

ASSEMBLER

Systems Programming

Final Project (phase-2)

Presented by:

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❖ **Requirement Specification:**

It is required to implement Phase-2 of a Assembler for SIC/XE machines.

Phase-2 specification requires that an entity is to be designed as follows:

1) Format:

A text file "format.txt" each line divided into 4 partitions:

- a. Operation code
- b. Number of bytes 1
- c. Number of bytes 2
- d. Memory/Register/Constant
- e. Binary representation of op code.

2) Input:

A Source file's name "input.txt".

3) Process:

- The format file is read and each line partitioned and saved in a vector "record" after its category.
- The input source file is parsed in order to produce the output.

→Parsing process handles the following:

- a) Source lines that are (instructions, storage declarations, comments, and assembler directives).
- b) Errors and unhandled directives are handled with warnings and error messages.
- c) For instructions, the parser is to minimally be capable of decoding 2, 3 and 4-byte instructions as follows:

- 2-byte with 1 or 2 symbolic register reference (e.g., TIXR A, ADDR S,A)
- RSUB (ignoring any operand or perhaps issuing a warning).
- 3-byte PC-relative with symbolic operand to include immediate, indirect, and indexed addressing.
- 3-byte absolute with non-symbolic operand to include immediate, indirect, and indexed addressing.
- 4-byte absolute with symbolic or non-symbolic operand to include immediate, indirect, and indexed addressing.
- The parser is to handle all storage directives (BYTE, WORD, RESW, and RESB).

4) Output:

a) Object code file:

A text file containing 3 records:

- Header Record: program name, starting address of program originally written in input file.
- Text Records: each contains the starting address and length of object code of this record.
- Modification Record: in case of format 4 instructions, stating location of the address field to be modified, relative to the beginning of the program and Length of address field to be modified , in half bytes.
- End Record: holds the address of first executable instruction in object code.

b) Output file:

- Symbol Table
- Source program in a format similar to a listing file.
- Extra column having the hexa representation of the

object code.

-A meaningful error message is printed below the line in which the error occurred.

❖ **Design:**

Pass-2 assembler:

- Source lines are read in sequence.
- The lines are passed to a parser method which supports free formatting.
- The parser method, along with other methods, is used as discussed before to output the pass-1 for the assembler and save the symbol table.
- If pass-1 was performed successfully pass-2 is then executed.
- In pass-2 every line entry is checked for producing the op-code.
- Errors in pass-2 are recorded so as to determine whether the object file will be created or not.

❖ Algorithms Description:

1) **checkOrg:**

- Parameters: String which is the operand for 'org' directive.
- Return type: Int which is the address to be assigned for the current line.

2) **checkEqu:**

- Parameters: String which is the operand for the 'equ' directive, and a string which is the label for the 'equ' directive.
- Return type: Int which corresponds to the address to be assigned to this line.

3) **formate1:**

- Parameters: String which is an instruction of format 1.
- Return type: String holding the corresponding opcode.
- Functionality: A member of a set of functions designed to return an opcode for a certain instruction line according to its format used, format -1 is used in this case.

4) **formate2:**

- Parameters: String which is the instruction, and another string which is the operand to an instruction of format 2.
- Return type: A string holding the corresponding opcode.
- Functionality: A member of a set of functions designed to return an opcode for a certain instruction line according to its format used, format -2 is used in this case, it reviews the registers -operands- and accordingly calculates the opcode.

5) **formate3_4:**

- Parameters: Integer which holds the index of the current line in the entries table, String which is the instruction, and

another string which is the operand to an instruction of format 2, and an integer holding the current address of the line.

- Return type: A string holding the corresponding opcode.
- Functionality: A member of a set of functions designed to return an opcode for a certain instruction line according to its format used, format -3 || 4 are used in this case, it reviews the instruction opcode, calculates the corresponding "nixbpe" values and evaluates the object code.

6) eval_address:

- Parameters: String which is the operand for a certain instruction.
- Return type: Returns integer which is address for corresponding operand.
- Functionality: Evaluates the address for all formats, it is used to get the TA for a certain instruction whether from the symbol table or otherwise.

7) ObjectCode:

- Parameters: Void.
- Return type: Void .
- Functionality: Method responsible for assigning objectcodes for all source code lines in order to be printed out In the main method in pass-2. This is only when pass-1 is error free.

8) buildObjectFile:

- Parameters: Void.
- Return type: Void.
- Functionality: Method responsible for building up the object file if and only if pass-2 is error free.

9) is_number:

- Parameters: string to be checked.
- Return type: boolean.
- Functionality: validate that the entered string is a number.

10) generateObjectFile:

- Parameters: void.
- Return type: void.
- Functionality: writes the object code in object file.

11) tokenize:

- Parameters:
 - string: general expression.
 - char: delimiter.
- Return type: void.
- Functionality: separates the given string according to delimiter given.

12) initRegisters:

- Parameters: take no input.
- Return type: void.
- Functionality: gives each register its equivalent hexadecimal value.

13) modifyLocation :

- Parameters:
 - int: location of the instruction.
 - int: length of spaces it will fill in the object file.
- Return type: string.
- Functionality: changes the location of the instruction to the hexadecimal presentation and pads it with zeros to fill the corresponding spaces in the object file.

❖ **Main Data Structures:**

1) Maps:

a) A map data structure is used:

- For the symbol table:

It is used to insert labels in the symbol table and to easily be able to retrieve them or check for their duplicity in constant time.

- For saving up SIC/XE machine appendix:

b) A two dimensional map is used to save up SIC/XE machine instruction set and their corresponding format.

❖ **Assumptions:**

1) Errors are produced as follows:

- In case of an invalid operand
 - "****Error: Invalid Operand".
- If line length is exceeded above limit
 - "****Error: Invalid length of the line".
- Invalid line spaces
 - "****Error: invalid spaces in this line".
- Invalid beginning
 - "****Error: invalid start of the program".
- Invalid op code
 - "****Error: Invalid OpCode".
- Duplicate symbols
 - "****Error: Duplicate Symbol".
- Invalid entry
 - "****Error: Invalid Entry".
- Invalid end program
 - "****Error: invalid end of the program".

2) Operands and Labels in the free format cannot include space characters.

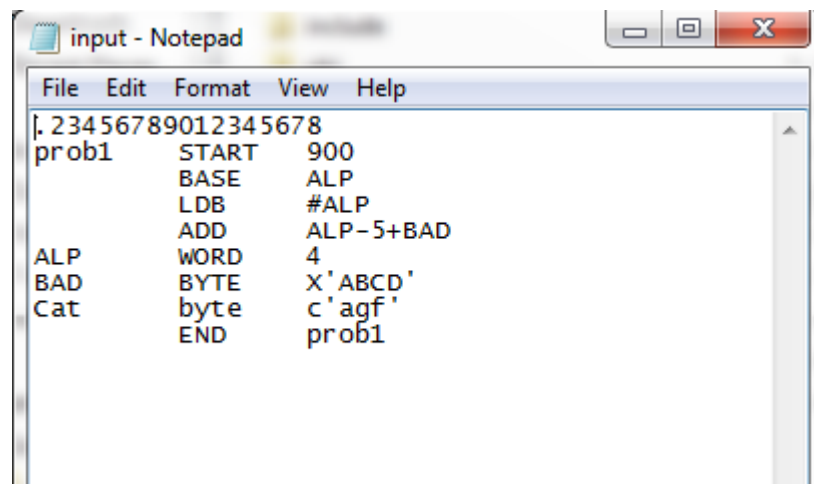
3) Dealing with a general expression:

- Assumption:
 - User must enter operators arranged according to priority of execution for the program to execute the code correctly.

- Procedure:
 - The general expression is separated using “tokenize” function, then checks the existence of the operands’ labels in the symbol table, then the expression is execute according to the input sequence.

❖ Sample Runs :

- Input 1:



```

input - Notepad
File Edit Format View Help
1. 23456789012345678
prob1      START      900
           BASE       ALP
           LDB        #ALP
           ADD        ALP-5+BAD
ALP        WORD       4
BAD        BYTE       X'ABCD'
Cat        byte       c'agf'
           END        prob1
  
```

- **Format file 1:**



format - Notepad

File Edit Format View Help

```
rmo,2,0,r,10101100  
lda,3,4,m,000000  
lds,3,4,m,011011  
ldt,3,4,m,011100  
ldx,3,4,m,000001  
ldb,3,4,m,011010  
ldl,3,4,m,000010  
sta,3,4,m,000011  
sts,3,4,m,011111  
stt,3,4,m,100001  
stx,3,4,m,000100  
stb,3,4,m,011110  
stl,3,4,m,000101  
ldch,3,4,m,010100  
stch,3,4,m,010101  
add,3,4,m,000110  
sub,3,4,m,000111  
addr,2,0,r,10010000  
subr,2,0,r,10010100  
comp,3,4,m,001010  
compr,2,0,r,10100000  
j,3,4,m,001111  
jeq,3,4,m,001100  
jlt,3,4,m,001110  
jgt,3,4,m,001101
```

- Output file 1:

output - Notepad						
File Edit Format View Help						
LineNo	Address	Label	Op-code	operand	Comment	objectCode
0					.23456789012345678	
1	900	prob1	start	900		
2	900		base	alp		
3	900		ldb	#alp		692003
4	903		add	alp-5+bad		1b4904
5	906	alp	word	4		000004
6	909	bad	byte	x'abcd'		abcd
7	90b	cat	byte	c'agf'		616766
8	90e		end	prob1		
*****pass1 errors*****						
*****symbol Table*****						

symbol Address						

alp 906						
bad 909						
cat 90b						

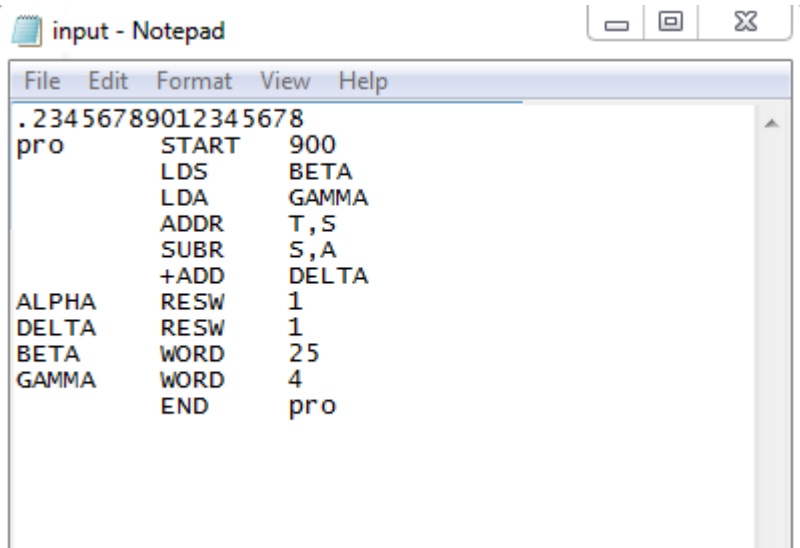
- Object file 1:

```

objectfile - Notepad
File Edit Format View Help
Hprob10000900000000e
T00090000e6920031b4904000004abcd616766
E000900

```

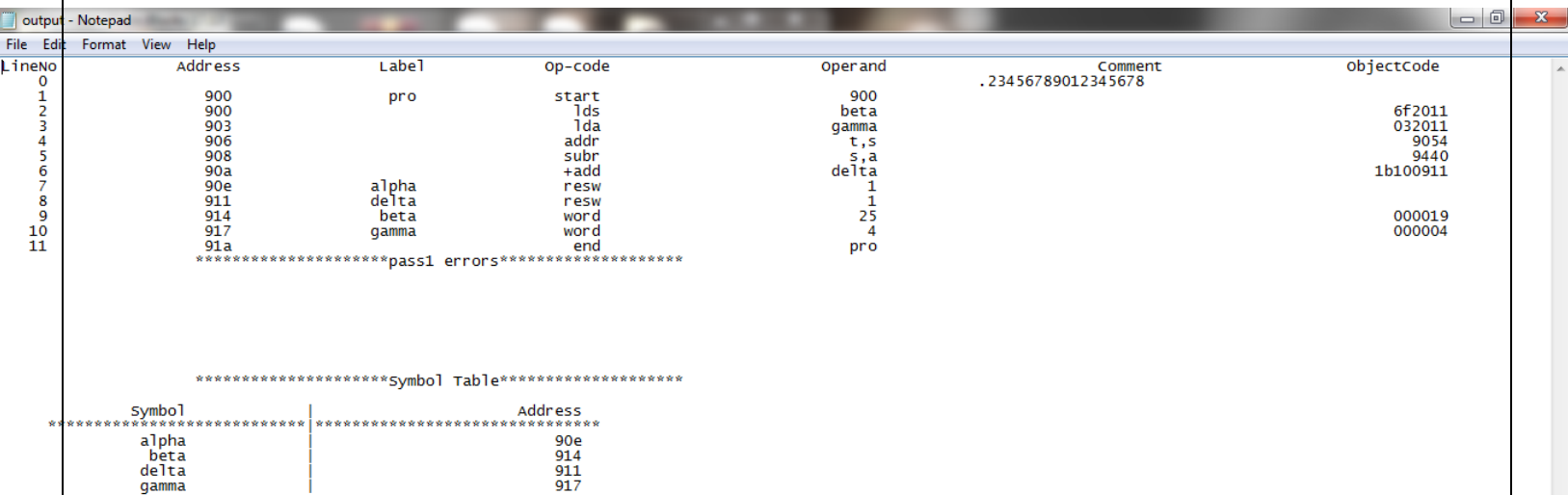
- Input 2:



```

File Edit Format View Help
. 23456789012345678
pro      START    900
          LDS      BETA
          LDA      GAMMA
          ADDR     T,S
          SUBR     S,A
          +ADD     DELTA
ALPHA    RESW     1
DELTA    RESW     1
BETA     WORD     25
GAMMA    WORD     4
          END      pro
  
```

- Output file 2:



LineNo	Address	Label	Op-code	Operand	Comment	objectCode
0					. 23456789012345678	
1	900	pro	start	900		
2	900		lds	beta		6f2011
3	903		lda	gamma		032011
4	906		addr	t,s		9054
5	908		subr	s,a		9440
6	90a		+add	delta		1b100911
7	90e	alpha	resw	1		
8	911	delta	resw	1		
9	914	beta	word	25		000019
10	917	gamma	word	4		000004
11	91a		end	pro		
*****pass1 errors*****						
*****symbol Table*****						
symbol	Address					
alpha	90e					
beta	914					
delta	911					
gamma	917					

- **Object file 2:**

