

GEORGE WASHINGTON UNIVERSITY

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CSCI 6461 Computer System Architecture

Project Part 3 - Simulator for Executing All Instructions

User Guide

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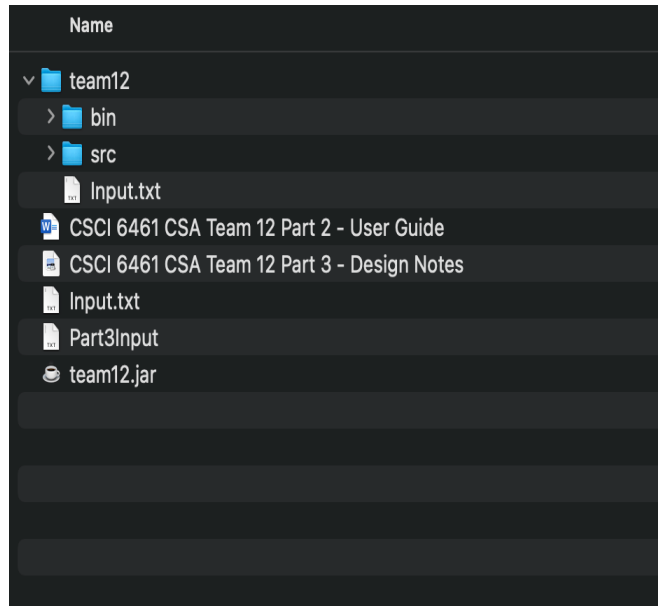
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1. **Preparation Instructions:** Install Java.

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.



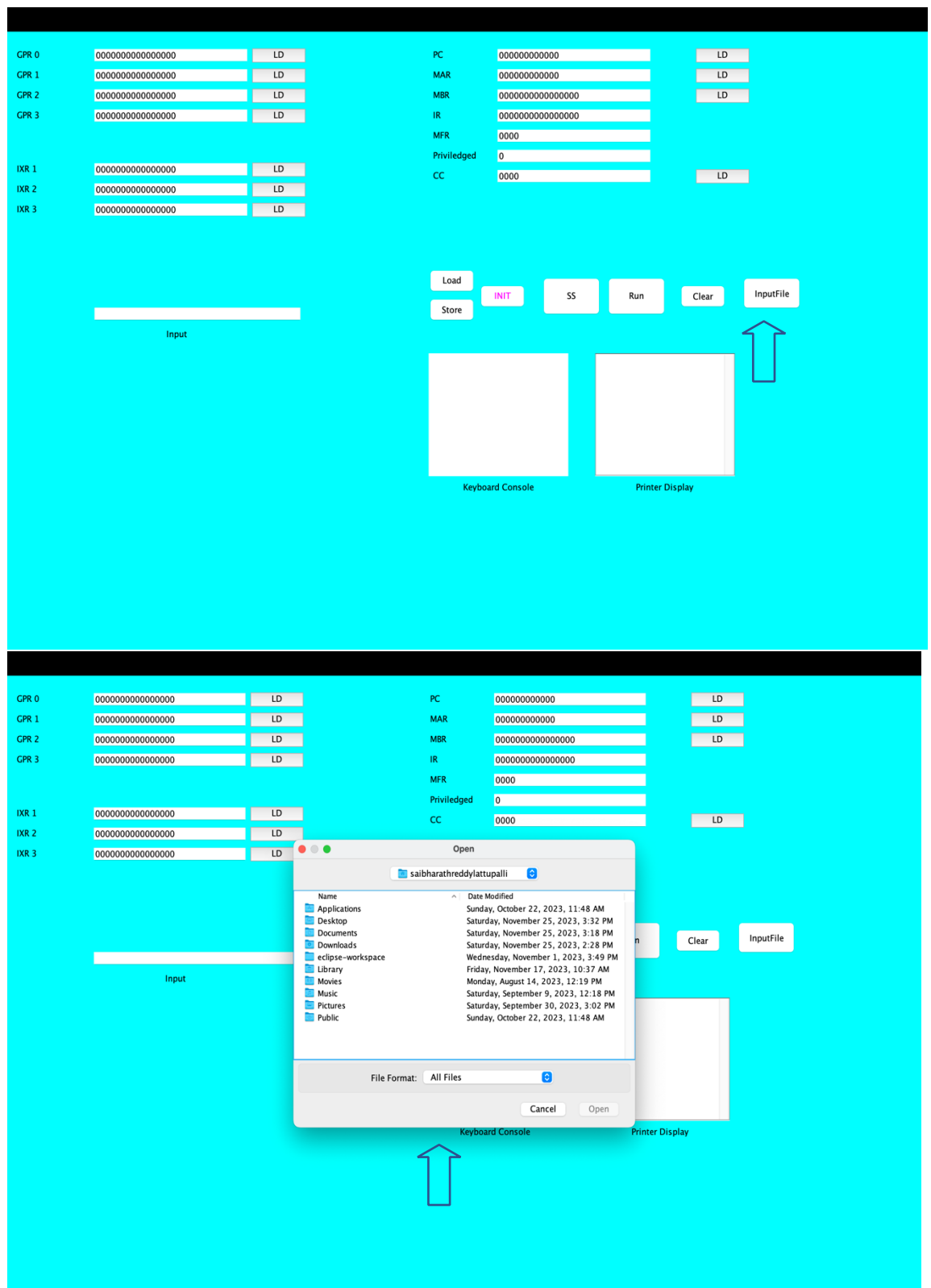
- c. Double click on team12.jar to run the jar file or open terminal and execute the “java -jar team12.jar” from the folder where you have these files.

4. **Updates in this Project Phase 3:**

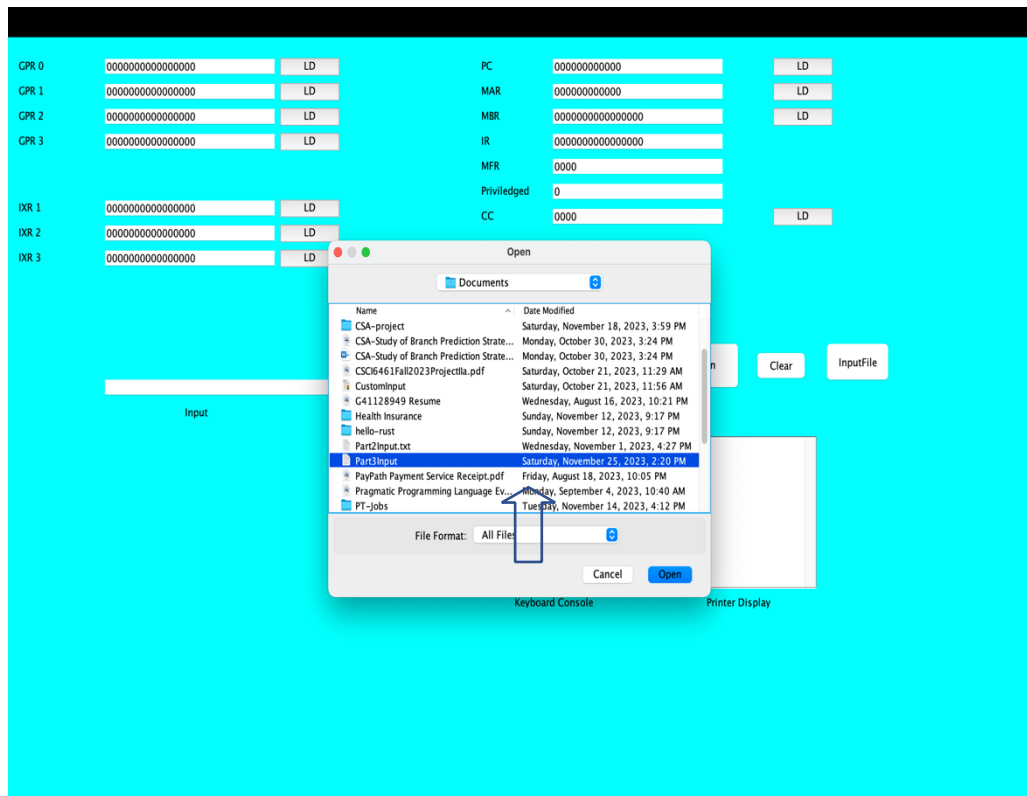
As continuation from part2, in this phase we have implemented all Instructions and added “Keyboard” and “Printer” consoles to the UI. Now the assembler will take a file with instructions from the user and convert its contents to hexadecimal format and then decodes those instructions.

5. **Operating the simulator:**

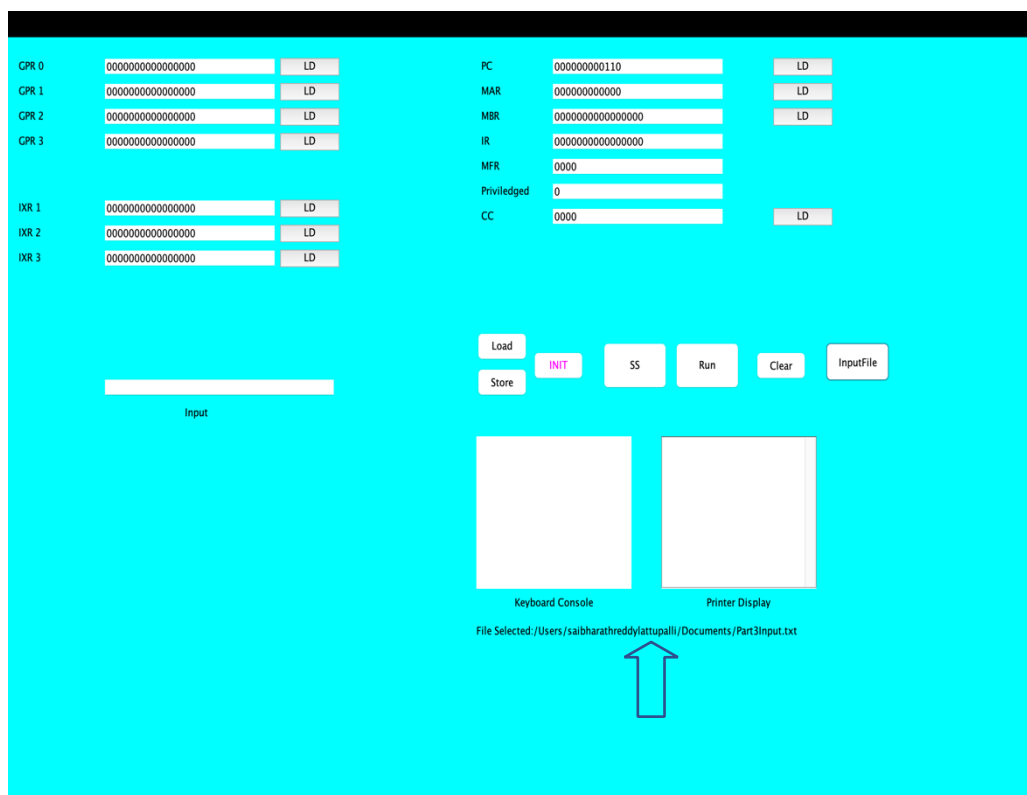
- a. Click on “InputFile” button. A popup will appear asking the user to select their intended file.



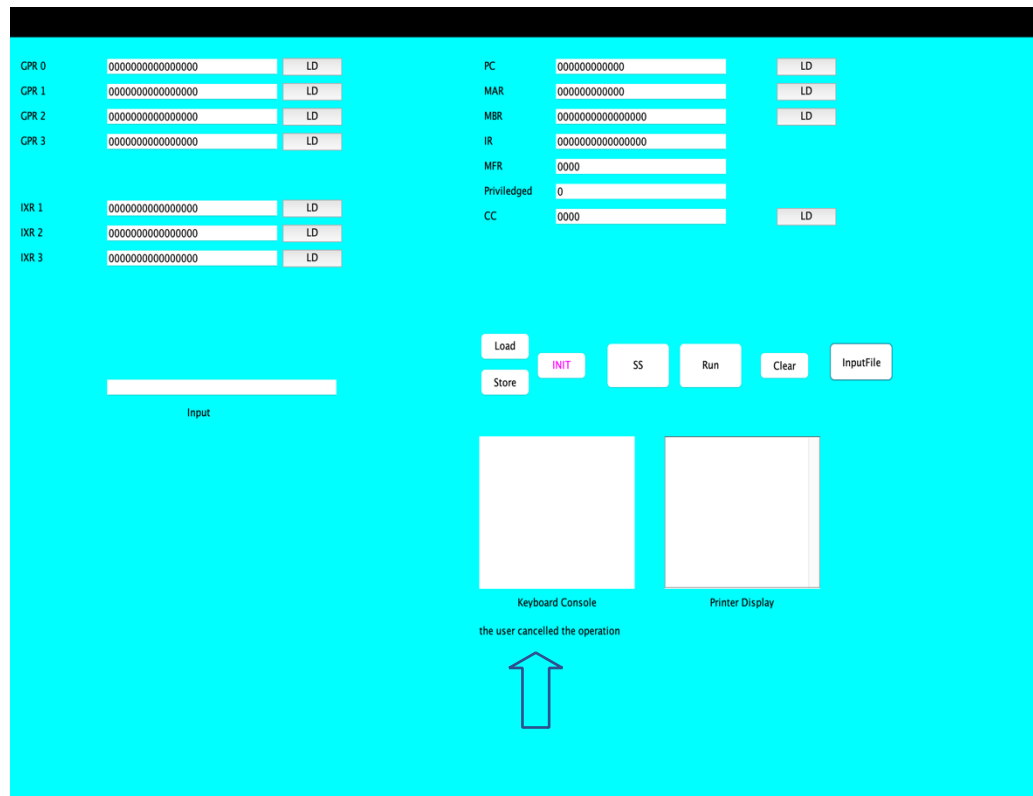
b. Select the input file "Part3Input" and then click on open.



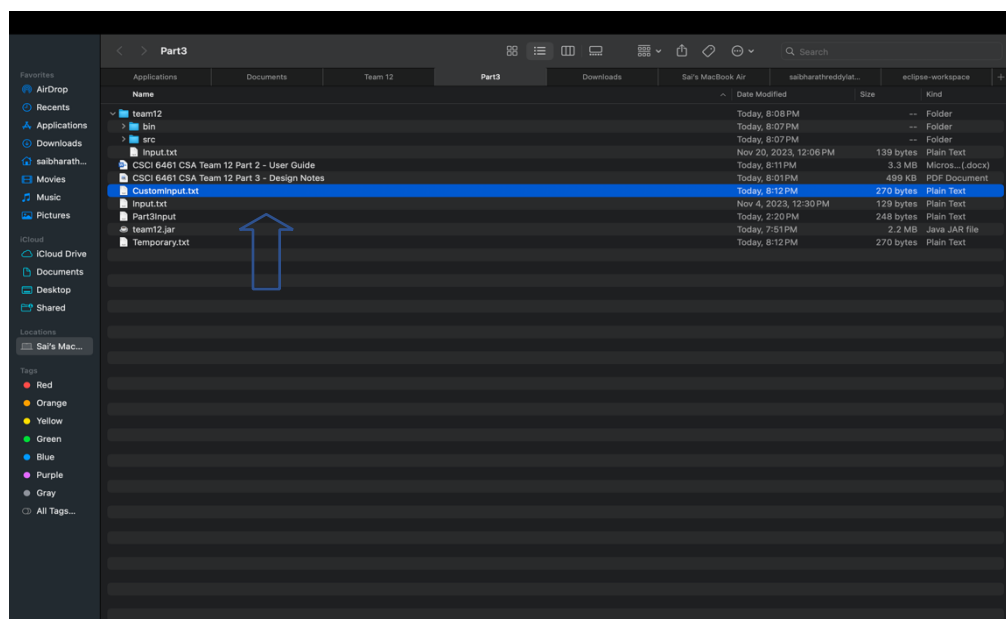
- c. If file is selected successfully then the absolute path of the selected file will be displayed on the UI.

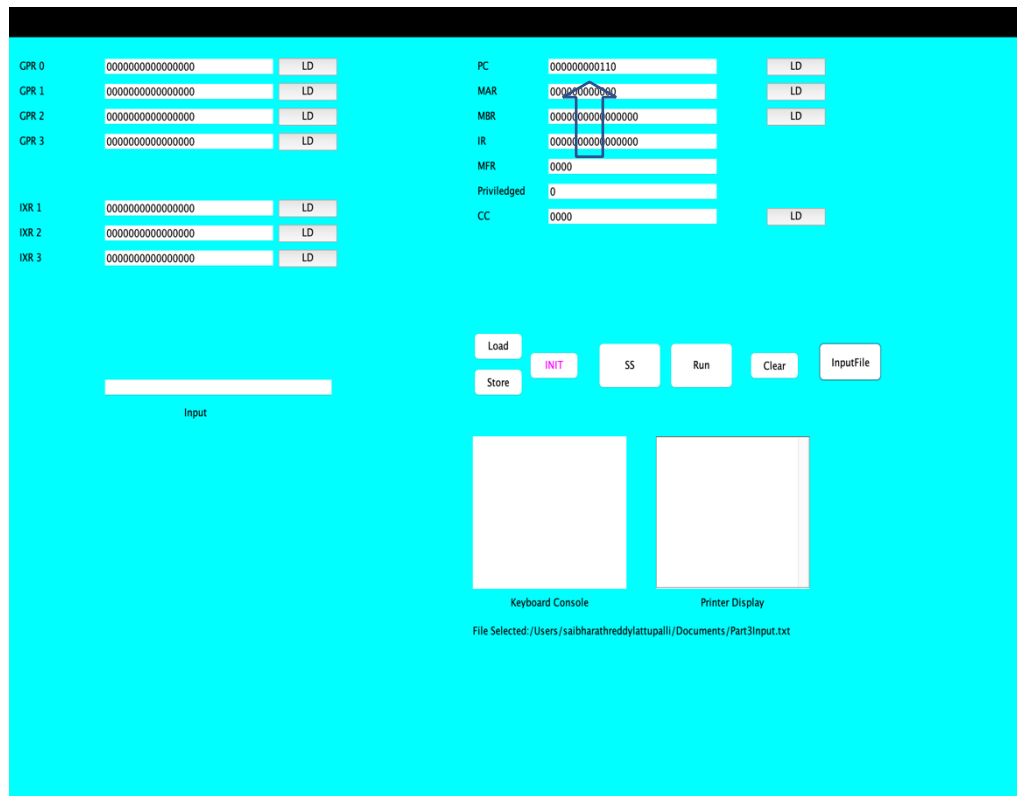


- d. Else, if user selected "Cancel" in step 2, the message "The user cancelled the operation" will be displayed on the UI.

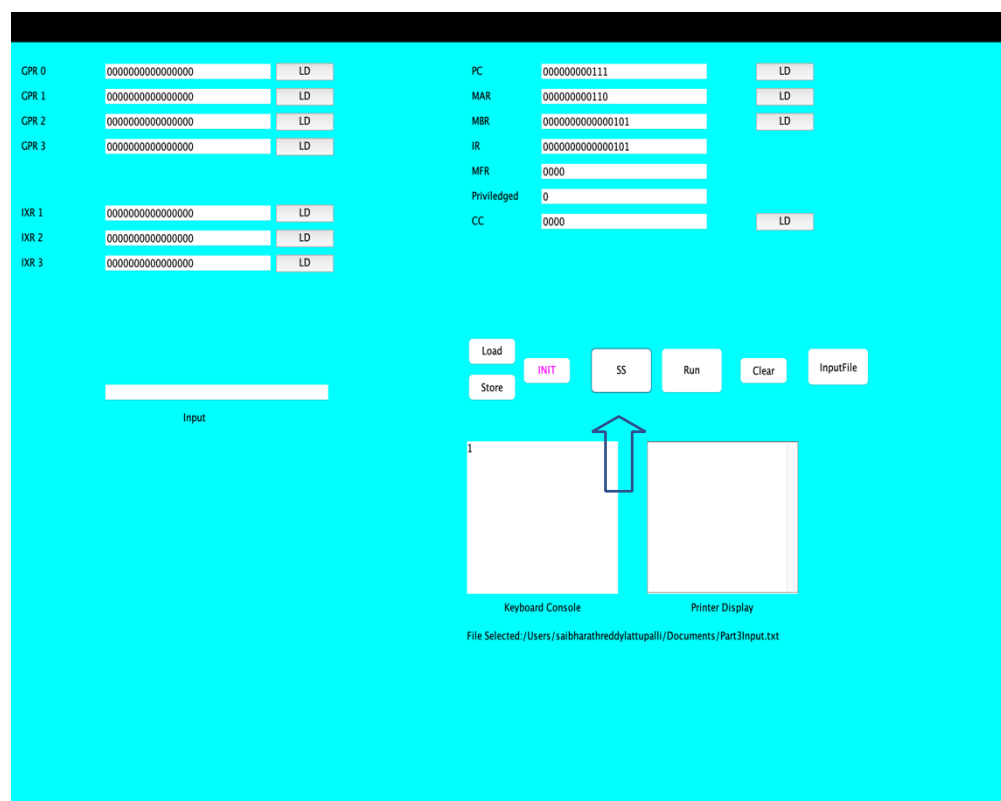


- e. If file is selected successfully, then the content of the file will be converted to hexadecimal format and will be written to a new file “CustomInput.txt” and the first address in this file will be displayed at “PC”.





- 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.

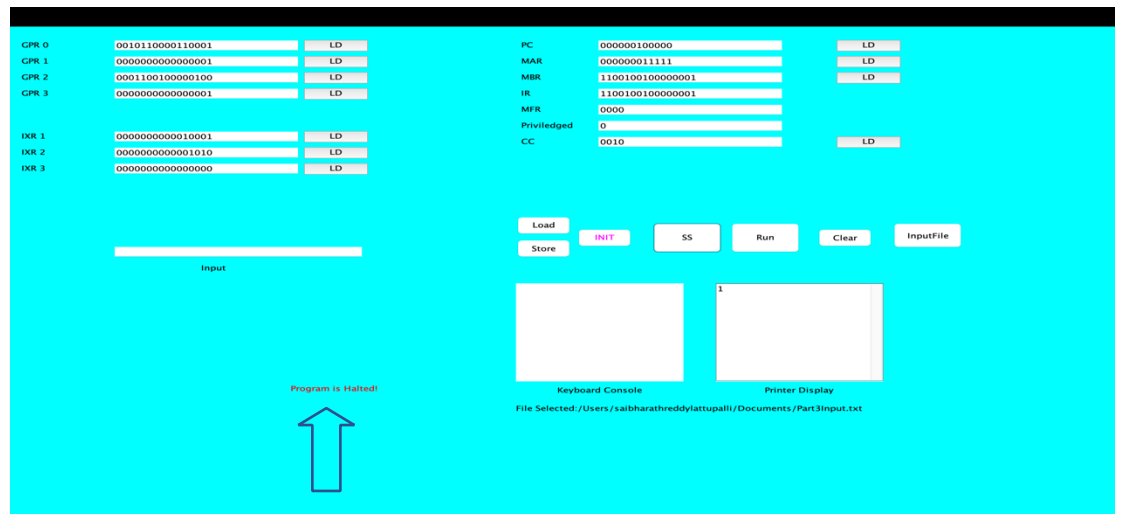
The screenshot shows a computer architecture simulator interface. On the left, there are registers: GPR 0, GPR 1, GPR 2, GPR 3, IRR 1, IRR 2, and IRR 3. Each register has a value and an 'LD' button. A blue arrow points from the 'Input' field to GPR 1. In the center, there is an 'Input' field with the value '0'. On the right, there are more registers: PC, MAR, MBR, IR, MFR, Privileged, and CC. Below the registers, there are buttons: Load, Store, INIT (highlighted in pink), SS, Run, Clear, and InputFile. At the bottom, there are two windows: 'Keyboard Console' and 'Printer Display'. The 'Keyboard Console' window is empty. The 'Printer Display' window shows the text 'File Selected: /Users/saibharathreddylattupalli/Documents/Part3Input.txt'.

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.

The screenshot shows the same computer architecture simulator interface as before. The 'Input' field is now empty. The 'Keyboard Console' window is still empty. The 'Printer Display' window now shows the value '1' with a blue arrow pointing to it. The status bar at the bottom indicates 'Program is Halted!'. The 'File Selected' text remains the same.

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



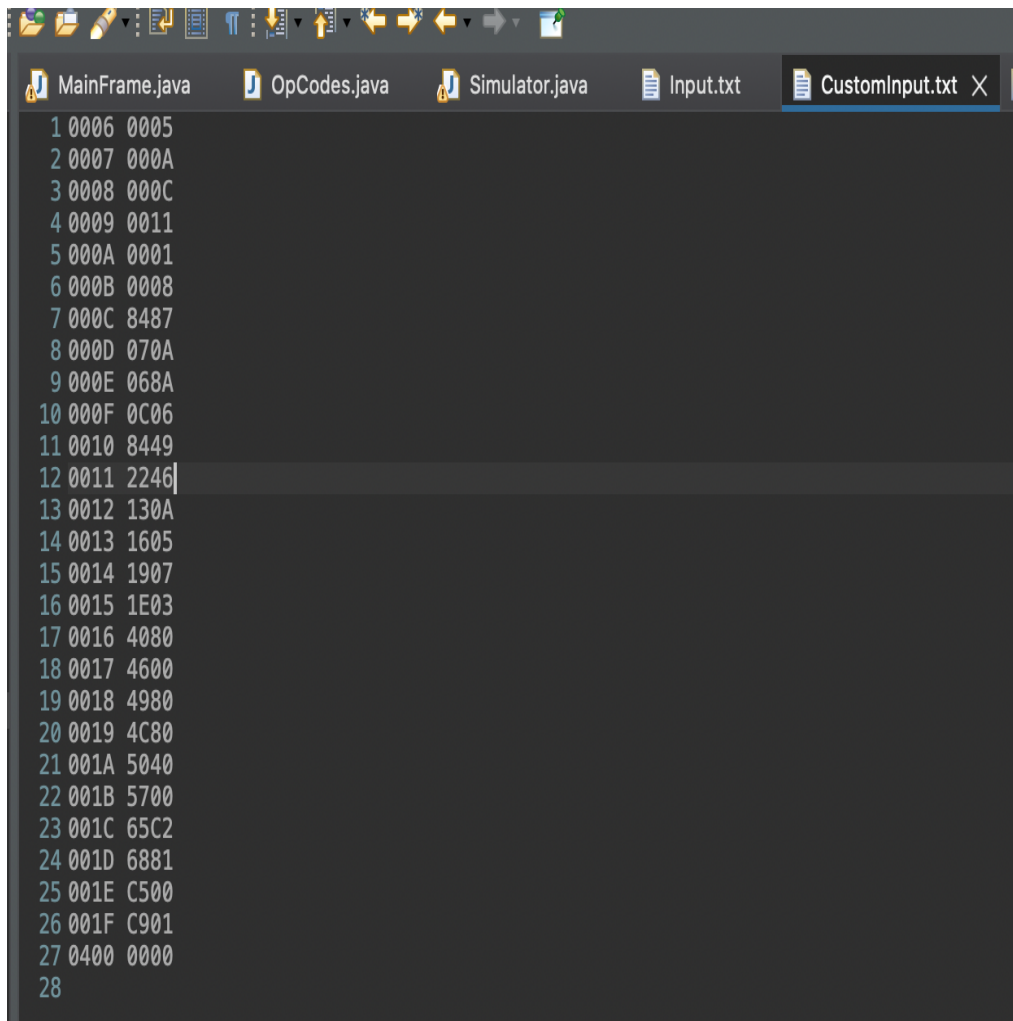
- i. Content of “Part3Input” (User File)

```

LOC 6
Data 5
Data 10
Data 12
Data 17
Data 1
Data 8
LDX 2,7
LDR 3,0,10
LDR 2,2,10
LDA 0,0,6
LDX 1,9
JZ 2,1,6
AMR 3,0,10
SMR 2,0,5
AIR 1,7
SIR 2,3
MLT 0,2
DVD 2,0
TRR 1,2
AND 0,2
ORR 0,1
NOT 3
SRC 1,2,1,1
RRC 0,1,0,1
IN 1,0
OUT 1,1
LOC 1024
End: HALT

```


j. Content of "CustomInput.txt" (Generated File)



The image shows a screenshot of an IDE with a dark theme. The top toolbar contains various icons for file operations and editing. The tab bar at the top shows five open files: MainFrame.java, OpCodes.java, Simulator.java, Input.txt, and CustomInput.txt. The CustomInput.txt tab is active and highlighted in blue. The editor area displays a list of 28 lines of text, each consisting of a line number followed by two hexadecimal values separated by a space. The text is as follows:

```
1 0006 0005
2 0007 000A
3 0008 000C
4 0009 0011
5 000A 0001
6 000B 0008
7 000C 8487
8 000D 070A
9 000E 068A
10 000F 0C06
11 0010 8449
12 0011 2246
13 0012 130A
14 0013 1605
15 0014 1907
16 0015 1E03
17 0016 4080
18 0017 4600
19 0018 4980
20 0019 4C80
21 001A 5040
22 001B 5700
23 001C 65C2
24 001D 6881
25 001E C500
26 001F C901
27 0400 0000
28
```