System software

Code generation

Generating code

- What can we generate?
 - generate raw machine code
 - generate object code
 - print symbol table
 - print program (as .lst file)
 - print .log file
 - · etc.

Generating raw code

- Visitation
 - Node.emitCode(byte[] data, int pos)
 - byte[] Code.emitCode()
- Memory image
 - can be copied into the main memory of SIC/XE
 - afterwards it can be executed
 - not relocatable

Generating object file

Visitation

- transform raw code to hex notation
- some commands must be dealt with separately

Object file

- see also slides for "Loader"
- start and end have H and E record
- actual code is stored within T records

Generating 1st file

- Contents
 - address, raw code in hex, label, commadn, operands
- Enables
 - ease of checking the generated code
 - ease of debugging
 - ease of optimization

Generating 1st file

- Contents of the file
 - list of blocks
 - list of symbols
 - list of literals
 - list of relocation

Relocatable code

- Resolving code
 - When do we need relocation?
 - Relocation table
- Generating object code
 - M records are generated from the relocation table

```
0000:
                               . Rutine za zaslon
0000:
                 ScrSub
                                      0
                               START
0000: B400
                 first
                               CLEAR
                                      Α
                                      =C'*'
0002: 53201E
                 loop1
                              LDCH
0005: 4B203D
                               JSUB
                                      scrfill
0008: 4B2037
                               JSUB
                                      scrclear
000B: 3F2FF4
                               ıΤ
                                      loop1
000E: 010005
                              LDA
                                      #5
0011: 6D0004
                              LDS
                                      #4
0014: 4B2011
                               JSUB
                                      scrgoto
0017: 53200A
                                      =C'A'
                              LDCH
                 loop
001A: 4B2016
                               JSUB
                                      scrch
001D: 3F2FF7
                               J
                                      loop
0020: 3F2FFD
                 halt
                               υŢ
                                      halt
0020:
                              LTORG
                                      C 1 * 1
0023: 2A
                 * 0
                              BYTE
0024: 41
                 *1
                                      C'A'
                              BYTE
```

HScrSub00000000B853

T0000001DB40053201E4B203D4B20373F2FF40100056D00044B201153200A4B2016 T00001D1D3F2FF73F2FFD2A4100000021202590400F2FF54F0000072FEF5790B800 T00003A1DB800132FE64F0000532011B4106D27865790B800B8403B2FF74F000020 T00B85003030001

M000037**05** M00004B**05** E000000

```
*** *** * Screen
0025:
0025:
                 scrcols
                              EQU
                                      80
                                      25
0025:
                              EQU
                 scrrows
0025:
                                      2000
                 scrlen
                              EQU
0025: 000000
                              WORD
                                     X'000000'
                 scrpos
                             . screen goto A=row S=col
0028:
0028: 212025
                              MUL
                                     #scrcols
                 scrqoto
002B: 9040
                              ADDR
                                      S,A
002D: 0F2FF5
                              STA
                                      scrpos
0030: 4F0000
                              RSUB
                             . print A=ch
0033:
0033: 072FEF
                              LDX
                 scrch
                                      scrpos
0036: 5790B800
                             +STCH
                                     screen, X
003A: B800
                              TIXR
                                     Α
003C: 132FE6
                              STX
                                      scrpos
003F: 4F0000
                              RSUB
                             . clear/fill screen
0042:
                                      =C''
0042: 532011
                              LDCH
                 scrclear
                 scrfill
0045: B410
                              CLEAR
                                     Χ
0047: 6D2786
                              LDS
                                     #scrlen
004A: 5790B800
                 scrclearl
                             +STCH
                                      screen, X
004E: B840
                              TIXR
                                      S
0050: 3B2FF7
                              JLT
                                      scrclearl
0053: 4F0000
                              RSUB
0053:
                              LTORG
0056: 20
                 * 2.
                                      C^{-1}
                              BYTE
0056:
                              ORG
                                      47104
B800: 00...00
                              RESB
                                      80
                 screen
B850: 030001
                              LDA
                                      1
                                      first
B850:
                              END
```

HScrSub00000000B853

T0000001DB40053201E4B203D4B20373F2FF40100056D00044B201153200A4B2016 T00001D1D3F2FF73F2FFD2A4100000021202590400F2FF54F0000072FEF5790B800 T00003A1DB800132FE64F0000532011B4106D27865790B800B8403B2FF74F000020 T00B85003030001

M000037**05**

M00004B**05**

E000000