

PART 2 CIS 11 PROJECT

Read the editor guide

New

Open

Save

mode:dark

Part2.asm

```

1  ; CIS 11 TEST SCORE CALCULATOR
2  ; Marco Iniguez
3  ; Ali Sajjad
4  ; Diego Cortez
5
6  .ORIG x3000                ;Start Program
7
8  ;Display prompt
9  LEA R0, WEL
10 PUTS
11 WEL .STRINGZ "Please Enter 5 Scores: "
12
13 LD R0, NEWLINE
14 OUT
15
16 ; ----- Input 5 Scores -----
17
18 JSR GET_GRADE
19 LEA R6, GRADES
20 STR R3, R6, #0             ;Store Number
21 JSR GET_LETTER             ;Push Letter Grade
22 JSR POP                    ;Display Letter
23
24 LD R0, NEWLINE
25 OUT
26
27 JSR GET_GRADE
28 LEA R6, GRADES
29 STR R3, R6, #1
30 JSR GET_LETTER
31 JSR POP

```

CLEAR

Assembly successful.
Simulator ready.

Part2.obj

READY

Running

Get symbol table

ASSEMBLE

Switch to Simulator

Read the simulator guide

Reload

Reinitialize

Randomize

mode:dark

REGISTERS

R0	0x20	32
R1	0x0	0
R2	0x0	0
R3	0x0	0
R4	0x0	0
R5	0x0	0
R6	0x2ffe	12286
R7	0x3030	12340
PSR	0x8001	32769 CC:P
PC	0x209	617
MCR	0x8000	32768

PAUSE

Step In

Step out

Step over

Please Enter 5 Scores:
52 F
87 B
96 A
79 C
61 D
MAX 96
MIN 52
AVG 75
PROGRAM COMPLETE, RUN THIS PROGRAM AGAIN? Y/N

CLEAR

MEMORY

Part2.obj

READY

RUNNING

Get symbol table

0x3000	0xe001	-8191	LEA R0, WEL
0x3001	0xf022	-4862	PUTS
0x3002	0x50	80	'P'
0x3003	0x6c	108	'L'
0x3004	0x65	101	'e'
0x3005	0x61	97	'a'
0x3006	0x73	115	'e'
0x3007	0x65	101	'e'
0x3008	0x20	32	' '
0x3009	0x45	69	'E'
0x300a	0x6e	110	'n'
0x300b	0x74	116	't'
0x300c	0x65	101	'e'
0x300d	0x72	114	'r'
0x300e	0x20	32	' '
0x300f	0x35	53	'S'
0x3010	0x20	32	' '
0x3011	0x53	83	'S'
0x3012	0x63	99	'c'
0x3013	0x6f	111	'o'
0x3014	0x72	114	'r'
0x3015	0x65	101	'e'
0x3016	0x73	115	'e'

JUMP x3000

PC

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Marco Iniguez