

KEY

- Individual Staff will help
- All code submitted is written by individual student
- You can get help from the teaching staff.

**Read the
specification.
Completely.**

Then read it again.

Overview

Process chars, as they are read:

- Read chars from keyboard without echo
- If upper case A-Z write it to display
- If lower case a-z convert to upper case & write to display
 - subtract 20h
- If blank or period write it to display
- Anything else do not write to display
- If the char was a period then end the program

Example

In: Hello, testing 123.

Out: HELLO TESTING .

Step 1: design

- Pseudocode
 - Should not try your first ASM program in ASM
 - Sketch, outline the program in something you understand
 - C or Java are good pseudocode
- Readfile
 - Folder on website
 - Contains C & Java versions

Step 2: code

- Retrieve testing and grading files from the key course locker
- Files in unpack.exe
- In DOSBox type: unpack
- Name your source code key.asm
- Assemble
 - `ml /c /Zi /F1 key.asm`
 - Creates key.obj
- Link
 - `link /CO key.obj`
 - Creates key.exe

Step 3: test

- testkey.exe
 - Runs your program (key.exe)
 - Redirects keyboard input to program
 - Logs your attempts

Step 4: grade

- gradkey.exe
 - Self-grading
 - Produces file “key.ans”
- Grade
 - 60 pts — correctness
 - 20 pts — efficiency (number of instructions)
 - 20 pts — documentation

Times you used the grading program is 1
Grading program history
*** Grading Run. Date: 05/27/09
Test ran correctly.
++ Grade ++ 60 = Points for correct answers

We are now analyzing your source code.
20 points for 0 - 20
15 points for 21 - 22
10 points for 23 - 24
05 points for 25 - 26
00 points for 27+
Your actual counts are: Executables .. 20
++ Grade ++ 20 = Points for code written

Analyzing program documentation.
DOCPH-0027 program header
DOCHB-0.70 code block headers
DOCLC-0.95 line comments
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Calculating total grade
++ Grade ++ 100 = Total grade generated

Building key.ans for submission..
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