMEDIATE);
    }
}

```



```
fclose(FINAL);  
return (0);  
}
```

Input

```
9 > input.txt  
1  ** START 200  
2  ** LDA AL  
3  ** STA BL  
4  ** ADD CL  
5  AL BYTE 2  
6  BL RESW 3  
7  CL RESB 4  
8  ** END **
```

Output

The screenshot shows the Visual Studio Code interface with three files open in the editor: `symtab.txt`, `output.txt`, and `final.txt`. The Explorer sidebar on the left shows the project structure under `ss [WSL: UBUNTU]`, including files like `a.out`, `exp9.c`, `final.txt`, `input.txt`, `output.txt`, and `symtab.txt`.

symtab.txt:

```
9 > symtab.txt  
1  AL 209  
2  BL 210  
3  CL 219  
4
```

output.txt:

```
9 > output.txt  
1  ** START 200  
2  200 ** LDA AL  
3  203 ** STA BL  
4  206 ** ADD CL  
5  209 AL BYTE 2  
6  210 BL RESW 3  
7  219 CL RESB 4  
8  223 ** END **  
9
```

final.txt:

```
9 > final.txt  
1  ** START 200  
2  200 ** LDA AL 0209  
3  203 ** STA BL c210  
4  206 ** ADD CL 18219  
5  209 AL BYTE 2  
6  210 BL RESW 3  
7  219 CL RESB 4  
8  223 ** END **  
9
```

The status bar at the bottom indicates the current position is `Ln 9, Col 1` with `Spaces: 4`, `UTF-8` encoding, `LF` line endings, and `Plain Text` format. The system clock shows `9:55 AM`.

```
Ubuntu × + ∨  
/mnt/e/school/ss/9 09:58 AM > ./a.out  
  
THE LENGTH OF THE PROGRAM IS 23/mnt/e/school/ss/9 09:58 AM > |
```