

## The RPN Calculator

Program header contains:

2 \_\_\_\_\_

program name

2 \_\_\_\_\_

program number

2 \_\_\_\_\_

group number

2 \_\_\_\_\_

group members names

4 \_\_\_\_\_

The program is named GxP2.ASM where x is the group number.

4 \_\_\_\_\_

The program is commented.

4 \_\_\_\_\_

The program is structured and assembles without errors.

4 \_\_\_\_\_

8 element stack.

4 \_\_\_\_\_

+ addition

4 \_\_\_\_\_

- subtraction

4 \_\_\_\_\_

\* multiplication

4 \_\_\_\_\_

/ division

4 \_\_\_\_\_

X exchange the top two elements of the stack

4 \_\_\_\_\_

N negate the top element of the stack

4 \_\_\_\_\_

U Roll the stack up.

4 \_\_\_\_\_

D Roll the stack down.

4 \_\_\_\_\_

V View all 8 elements of the stack.

4 \_\_\_\_\_

C clear the stack

4 \_\_\_\_\_

ENTER Enters the number onto the top of the stack or processes the operation.

4 \_\_\_\_\_

Q will quit the program.

4 \_\_\_\_\_

The calculator will process positive integer numbers.

4 \_\_\_\_\_

The calculator will process negative integer numbers.

4 \_\_\_\_\_

Subroutines are properly used.

4 \_\_\_\_\_

The stack is managed via indexing.

4 \_\_\_\_\_

Appropriate messages are displayed

4 \_\_\_\_\_

After each operation the top element of the stack is displayed.

4 \_\_\_\_\_

When an operation is entered the top two elements of the stack are processed and the result is placed on the top of the stack. (top = second operator top)