PROJECT 1 – DISASSEMBLER

Check List

Verify that each item on this check list is correct before submitting. If your project does not conform to every requirement listed below, go back and rework your project so that all the listed items are provided correctly. If you submit without all the information detailed on this check list, there may be an automatic 5-point deduction and the TA will send it back to you to rework. Feel free to email the professor and TA with questions - that's what we're here for.

Strong suggestion: Before you start writing your program, figure out by hand what the correct instructions should be so that you are sure you understand how it's done. That also allows you to validate that your output is correct! The items below are directly from the project handout.

Item 1:

Ensure both the program code AND a text file of the complete output (copy and paste directly from the emulator into a text file) are zipped into a .zip container. Please do not use a .rar or any other compressed format.

Item 2:

Submit your .zip container through the Assignment on Blackboard.

Item 3:

Output the instruction address (in hex) along with the instruction.

Item 4:

Output the numerical registers (e.g., $7, $0) as opposed to the symbolic descriptions (e.g., $s3, $t1). For any load or store instructions, show the offset value as a signed decimal number.

Item 5:

The key to this project is using bitwise AND operations and logical (not arithmetic) shifts. This is mandatory! Do not use classes that manipulate strings to break down the instruction into parts.

Item 6:

Show addresses in hex. All other values should be in decimal. Instruction syntax counts - pay attention to the details, such as where parentheses, dollar signs, and commas belong.