The Little Man Computer

|  |  |
| --- | --- |
| Address | Instruction |
| 00 | INP |
| 01 | STA 99 |
| 02 | INP |
| 03 | ADD 99 |
| 04 | OUT |
| 05 | HLT |

Write the Address number next to the correct instruction then load the LMC and try the program

|  |
| --- |
| Input a number and put it in the calculator |
| Store the number in the calculator in memory slot 99 |
| Input a number and put it in the calculator |
| Add the number in memory slot 99 to the number in the calculator |
| Output the number which is now in the calculator |
| Halt |

Pupils should match the explanation with the instruction. And use this to fill in Sheet 1.

The Little Man Computer – Sheet 1

#### Programming the Little Man Computer

#### 1 The example program

When you load the LMC there is already a program in the computer. The program is written out in the table below in assembly language. By executing the program and using the list of instructions, work out what the program does.

|  |  |  |
| --- | --- | --- |
| **Address** | **Instruction** | **What it does:** |
| 00 | INP |  |
| 01 | STA 99 |  |
| 02 | INP |  |
| 03 | ADD 99 |  |
| 04 | OUT |  |
| 05 | HLT |  |