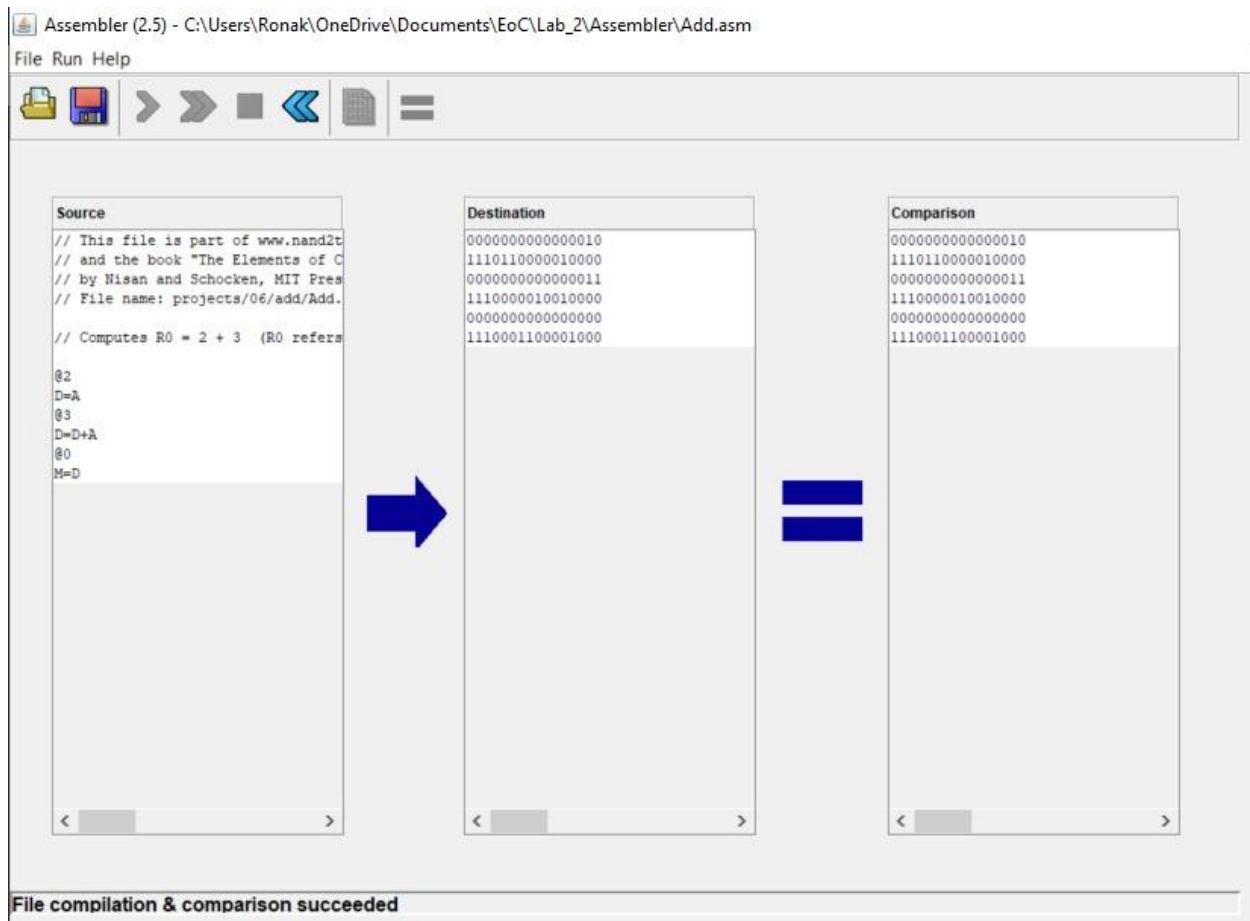


## Assignment 2

### Hack Assembler

1. Develop a basic assembler that translates Hack assembly programs without symbols into executable Hack binary code (without adding symbol table module).



2. Develop an Assembler that translates Hack assembly programs with symbols into executable Hack binary code (with symbol table module)

File Run Help

**Source**

```
// This file is part of www.nand2tetris.org
// and the book "The Elements of Computing Systems:
// by Nisan and Schocken, MIT Press
// File name: projects/06/max/Max.asm

// Computes R2 = max(R0, R1) (R0, R1 are registers)

@R0
D=M          // D = first number
@R1
D=D-M        // D = first number minus second number
@OUTPUT_FIRST
D;JGT        // if D > 0 (first number is greater)
@R1
D=M          // D = second number
@OUTPUT_D
0;JMP        // goto output
(OUTPUT_FIRST)
@R0
D=M          // D = first number
(OUTPUT_D)
@R2
M=D          // M[2] = D (store D in R2)
(INFINITE_LOOP)
@INFINITE_LOOP
0;JMP        // infinite loop
```

**Destination**

```
0000000000000000
1111110000010000
0000000000000001
1111010011010000
0000000000001010
1110001100000001
0000000000000001
1111110000010000
0000000000001100
1110101010000111
0000000000000000
1111110000010000
0000000000000010
1110001100001000
0000000000001110
1110101010000111
```

**Comparison**

```
0000000000000000
1111110000010000
0000000000000001
1111010011010000
0000000000001010
1110001100000001
0000000000000001
1111110000010000
0000000000001100
1110101010000111
0000000000000000
1111110000010000
0000000000000010
1110001100001000
0000000000001110
1110101010000111
```

**File compilation & comparison succeeded**



## Source

```
// This file is part of www.nan
// and the book "The Elements o
// by Nisan and Schocken, MIT P
// File name: projects/06/pong/

// The Pong game program was or
// The Jack code was then trans
// The VM code was then transla
// assembly code shown here.

@256
D=A
@SP
M=D
M=D
@133
O;JMP
@R15
M=D
@SP
AM=M-1
D=M
A=A-1
D=M-D
M=0
@END_EQ
D;JNE
@SP
A=M-1
M=-1
(END EO)
```

## Destination

```
0000000100000000
1110110000010000
0000000000000000
1110001100001000
0000000010000101
1110101010000111
0000000000001111
1110001100001000
0000000000000000
1111100101010000
1111100000100000
1110110010100000
1111000111010000
1110101010001000
0000000000010011
1110001100000101
0000000000000000
1111100101000000
1110111010001000
0000000000001111
1111110000100000
1110101010000111
0000000000001111
1110001100001000
0000000000000000
1111110010101000
1111100000100000
1110100101000011
0000000000001111
1110001100001000
0000000000000000
1111110010101000
1111100000100000
1110110010100000
1111000111010000
1110101010001000
```

## Comparison

```
0000000100000000
1110110000010000
0000000000000000
1110001100001000
0000000010000101
1110101010000111
0000000000001111
1110001100001000
0000000000000000
1111100101010000
1111100000100000
1110110010100000
1111000111010000
1110101010001000
0000000000010011
1110001100000101
0000000000000000
1111100101000000
1110111010001000
0000000000001111
1111110000100000
1110101010000111
0000000000001111
1110001100001000
0000000000000000
1111110010101000
1111100000100000
1110100101000011
0000000000001111
1110001100001000
0000000000000000
1111110010101000
1111100000100000
1110110010100000
1111000111010000
1110101010001000
```

File compilation &amp; comparison succeeded