1.      Had appendices, but did not reference in the document

a.      Ex: user interfaces

b.      Every item must be referenced if it is in the appendix

2.      Ambiguity in 2.4 General Constraints

a.      Include specific storage, speed, etc. constraints, if any

3.      Definitions for backend/frontend **OR** take out and say it's design

4.      Which registers are we going to display?

a.      General purpose registers and PSW

5.      Assemblers *assemble*, not *parse*

6.      In the Processing (3.2.4.3) the emulator must assemble into an object program, then simulate the execution of the program

7.      "Backend" must act as the 2-pass assembler:

a.      Pass 1:

                                                           i.            Maintain location counter

1.      Make use of machine op table

2.      Process DS and DC statements

a.      Know sizes

                                                                                                                 i.            F = 4, D = 8, H = 2, C = 1, etc.

b.      Enforce boundary alignments

3.      Process literals (literal table)

                                                         ii.            Construct the symbol table

1.      Columns 1-8, and location counter

                                                       iii.            Create intermediate file for pass two

                                                       iv.            Process assembler directives

1.      START, END, USING

2.      SPACE, TITLE, EJECT (may be postponed for pass two)

                                                         v.            *At the end of pass 1, you know of errors in columns 1-8, and also operand errors in columns 10-14, but nothing in the operand columns 16-71*

                                                       vi.            *Errors are not handled until pass 2*

b.      Pass 2 -- using the intermediate file from pass 1 or the original source file

                                                           i.            Create object code for each line

1.      Use machine op table

2.      Use symbol table

3.      Use literal table

                                                         ii.            Create a listing line in .PRT

1.      ***.PRT will not need addresses, just needs:***

a.      ***LOC, Object Code, Line #, Source Statement***

                                                       iii.            Print any errors in pass 1 or 2

                                                       iv.            Create object program that the simulator will execute

8.      Strike section 3.4 Classes

9.      Change section 3.5.6 Portability and Delivery

a.      Change in line 445 to reserves right to renegotiate delivery

10.  Section 5 Management

a.      Line 476 -- not updated, but **approved and amended**

11.  Need to add the supported errors to the appendix and reference in Error section