

# Lab 1: Lucky 111

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Professor Patt loves the number 7. As a computer man he would represent 7 in binary 111. That is Patt's favorite binary pattern, called Lucky 111.

Your job is to write a program to judge whether a 16-bit value contains that pattern (three consecutive 1's). The following examples satisfy this condition so Patt loves them:

```
0000 0000 0000 0111
0011 1001 1010 1101
1111 1111 1111 1111
```

The following examples do not satisfy this condition:

```
0000 0000 0000 0000
0110 1101 1011 0110
1010 1010 1010 1010
```

## Implementation Details

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- You are required to write in **LC-3 machine codes** (0's and 1's).
- Your program should start at x3000, which means the first instruction of your program is located in position x3000.
- The input 16-bit value is located in memory location x3100. Your program should load the value and then examine it.
- If the input value satisfies, then set R2 to 1. Otherwise, set R2 to 0.
- Your program must halt after examining the value. The halt instruction is `1111 0000 0010 0101`.

## Grading

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Lab 1 takes 4% of the total score, consisting of Check part (50%) and Report part (50%).

### Check part (50%)

- Find a TA to check your code in person. TAs may ask you questions when grading your lab assignment. You will get 100%, 80% or 60% of the checking score according to your response.
- You can try again if you fail in checking, but there will be a penalty of -20% (of checking part) for each try.
- We suggest you to run your program on PTA to check by yourself before you find a TA. The link to this lab on PTA will be available later.
- We suggest you to write enough comments in your code so that you will be aware of what's going on in your program and confident to answer TA's questions.

## Report part (50%)

- English report should be concise and carrying main ideas. Try to use the report to convince TAs that you complete the task by yourself.
- Your lab report should *at least* contains the following contents:
  - Your algorithm. To make it clear, you can use figures, tables or any other easy-to-understand appearance.
  - Essential parts of your code with sufficient comments. Please only select the most important code phases and explain them.
  - The questions that TA asked you, and answers.
- No more than 2 A4 pages. No template provided. Be sure to make it readable.

## Penalty

- **Wrong Answer:** -20% of Check part each time.
- **Delay:** -20% of the corresponding part per day.
- **Cheating:** -100% of this lab. Additionally, -10% of the final score of this course.