GEORGE WASHINGTON UNIVERSITY

Fall 2023

CSCI 6461 Computer System Architecture

Project Part 3 - Simulator for Executing All Instructions

User Guide

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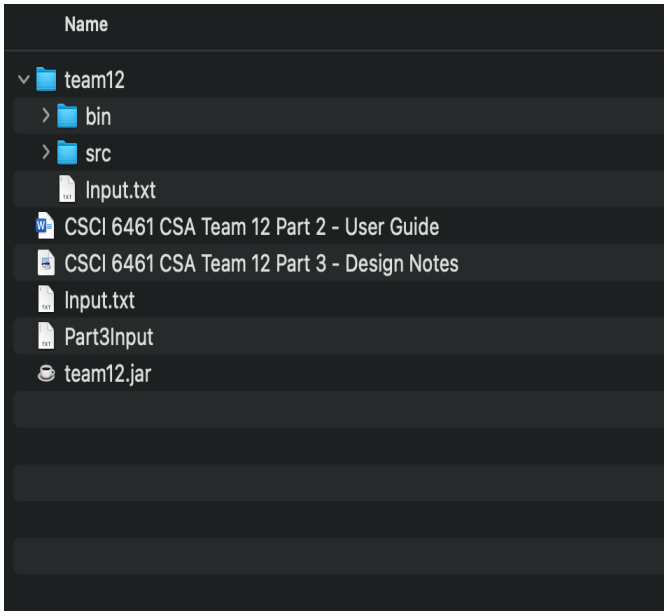
1. **Preparation Instructions:** Install Java.

2. **Download the below file from the blackboard: Filename:** Team 12_Project 3.zip

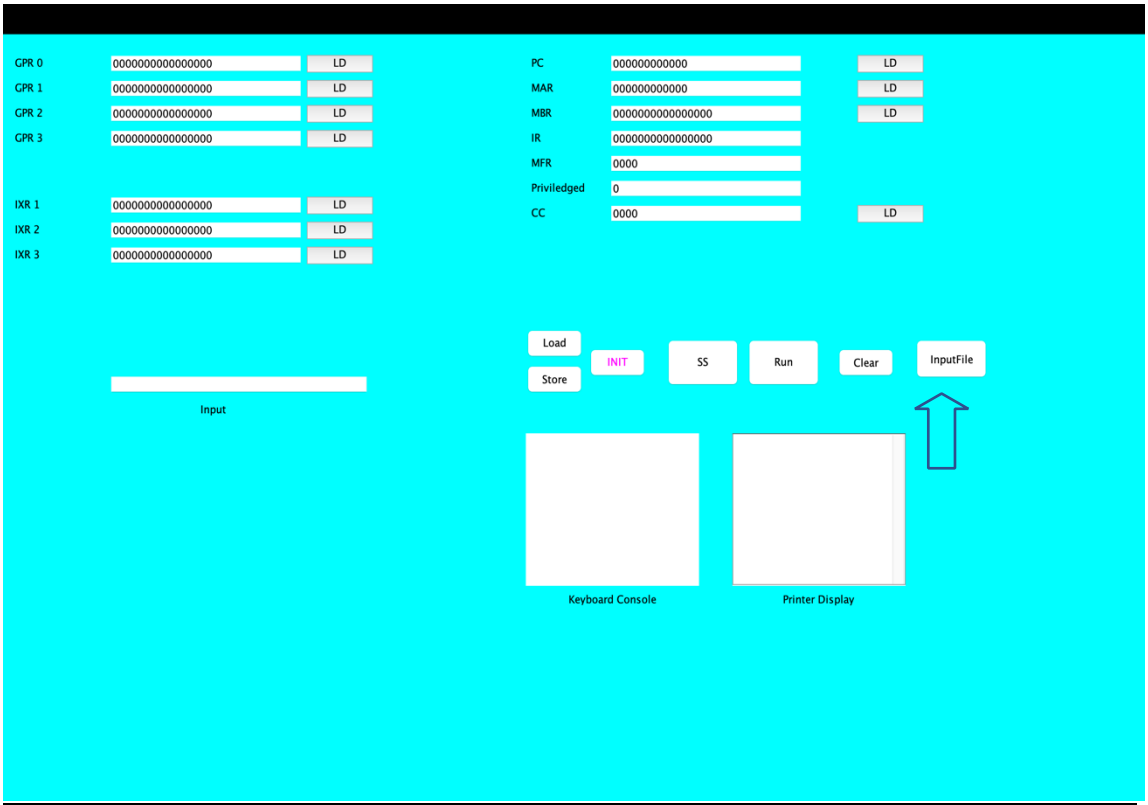
3. **Execution Instructions:**
   a. Download the file named Team 12_Project 3.zip.
   b. Extract the zip file and make sure all the files indicated below are present before you run the jar file.

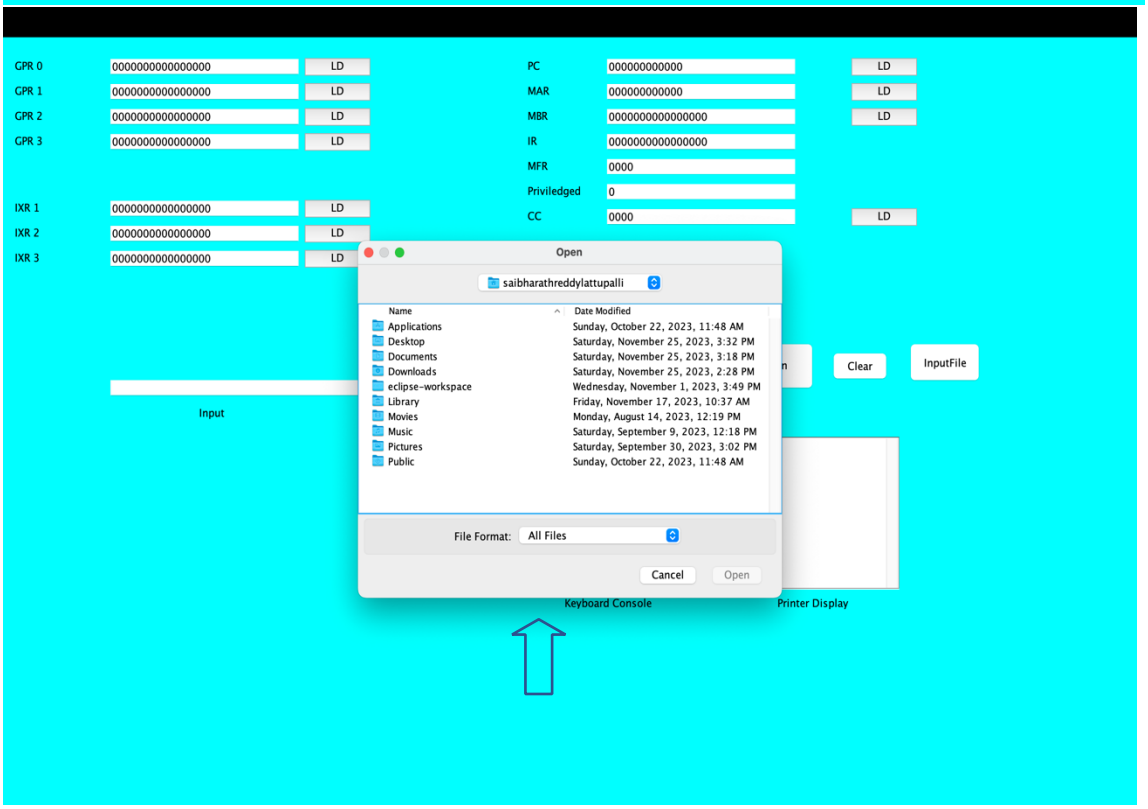


   c. Double click on team12.jar to run the jar file or open terminal and execute the "java -jar team12.jar" from the folder where you have these files.

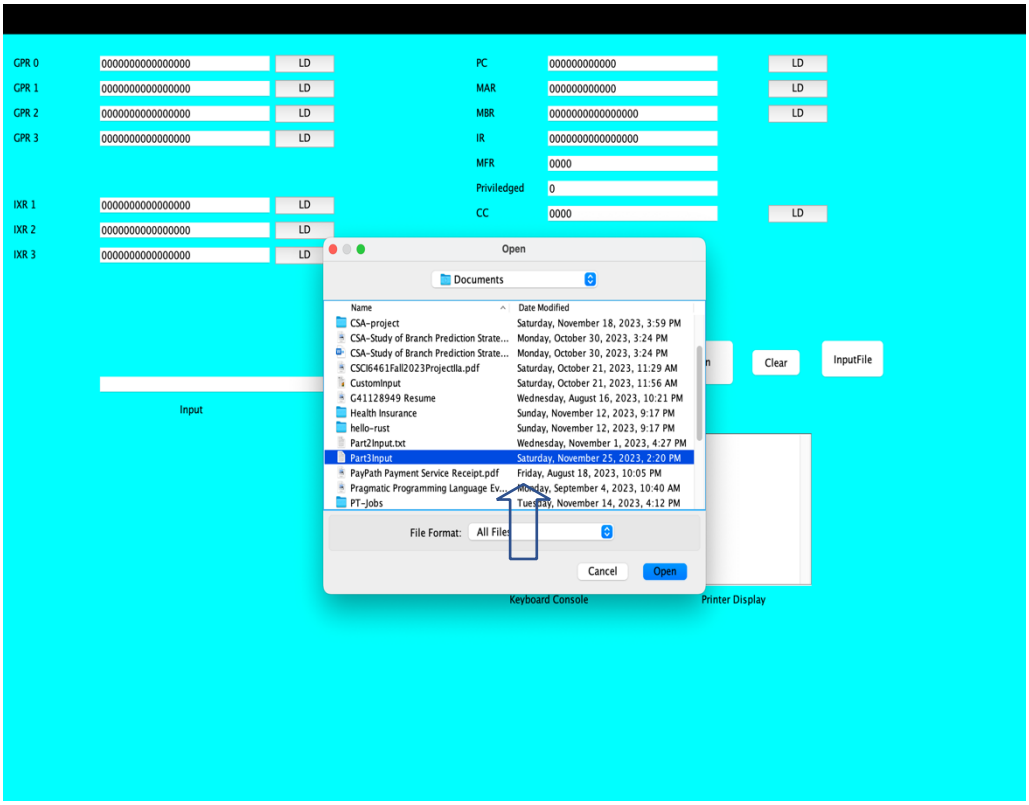
4. **Updates in this Project Phase 3:**
   As continuation from part2, in this phase we have implemented all Instructions and added "Keyboard" and "Printer" consoles to the UI. Now the assembler will take a file with instructions from the user and convert its contents to hexadecimal format and then decodes those instructions.

5. **Operating the simulator:**
   a. Click on "InputFile" button. A popup will appear asking the user to select their intended file.

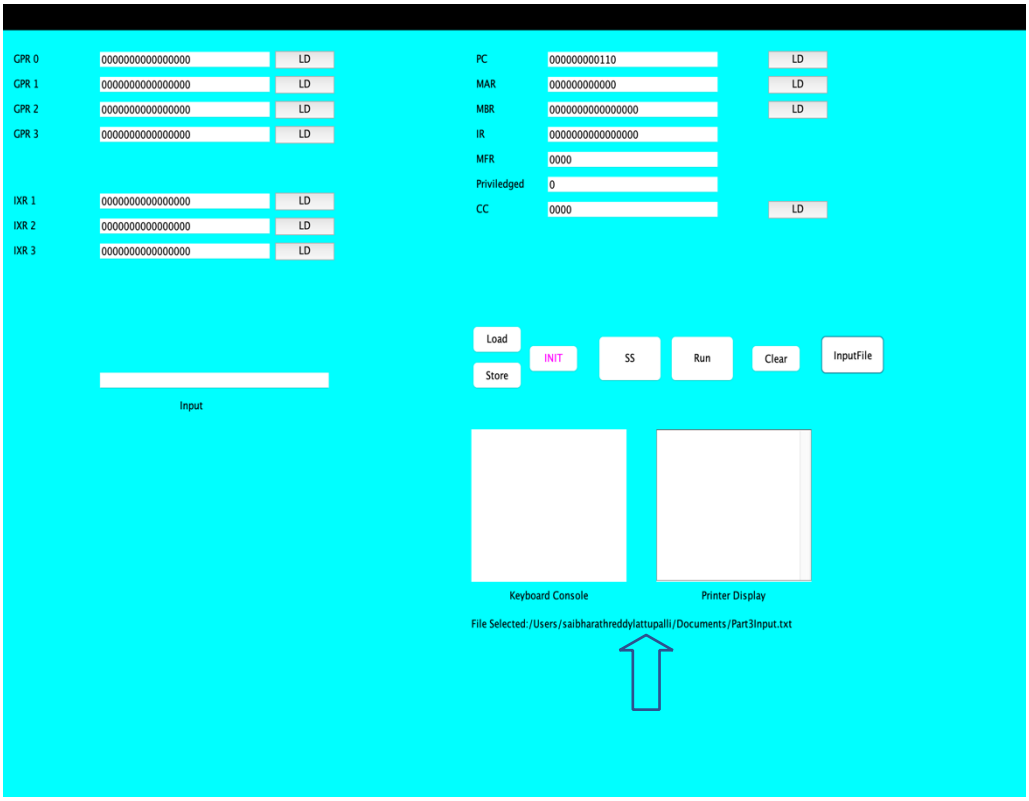




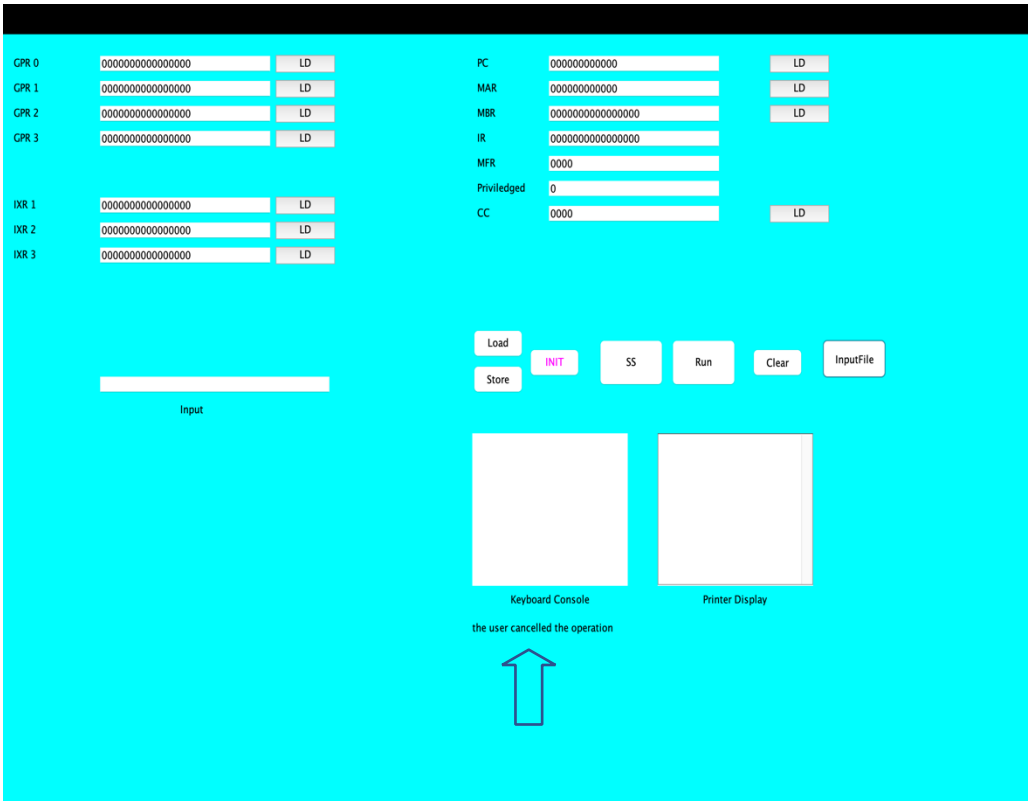
b. Select the input file “Part3Input” and then click on open.



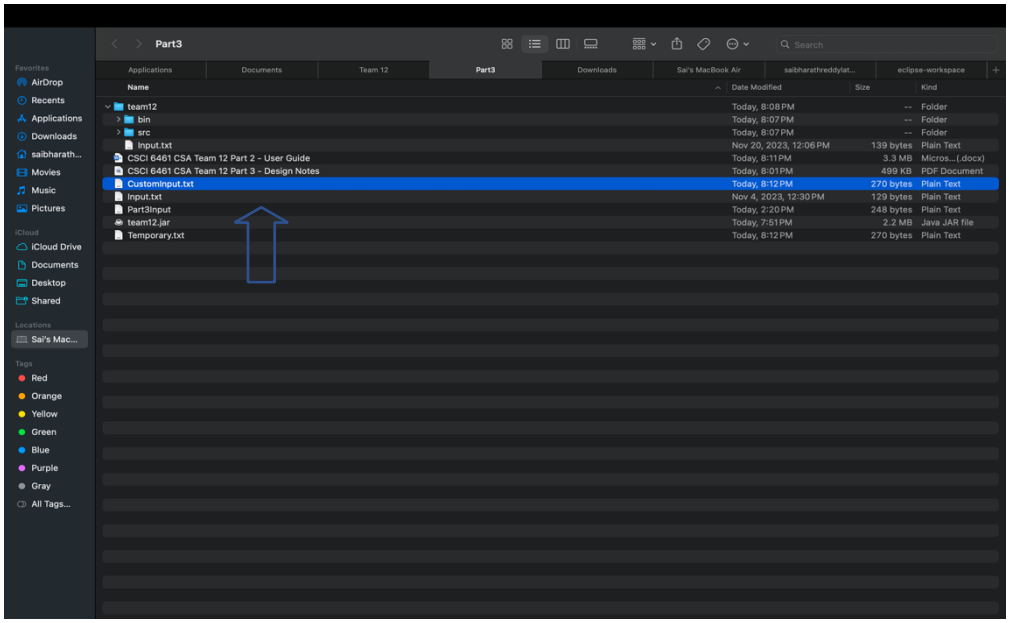
c. If file is selected successfully then the absolute path of the selected file will be displayed on the UI.

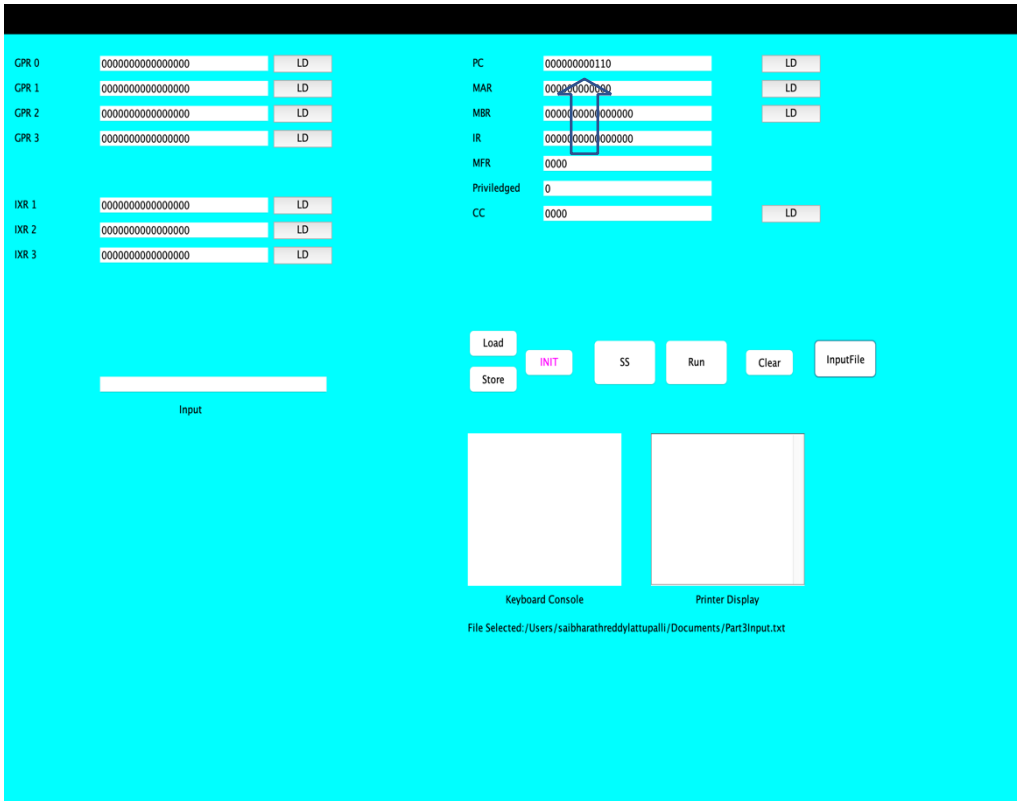


d. Else, if user selected “Cancel” in step 2, the message “The user cancelled the operation” will be displayed on the UI.

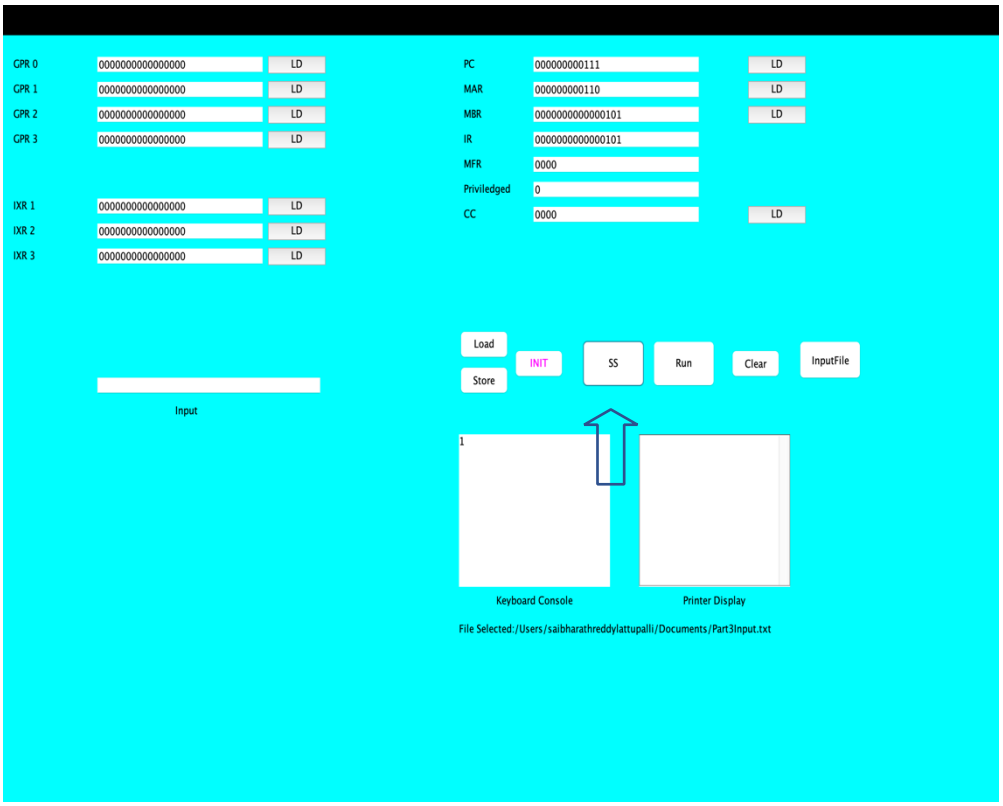


e. If file is selected successfully, then the content of the file will be converted to hexadecimal format and will be written to a new file “CustomInput.txt” and the first address in this file will be displayed at “PC”.

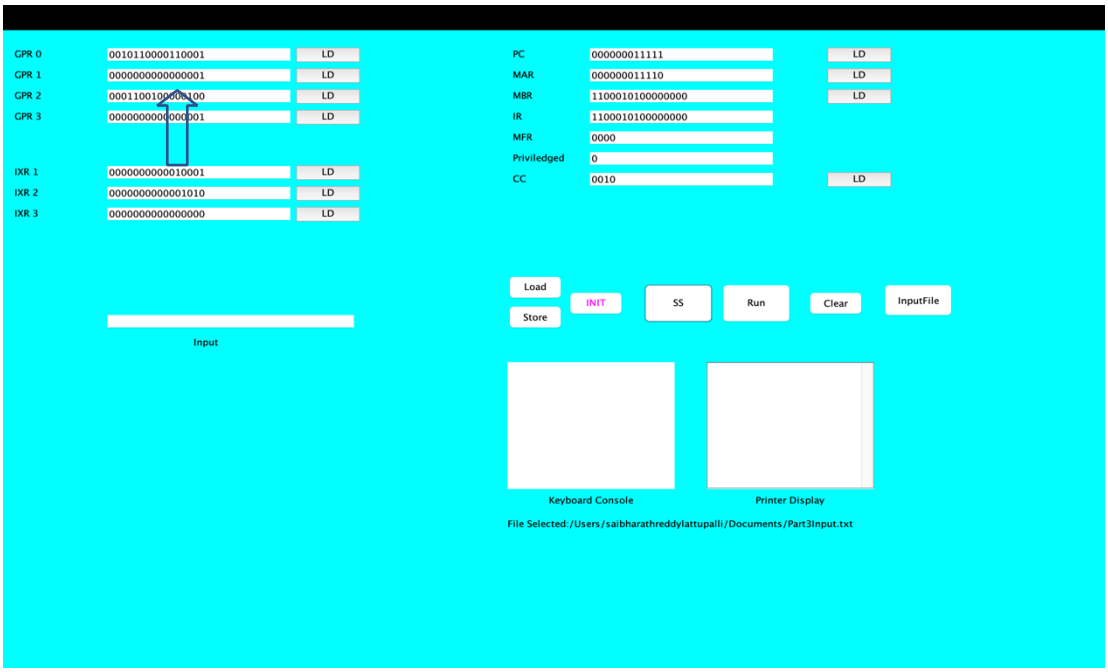




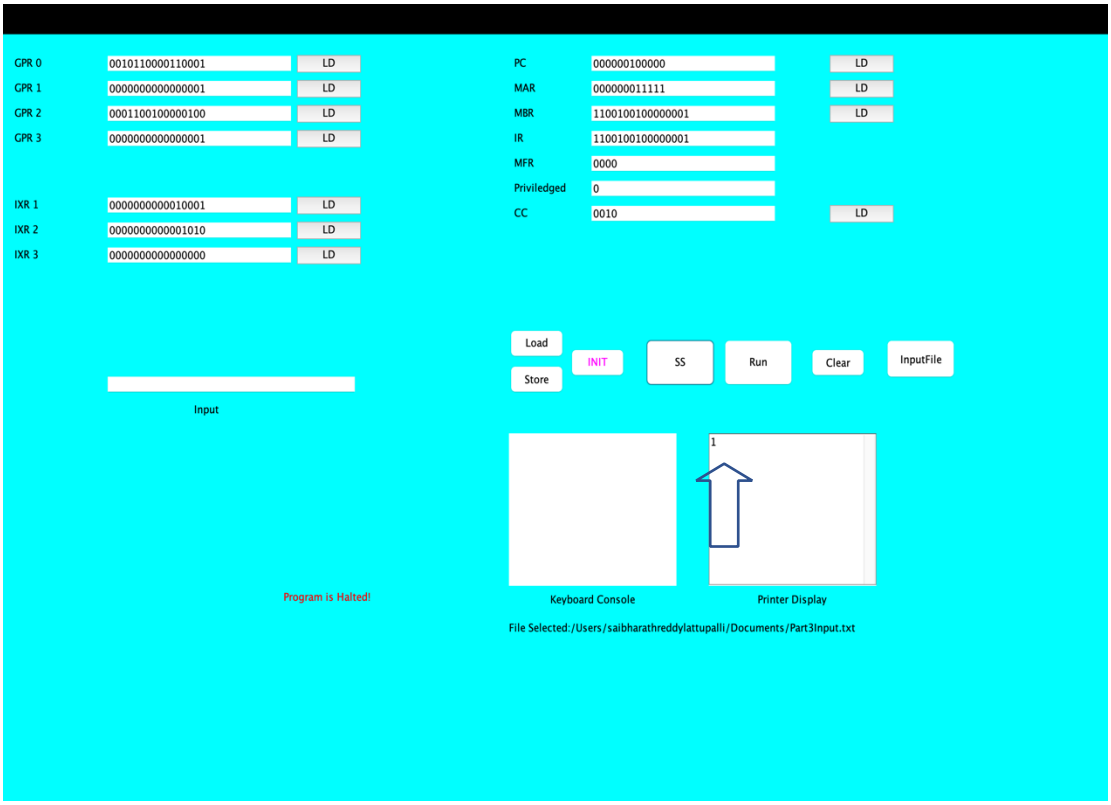
f. Click on “SS” to execute the instructions single step at a time.



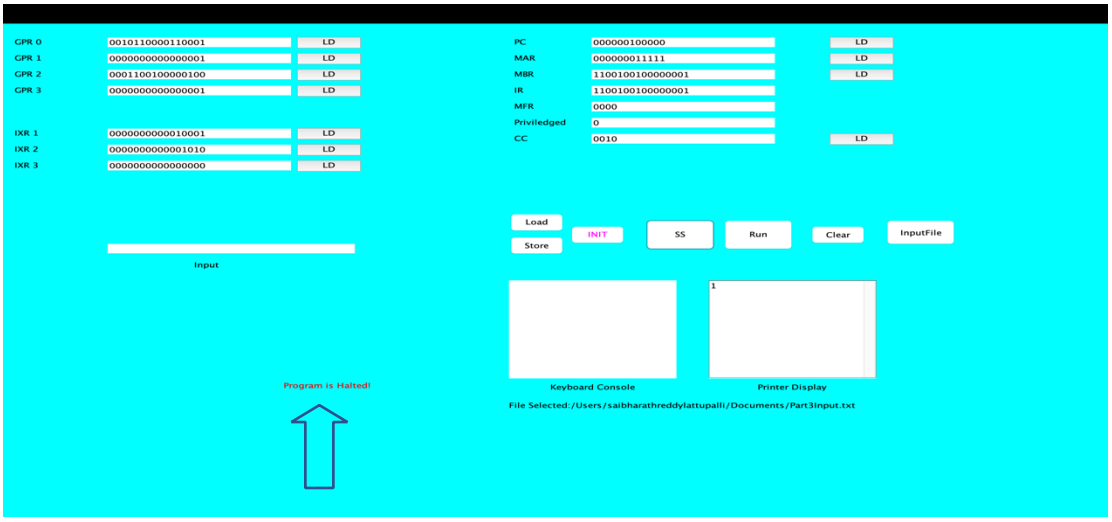
g. To execute “IN” and “OUT” instructions use “Keyboard Console” and “Printer Display”.
While executing “IN”, give a number into the “Keyboard Console”. This number will get stored into the register mentioned in the Instruction.
E.g.: IN 1,0 – This will store the number into GPR1.



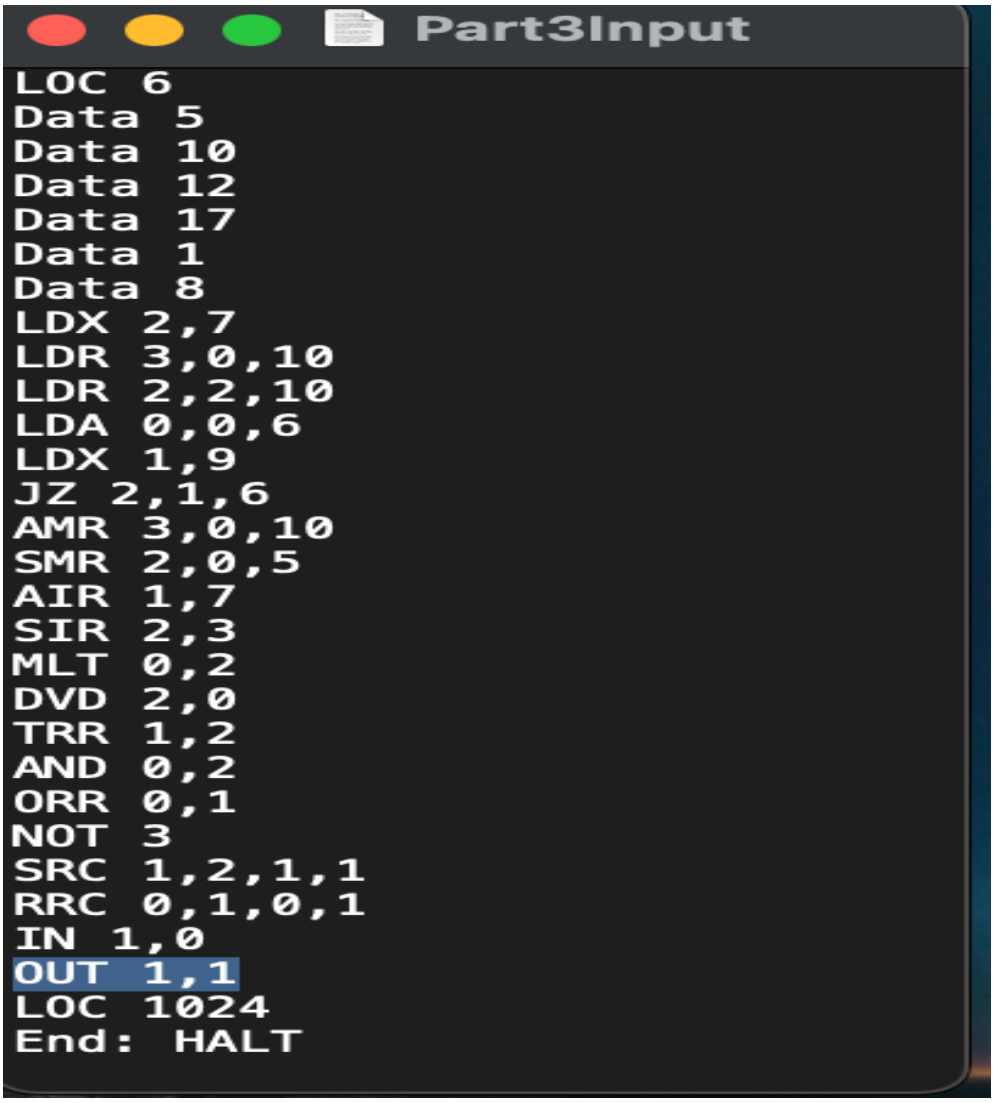
The “OUT” instruction will read the value from the register specified in the instruction and displays it in “Printer Display”.
E.g.: OUT 1,1 – This will read the value from gpr1 and displays.



h. Once all the instructions from the memory are executed, “Program is Halted” gets displayed on the UI.



i. Content of “Part3Input” (User File)



j. Content of “CustomInput.txt” (Generated File)