

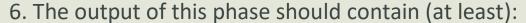
Phase 1



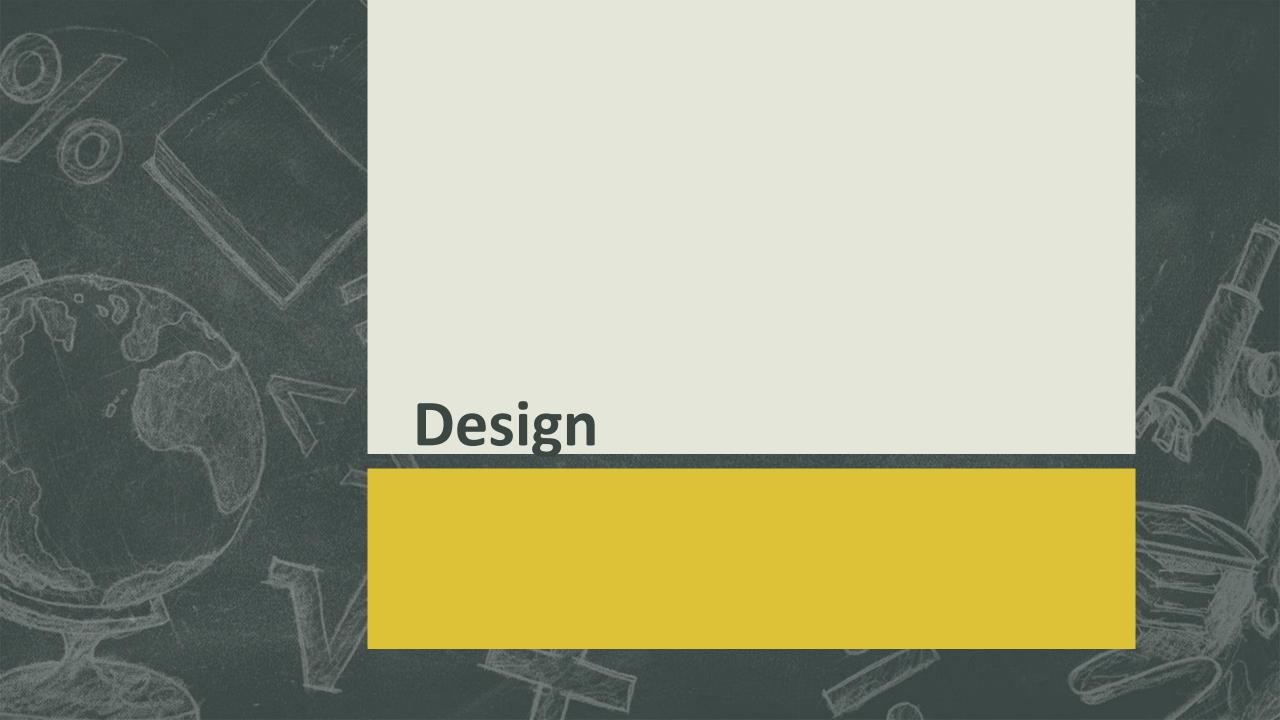
- 1. The pass1 program is to execute by entering pass1 <source-file-name>
- 2. The source file for the main program for this phase is to be named pass1.c
- 3. You should build a parser that is capable of handling source lines that are instructions, storage declaration, comments, and assembler directives (a directive that is not implemented should be ignored possibly with a warning)
- 4. For instructions, the parser is to minimally be capable of decoding 2, 3 and 4-byte instructions as follows:
 - a) 2-byte with 1 or 2 symbolic register reference (e.g., TIXR A, ADDR S,A)
 - b) RSUB (ignoring any operand or perhaps issuing a warning)
- c) 3-byte PC-relative with symbolic operand to include immediate, indirect, and indexed addressing
- d) 3-byte absolute with non-symbolic operand to include immediate, indirect, and indexed addressing
- e) 4-byte absolute with symbolic or non-symbolic operand to include immediate, indirect, indexed addressing

and

5. The parser is to handle all storage directives (BYTE, WORD, RESW, and RESB).

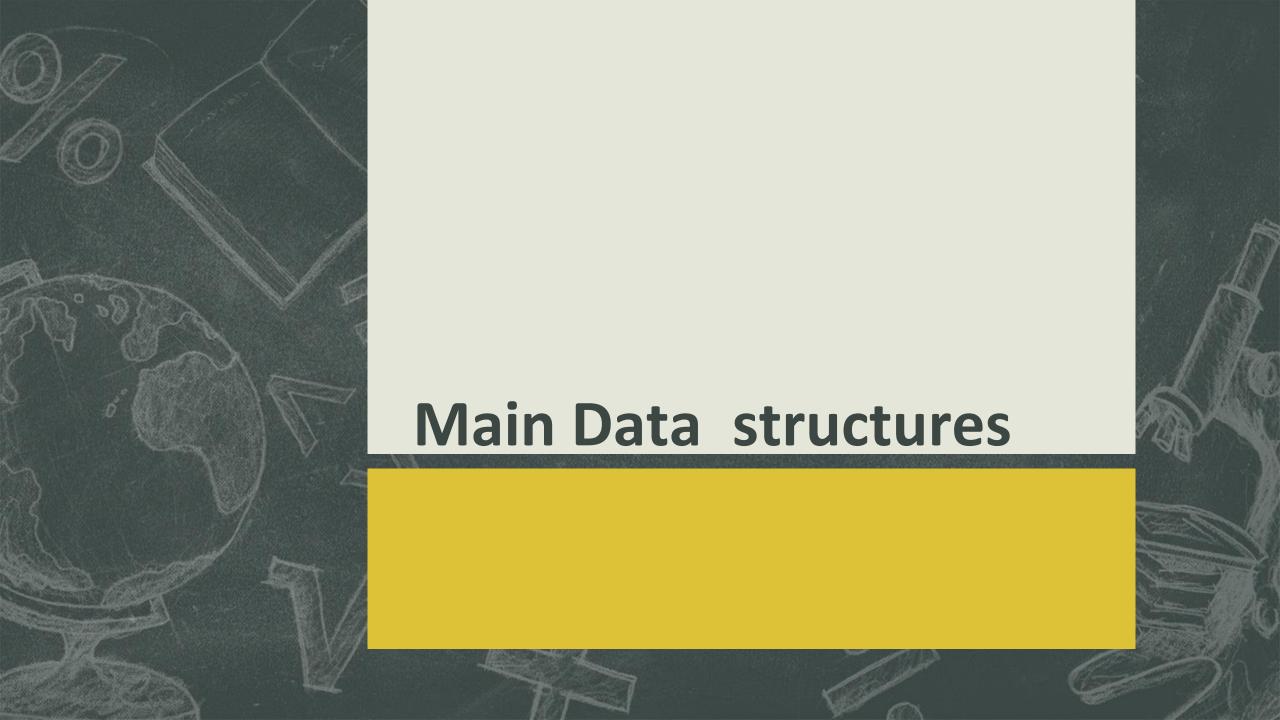


- a) The symbol table.
- b) The source program in a format similar to the listing file described in your text book except that the object code is not generated as shown below.
- c) A meaningful error message should be printed below the line in which the error occurred
- 7. Support free-formatted assembly language programs. In a free-formatted assembly program, statements are not restricted to begin at a given position in the line. Many consecutive white spaces or tabs should be treated as a single space. (You may use regular expressions)



We use object oriented programming concepts and divided the code to three main classes:

- -parsing class: in which the regex handle the line of code and make sure that there is no syntax error.
 - -addressList class: set the address for each line of code.
 - -output class: which print the output table.

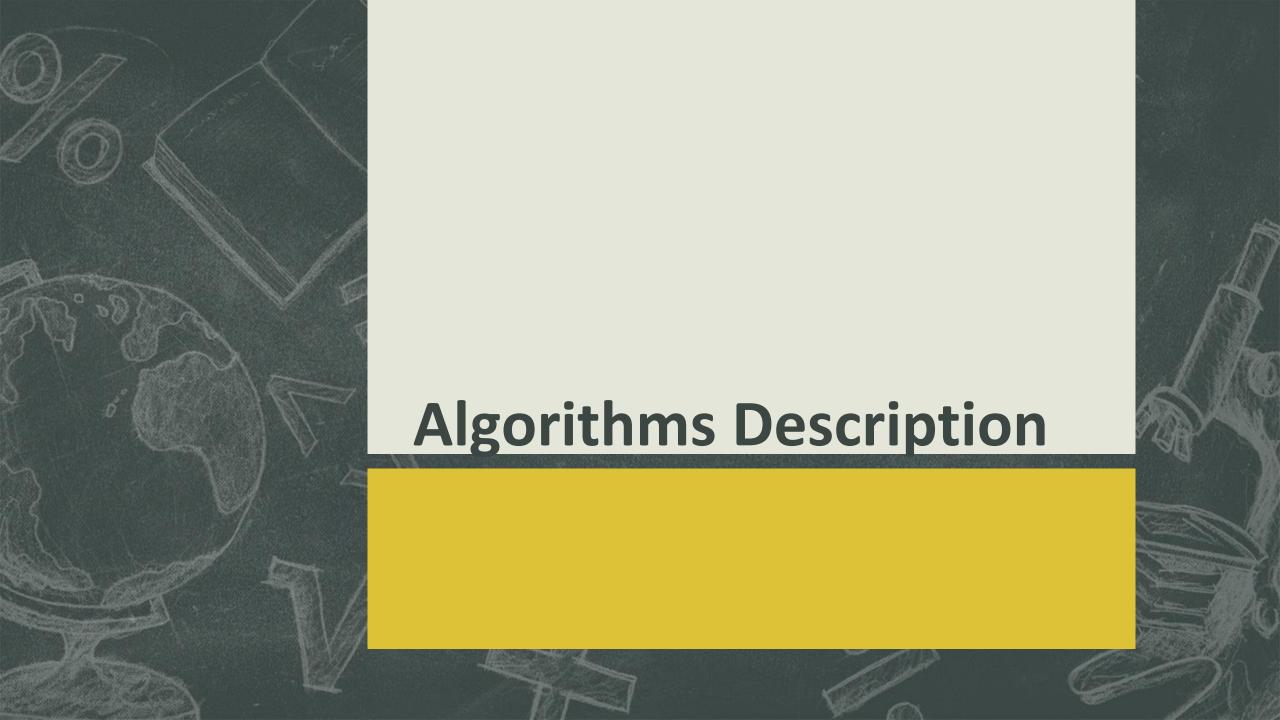


Maps

- we store mnemonic in map ,this map its key is the string of mnemonic and its value is apair the first holds the format and the second holds the opcode
- there is vector stores string"BYTE"/"WORD"/"RESW"/"REWB"

Vector

- We use vector to store all possible instructions to handle them as :
 - a) 2-byte instructions with 1 or 2 symbolic register reference.
 - b) 3-byte PC-relative with symbolic operand to include immediate, indirect, and indexed addressing
 - c) 3-byte absolute with non-symbolic operand to include immediate, indirect, and indexed addressing
 - d) 4-byte absolute with symbolic or non-symbolic operand to include immediate, indirect, and indexed addressing 5



Parsing class

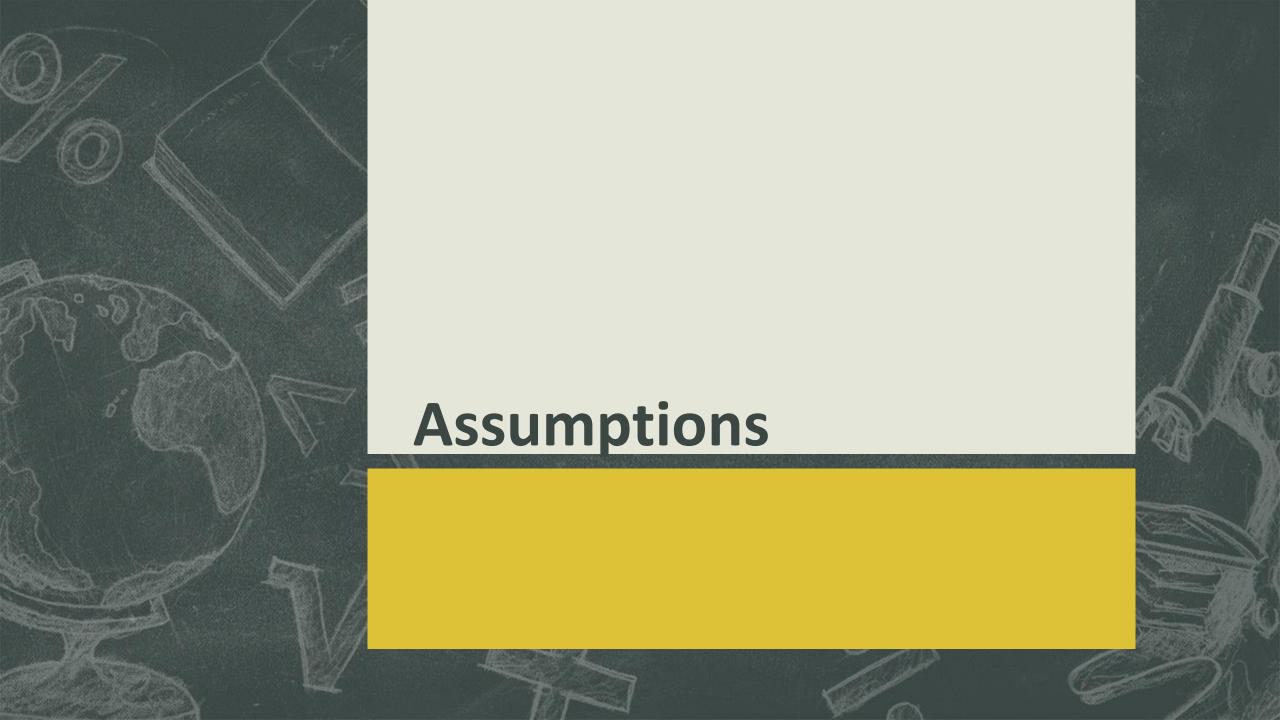
- -We create a group of regex where each regex handle a type of instructions.
- -By looping on the file and check that each line is acceptable by a regex .
- -The line may not be acceptable if the instruction is unsupported instructions or unsupported operand for the given instruction.
- -If the line is not acceptable by any regex then the output print "Syntax error".
- -If the last line is not END, it will print "the last line is not END".

AddressList Class

- -if the given mnemonic in the problem contains in the map we add to the address the value in stored in pair->first
- -if mnemonic in the problem stored in the vector if its BYTE we increase the address by number of bytes stored in given problem ex C'AB' so increase by 2,
- if it is RESB we increase address by given number of bytes
 - -if it is RESW we increase by given number of words multiplyed by 3
- -if it is WORD we increase address by 3

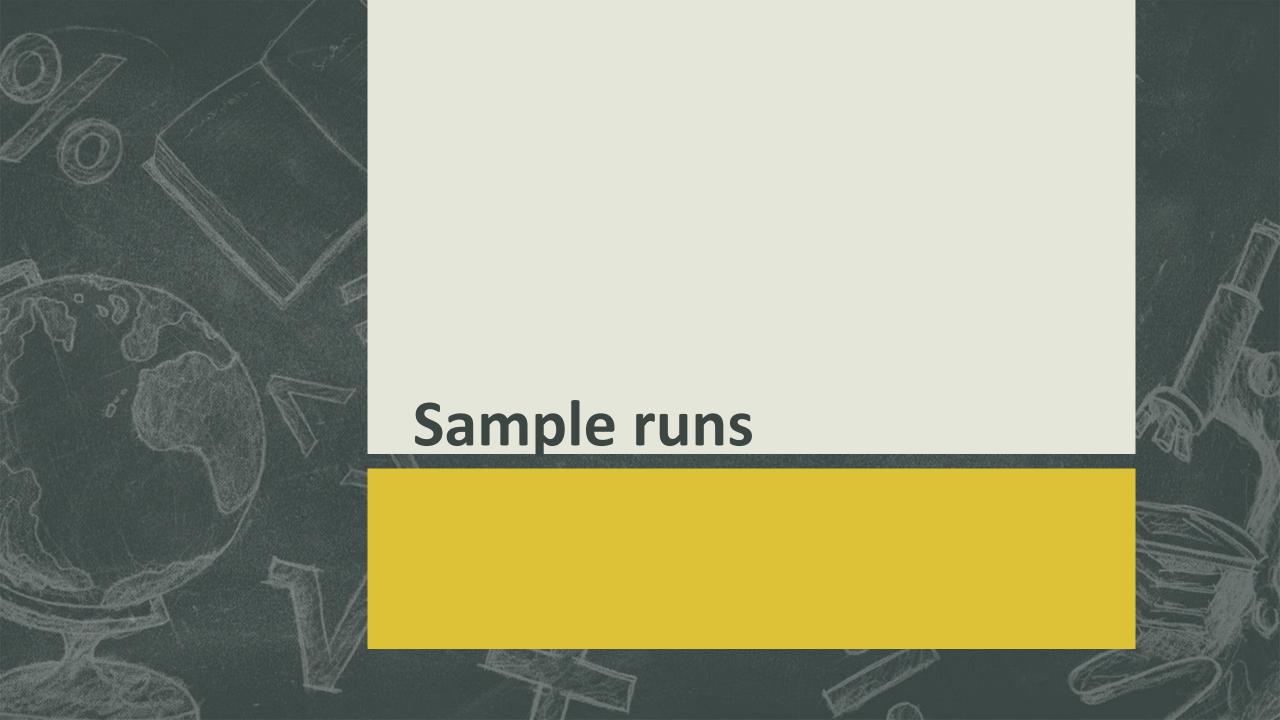
Output class

- -Take the vectors that contain the Mnemonicopcode, operand, address, labels from the previous two classes and print them with the line number.
- -Print the errors if found.



Assumptions

- -If there is no start address given with START instructions, we set the default address by 0000.
- -Start address less than 7 characters.
- -The last line must be END.
- START must be the first line or it can be preceded by a Comment line.
- -Label name and variable name must start with a letter.
- -All characters are in uppercase.



Comment	Line no	Address	Label	Mnemonic	Operands	Comments	Readin	puts - Note	pad	s—	×
2 comment LAB2C START 1000 .234567890123456789 3 000003 LDA ALPHA LAB2C START 1000 .234567890123456789 4 000006 LDB #10 LDA ALPHA LDA ALPHA 6 000006 LDB #10 LDB #10 LDA ALPHA 6 000000 LDA ALPHA 6 000000 LDA ALPHA 6 000000 LDA ALPHA 6 000000 LDA ALPHA 6 0000000 LDA ALPHA 6 00000000 LDA ALPHA 6 0000000 LDA ALPHA 6 0000000 LDA ALPHA 6 00000000 LDA ALPHA 6 000000000 LDA ALPHA 6 000000000 LDA ALPHA 6 000000000 LDA ALPHA 6 00000000000000000000000000000000000	1	comment	. 2345678901234								
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7		00000B						LDB	#10		
9	7	00000E		STA				LDX	#0		
9	8	000011		LDX	#1			ADDR	A.B		
10	9	000012		FIX							
11			.Format 4								
12									"-		
## 15							Farmer				
15							.Format		44.2		
16											
17 000027 JEQ FOUND STA INPUT			LOOP								
18											
19								STA	INPUT		
20 000030							LOOP	LDCH	STRING,X		
20 00030								COMP	INPUT		
21 000036 ALPHA WORD 2 23 00003C SAVEW RESW 2 24 00003D HEXCHAR BYTE X'61' 25 00003E INPUT RESB 1 26 000044 STRING BYTE C'String' ALPHA WORD 2 27 000049 OUTPUT RESB 5 28 000049 END END HEXCHAR BYTE X'61' Process returned 0 (0x0) execution time: 2.762 s Ress any key to continue.											
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END END							001101				

