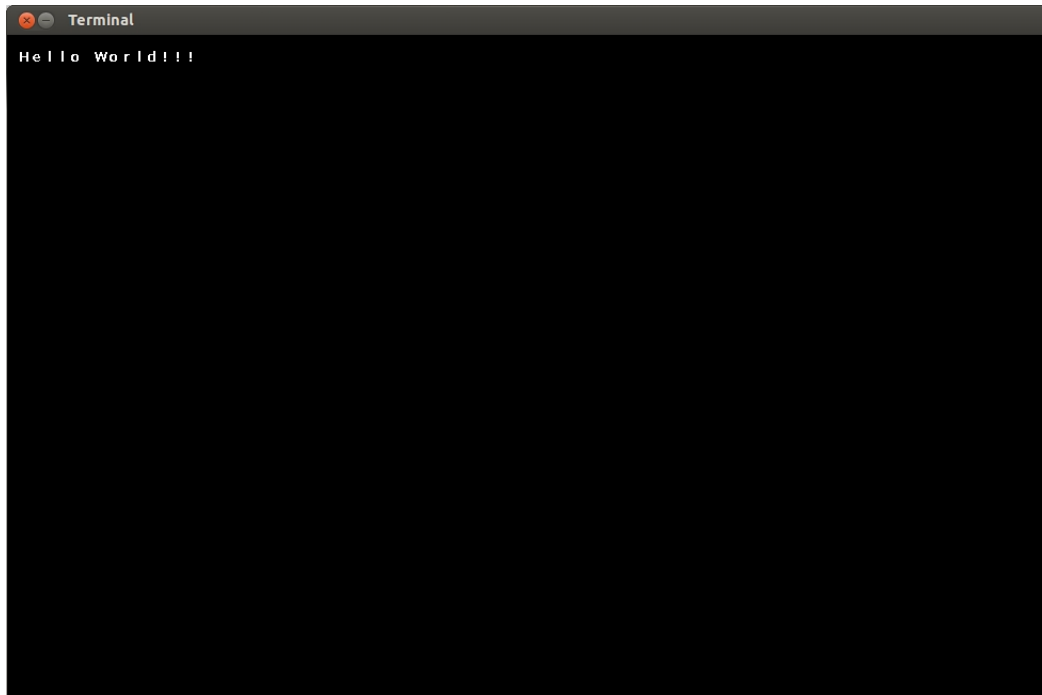


Project 3 - The Matrix

CS 0447 — Computer Organization & Assembly Language

Check the Due Date on the CourseWeb

~~The purpose of this project is for you to practice writing assembly language to a terminal (console) screen. The hardware for this project is a terminal that allows you to put a printable character with a specific color on the screen. This terminal consists of 40 rows and 80 columns of characters. An example, of the terminal for this project is shown below:~~

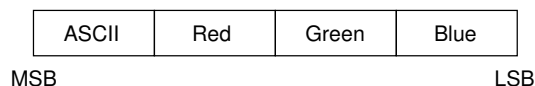


~~The Terminal (Mars Tool) can be found in Terminal.zip located in the CourseWeb under this project. Extract all files to your [..]/mars4.5/mars/tools directory. If you extract all files to the right directory, when you run the MARS program, you should see "Terminal (Memory) V0.1" under the "Tools" menu.~~

Introduction to the Terminal (Mars Tool)

This terminal is a simple hardware that maps a memory region (from 0xFFFF8000 to 0xFFFFB199) into characters on the screen. This is a one-to-one mapping where 4 bytes in the memory is mapped into one character on the console screen. The mapping starts from left to right and from top to bottom. For example, a **word** at the memory location 0xFFFF8000 is the character at row 0 column 0 (top-left corner). A **word** at the memory location 0xFFFF8004 is the character at row 0 column

1, and so on. To put a character on this terminal, you have to set a word into a specific value as shown below:



The word for a character is organized as follows:

- Bit 31 to Bit 24: The ASCII value of the character to be displayed (32 - 126)
- Bit 16 to Bit 23: The value of the red color (0 - 255)
- Bit 8 to Bit 15: The value of the green color (0 - 255)
- Bit 0 to Bit 7: The value of the blue color (0 - 255)

For example, if you want to put the character 'A' (ASCII value = 0x41) with the white color (red = 255, green = 255, and blue = 255) at the top-left corner (row 0 column 0) on the terminal screen, the word value should be 0x41FFFFFF and this word must be stored at the memory location 0xFFFF8000. For another example, if you want to put the character 'M' (ASCII value = 0x4D) with the green color (red = 0, green = 255, and blue = 0) at the row 5 column 12, the word value should be 0x4D00FF00 and this word must be stored at the memory location $0xFFFF8000 + (5 * 80 * 4) + (12 * 4)$. Note that $(5 * 80 * 4) + (12 * 4)$ is the offset (in bytes in decimal) from the address 0xFFFF8000. A simple example of the program that print Hello World!!! in white color as shown in previous page is shown below:

```
.data
    hello: .asciiz "Hello World!!!"

.text
    li    $s0, 0xffff8000      # $s0 - Base address of the terminal
    li    $s1, 0x00ffffff      # $s1 - Color of character (white)
    la    $s2, hello           # $s2 - Address of the string hello
loop:   lb    $s3, 0($s2)       # Load a character
        beq   $s3, $zero, done  # Encounter the null-character, done
        sll   $s3, $s3, 24      # Move ascii value to the top 8-bit
        or    $s3, $s3, $s1     # Put color to the bottom 24-bit
        sw    $s3, 0($s0)       # Put character on the terminal
        addi  $s2, $s2, 1       # Go to the next character (string hello)
        addi  $s0, $s0, 4       # Go to the next word (terminal)
        j     loop
done:
        addi  $v0, $zero, 10    # Syscall 10: terminate program
        syscall                 # Terminate program
```

~~This terminal also has the ability to receive keyboard input. If the terminal window is highlight (active), when you press a key on your keyboard, the ASCII value of the key that you press will be stored in a word at the memory location 0xFFFFB204. Note that you must load the whole word not just a byte and the ASCII value will be at the lower 8 bit. For example:~~

```

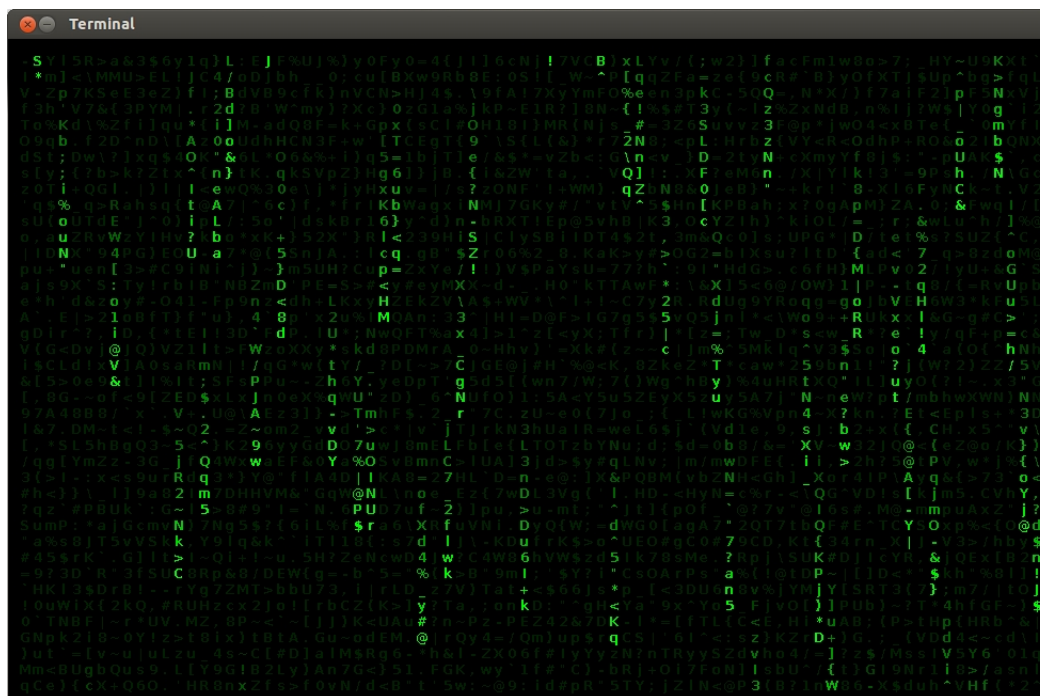
li    $s0, 0xffffb204      # $s0 - Address of keyboard input
lw    $s1, 0($s0)          # $s1 - Content (in word) at 0xffffb204
andi  $s1, $s1, 0x000000ff # Get rid of the top 24 bits
beq   $s1, $zero, noInput  # If the content is 0, no input
# handle the input
sw    $zero, 0($s0)        # Clear the content to 0 for the next input
noInput:
    ...

```

Note that the keyboard input will be disabled if the content in the memory at 0xFFFFB204 is not 0. So, if you see that there is a keyboard input, after you handle the input, you **must** store 0 back to the address 0xFFFFB204.

The Matrix

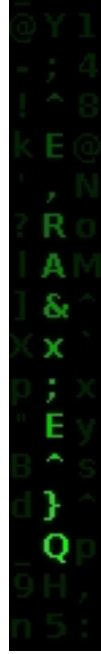
Some of you may feel like we live in the Matrix. We are not who we are. If that is the case, we are simply slaves who produce electricity for machines. We are living in the Matrix which is simply a code that no one could understand except Neo. Too bad he was kidnapped by the source. So, we cannot ask him to explain the Matrix for us. The screen below show what the Matrix looks like from a human (who is not in the Matrix) point of view:



What to Do?

For this project, you have to create the **animated** Matrix screen on the terminal. Note that the animation effect can be obtain by updating the terminal repeatedly. The following are requirements that you must follow:

1. Fill up the terminal screen with random printable characters (33 - 126) with dark-green color (red = 0, green = 0x22, and blue = 0).
2. Create the animation to make the screen looks like characters are falling. **Note** that characters are not actually falling. Their color are changed to make them look like they are falling. Look at a second of the matrix below:



The table below show values of colors (0xRRGGBB) of characters (from bottom to top) at this iteration and next iteration:

This Iteration		Next Iteration	
Character	Color	Character	Color
5	0x002200	5	0x002200
H	0x002200	H	0x00FF00
Q	0x00FF00	Q	0x00EE00
}	0x00EE00	}	0x00DD00
^	0x00DD00	^	0x00CC00
E	0x00CC00	E	0x00BB00
;	0x00BB00	;	0x00AA00
x	0x00AA00	x	0x009900
&	0x009900	&	0x008800
A	0x008800	A	0x007700
R	0x007700	R	0x007700
:	:	:	:

Note that once the color of a characters goes down to 0x002200, it should not be changed any more. Otherwise, the color may be 0 (disappear) or negative values.

Grading Rubric

We will use this grading rubric when we grade this project

Total Points	Objective
10	If we can compile your program but nothing works
50	If you can fill up the terminal screen with random characters with dark-green color (red = 0, green = 0x22, and blue = 0).
70	If you can animate one randomly pick column at a time
80	If you can animate multiple randomly picked columns but they start at the same time and fall at the same speed
90	If you can animate multiple randomly picked columns but they start at different time and fall at the same speed
100	If you can animate multiple randomly picked columns and they start at different time with variable falling speed

Submission

The due date of this project is stated on the CourseWeb. Late submissions will not be accepted. You should submit the file `calculator.asm` via CourseWeb.