

# X86 Assembly Languages

## Final Project

### Project topics:

1. **Basics:** Integrate what you've learned in this course and relate with C/C++ language. (Conduct comparisons, analysis, findings, etc.)
2. **User Interface:** design an UI assembly program, such as casual games, utilities, or assemblers.

### Grading Policy:

Project (60%) – difficulty and completion  
Presentation (20%)  
Report (20%)

This is a group project (2ppl/gp).

The grading will be given by the instructor and also TAs. TAs will go through your assembly code. So please no plagiarism. Zero point will be given to all copies. The report format will be announced on *TronClass*.

**Due:** 01/12 Sunday 23:59 pm.

Please upload your report and source code (in archive) to *TronClass* before 23:59 pm.

**Archive Filename:** [ASM\_Final]Group\_number

Please pack two files, your source code and your report, into an archive one. The filename of your archive must be in correct form, or TAs will take points off from you.

**Demo:** 12/30,01/06 Monday in class (0910 - 1200)

Please demo your work while presenting the project. (4-5 minutes per group)

**Note:** Additionally, we only accept your assignment before the due day. So please hand in your assignment in time!