**Meeting Minutes**

**Date:** April 17, 2014

**Start Time:** 3:30pm

**End Time:** 8:00pm

**Members Present:** Drew Aaron, Michael Beaver, Clay Borden,

Chad Farley, Andrew Hamilton, and Travis Hunt

**Members Absent:** N/A

**Topics** **Discussed**

* Simulator
* Assembler
* Frontend Integration
* User’s Manual
* XDECI

**Decisions and Actions Taken**

Chad and Michael decided on a way to determine if a program should terminate. In the object code generated by ASSIST/I there is a sequence of bytes at the end, notably a special “\_\_” byte. The team will use the same sequence in our object code to denote the end of a program. This will be checked during simulation to determine whether or not a program should terminate. It was quickly determined that this preceding method would not be possible with the current design. Chad and Michael opted instead to use the special byte FF (not a valid ASSIST/I instruction) to mark the end of a program. When the object code is parsed into memory, the last byte (FF) will be “locked.” If a byte with code FF is read and it is “locked,” then the program is to be terminated.

It was determined that the preceding method would also be problematic. So, Chad and Michael decided to use BR 14 as the stopping condition. Every valid assembly program in ASSIST/I must have a BR 14 or equivalent in BCR that branches back to the Simulator. Thus, we will set register 14 to hold an address outside the program code and check the location counter against that value. When that value is reached, the program will terminate.

Travis and Andrew debugged the Assembler. There was a problem when comments were detected on lines using the SPACE directive. Travis and Andrew discovered an error in the Assembler pertaining to A and V constant literals. The Assembler was not putting these values on fullword boundaries.

Drew and Travis worked on integration. Drew also improved the Find and Replace form. He also found a few errors in the Assembler via test programs.

Clay updated the user’s manual.

Chad and Michael implemented XDECI.