

Problems on object program generation of SIC/XE programs :-

I Generate the object code for each statement and write the object program for the following SIC/XE programs.

Given that

CLEAR = B4, LDA = 00, LDB = 68, ADD = 18, TIX = 2C, } opcode
JLT = 38, STA = 0C

<u>LOC</u>		SUM	START	0	<u>Object Code</u>
0000	FIRST	CLEAR	X		B410
0002		LDA	#0		010000
0005		+LDB	#TOTAL		69101788
0009		BASE	TOTAL		
	LOOP	ADD	TABLE, X		1BA00C
000C		TIX	COUNT		2F2006
000F		JLT	LOOP		3B2FF7
0012		STA	TOTAL		0F4000
0015	COUNT	RESW	1		
0018	TABLE	RESW	2000		
1788	TOTAL	RESW	1		
178B		END	FIRST		

① CLEAR X (reg-to-reg assembly)

opcode(8)	r ₁ (4)	r ₂ (4)
B4	1	0

{ opcode of CLEAR is B4.
Mnemonic of register X is 1 and second register is not there, hence 0 is taken

2) LDA #0 (Immediate addressing)

As immediate addressing is considered,

$$\text{disp} = 000$$

opcode(6)	n	i	x	b	p	e	disp(12)		
<u>0000</u> <u>00</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0000</u> <u>0000</u> <u>0000</u>		
0	1			0			0	0	0

3) +LDB #TOTAL

As this is Format 4 instruction, relative addressing will not apply. Directly address of operand is considered.

$$\text{address} = 01788 \text{ [ie., address of operand TOTAL]}$$

opcode(6)							n					i	x	b	p	e	address(20)																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
<u>0110</u>		<u>10</u>		<u>0</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0000</u>		<u>0001</u>		<u>0111</u>		<u>1000</u>		<u>1000</u>																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																											

4) ADD TABLE, X [Indexed Addressing]

(Use PC relative)

$$TA = 0018$$

$$PC = 000C$$

$$\therefore \text{disp} = TA - PC$$

$$= \underline{000C}$$

opcode(6)		n	i	x	b	p	e	disp(12)		
<u>0001</u>	<u>10</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>0000</u>	<u>0000</u>	<u>1100</u>
1	B				A			0	0	C

5) TIX COUNT (PC relative)

TA = 0015
PC = 000F
disp = 006

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0010 11</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>0000 0000 0110</u>
2	F			2			0 0 6

6) JLT LOOP

TA = 0009
PC = 0012
disp = 0009 - 0012
= -009_F = FF7_H

2's complement

	0	0	9
0000	0000	1001	
1's	1111	1111	0110
			1
2's	1111	1111	0111
	F	F	7

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0011 10</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>1111 1111 0111</u>
3	B			2			F F 7

7) STA TOTAL

Try PC relative first

TA = 1788
PC = 0015

disp = 1773(H) \Rightarrow 6003_D Range for PC relative
- 2048(D) \leq 0 \leq 2048

So, the instruction should be assembled using base relative-addressing.

Hence, TA = 1788 disp = 000
Base = 1788

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0000 11</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0000 0000 0000</u>
0	F			4			0 0 0

Object Program :-

H_Λ SUM_Λ 000000_Λ 00178B
 T_Λ 000000_Λ 0C_Λ B410_Λ 010000_Λ 6910788_Λ 1BA00C
 T_Λ 00000C_Λ 09_Λ 2F2006_Λ 3B2FF7_Λ 0F4000
 E_Λ 000000

II Generate the complete object program for the following SIC/XE assembly program.

Given Opcodes :-

CLEAR - B4 , JEQ - 30 , WD - DC , JLT - 38 , TD - E0
 LDT - 74 , LDCH - 50 , TIXR - B8 , RSUB - 4C

<u>LOC</u>				<u>object code</u>
405D	WRREC	START	405D	
405D		CLEAR	X	B410
405F		LDT	LENGTH	772FD4
4062	WLOOP	TD	OUTPUT	E32011
4065		JEQ	WLOOP	332FFA
4068		LDCH	BUFFER, X	53AFC8
406B		WD	OUTPUT	DF2008
406E		TIXR	T	B850
4070		JLT	WLOOP	3B2FEF
4073		RSUB		4F0000
4076	OUTPUT	BYTE	X'05'	05
4077		END		
Address of BUFFER - 4033				
Address of LENGTH - 4036				

D CLEAR X

opcode (8)	r ₁ (4)	r ₂ (4)
1011 0100	1	0
B A		

2) LDT LENGTH (PC relative)

$$\begin{aligned} \text{disp} &= \text{TA} - (\text{PC}) \\ &= 4036 - 4062 \\ &= -2C = \text{FD4} \end{aligned}$$

$$\begin{array}{r} 02C \\ 0000\ 0010\ 1100 \\ 1111\ 1101\ 0011 \\ \hline 1111\ 1101\ 0100 \\ \hline F\ D\ 4 \end{array}$$

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0111 01</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>1111 1101 0100</u>
7	7		2				F D 4

3) TD OUTPUT (PC relative)

$$\begin{aligned} \text{disp} &= \text{TA} - (\text{PC}) \\ &= 4076 - 4065 \\ &= 011 \end{aligned}$$

opcode(6)	n	i	x	b	p	e	disp(12)
<u>1110 00</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>0000 0001 0001</u>
E	3		2				0 1 1

A)

JEQ WLOOP (PC relative)

$$\text{disp} = \text{TA} - (\text{PC})$$

$$= 4062 - 4068$$

$$= -6 = \text{FFA}$$

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0011 00</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>1111 1111 1001</u>
3	3			2			F F A

object code - 332FFA.

5) LDCH BUFFER, X (PC relative & Indexed)

$$\text{disp} = \text{TA} - (\text{PC})$$

$$= 4033 - 4068$$

$$= -35 = \text{FC8}$$

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0101 00</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>1111 1100 1000</u>
5	3			A			F C 8

object code - 53AFC8

6) WD OUTPUT

$$\text{disp} = \text{TA} - (\text{PC})$$

$$= 4076 - 4068$$

$$= 8$$

opcode(6)	n	i	x	b	p	e	disp(12)
<u>1101 11</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>0000 0000 1000</u>
D	F			2			0 0 8

object code - DF2008

7) TIXR T (reg-to-reg assembly)

opcode(8)	r ₁ (4)	r ₂ (4)
B 8	5	0

object code - B850

8) JLT WLOOP (PC relative)

$$\begin{aligned} \text{disp} &= \text{TA} - (\text{PC}) \\ &= 4062 - 4073 \\ &= -11 = \text{FEF} \end{aligned}$$

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0011</u> <u>10</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>1111</u> <u>1110</u> <u>1111</u>
3	B			2			F E F

object code - 3B2FEF

9) RSUB (when no operand, disp is taken as 000)

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0100</u> <u>11</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u> <u>000</u> <u>0000</u> <u>0000</u>
4	F			0			0 0 0

object code - 4F0000

object Program:-

H_A WRREC_A 00405D_A 00001A
 T_A 00405D_A 08_A R0B410_A 772FD4_A E32011
 T_A 004065_A 09_A 332FFA_A 53AFC8_A DF2008
 T_A 00406E_A 09_A 00B850_A 3B2FEF_A 4F0000_A 05
 E_A 00405D.

III Generate the object code for each statement and write the object program for the following SIC/XE program. Given that

ADD - 18, LDA - 00, LDX - 04, STA - 0C, JLT - 38, LDB - 68, RSUB - 4C, TIX - 2C

LOCCTR	LABEL	OPCODE	OPERAND	OBJECT CODE
	SUM	START	0	
0000	FIRST	LDX	#0	050000
0003		LDA	#100	010064
0006		+LDB	#TABLE2	69101790
		BASE	TABLE2	
000A	LOOP	ADD	TABLE, X	1BA013
000D		ADD	TABLE2, X	1BC000
0010		TIX	COUNT	2F200A
0013		JLT	LOOP	3B2FF4
0016		+STA	TOTAL	0F102F00
001A		RSUB		4F0000
001D	COUNT	RESW	1	
0020	TABLE	RESW	2000	$(3 \times 2000 = 6000_{10} = 1770_H)$ $(\therefore \text{add } 1770 \text{ to locctr})$
1790	TABLE2	RESW	2000	
2F00	TOTAL	RESW	1	
2F03		END	FIRST	

1) LDX #0 (Immediate addressing)

disp = 000

opcode(6)	n	i	x	b	p	e	disp(12)
000001	0	1	0	0	0	0	0000 0000 0000
0	5			0			0 0 0

object code - 050000

2) LDA #100 (Immediate addressing)

$$100_D = 064_H$$

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0000 00</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0000 0110 0100</u>

object code - 010064

3) +LDB #TABLE2 [Format 4, b=0, P=0]
e=1

$$\text{address/disp} = \text{TA} = 01790$$

opcode(6)	n	i	x	b	p	e	address(20)
<u>0110 10</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0000 0001 0111 1001 0000</u>

object code - 69101790

4) ADD TABLE, X (PC relative, Indexed)

$$\begin{aligned} \text{disp} &= \text{TA} - (\text{PC}) \\ &= 0020 - 000D \\ &= 013 \end{aligned}$$

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0001 10</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>0000 0001 0011</u>

object code - 1BA013

5) ADD TABLE2, X [As TABLE2 address is associated with Base register, base relative assembly is used]

$$\begin{aligned} \text{disp} &= \text{TA} - [\text{B}] \\ &= 1790 - 1790 \\ &= 000 \end{aligned}$$

[If PC relative is tried, disp would be out of range]

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0001 10</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0000 0000 0000</u>

object code → 1BC000

6) TIX COUNT (PC relative assembly)

$$\begin{aligned} \text{disp} &= \text{TA} - [\text{PC}] \\ &= 001D - 0013 \\ &= 00A \end{aligned}$$

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0010 11</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>0000 0000 1010</u>

object code - 2F200A

7) JLT LOOP [PC relative assembly]

$$\begin{aligned} \text{disp} &= \text{TA} - [\text{PC}] \\ &= 000A - 0016 \\ &= -00C = FF4 \end{aligned}$$

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0011 10</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>1111 1111 0100</u>

object code - 3B2FF4

8) + STA TOTAL [Format 4 instruction, $\therefore b=0, p=0, e=1$]

$$\text{address} = 02F00$$

opcode(6)	n	i	x	b	p	e	address(20)
<u>0000 11</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0000 0010 1111 0000 0000</u>

object code - 0F102F00

9) RSUB [As no operand, disp is 000] & [b=0, p=0]

opcode(6)	n	i	x	b	p	e	disp(12)
<u>0100 11</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0000 0000 0000</u>

object code - 4F0000

Object Program :-

H \wedge SUM \wedge 000000 \wedge 002F03

T \wedge 000000 \wedge 1D \wedge 050000 \wedge 010000 \wedge 69101790 \wedge 1BA013 \wedge

1BC000 \wedge 2F200A \wedge 3B2FF4 \wedge 0F102F00 \wedge 4F0000

E \wedge 000000

IV Generate the object Program for the following SIC/XE program.

LOCCTR	LABEL	OPCODE	OPERAND	OBJECT CODE
1000	COPY	START	1000	
1000	CLOOP	+JSUB	RDREC	4B101157
1004		LDA	LENGTH	03214A
1007		COMP	ZERO	932141
100A		JEQ	EXIT	B32003
100D		J	CLOOP	BB2FF0
1010	EXIT	STA	BUFFER	532009
1013		LDA	THREE	032138
1016		STA	TOTAL-LENGTH	53213B
1019		RSUB		4F0000
101C	BUFFER	RESW	100 ($3 \times 100 = 300_d = 12C_H$)	-
1148	EOF	BYTE	C'EOF'	454FA6
114B	ZERO	WORD	0	000000
114E	THREE	WORD	3	000003
1151	LENGTH	RESW	1	-
1154	TOTAL-LENGTH	RESW	1	-
1157	RDREC	LDX	ZERO	632FF1
115A		END	COPY	-

Given opcodes :-

JSUB - 48, LDA - 00, LDX - 60, STA - 50, COMP - 90, RSUB - 4C,

JEQ - B0, J - B8

1) +JSUB RDREC (Format 4, b=0, p=0, e=1)

address = TA = 01157

opcode(6)	n i x b p e	address (20)
<u>0100</u> <u>10</u>	<u>1</u> <u>1</u> <u>0</u> <u>0</u> <u>0</u> <u>1</u>	<u>0000</u> <u>0001</u> <u>0001</u> <u>0101</u> <u>0111</u>

object code \rightarrow 4B101157

2) LDA LENGTH (PC relative)

$$\begin{aligned} \text{disp} &= \text{TA} - (\text{PC}) \\ &= 1151 - 1007 \\ &= 14A \end{aligned}$$

opcode(6)	n i x b p e	disp(12)
<u>0000</u> <u>00</u>	<u>1</u> <u>1</u> <u>0</u> <u>0</u> <u>1</u> <u>0</u>	<u>0001</u> <u>0100</u> <u>1010</u>

object code - 03214A

3) COMP ZERO

$$\begin{aligned} \text{disp} &= \text{TA} - (\text{PC}) \quad (\text{PC relative}) \\ &= 114B - 100A \\ &= 141 \end{aligned}$$

opcode(6)	n i x b p e	disp(12)
<u>1001</u> <u>00</u>	<u>1</u> <u>1</u> <u>0</u> <u>0</u> <u>1</u> <u>0</u>	<u>0001</u> <u>0100</u> <u>0001</u>

object code - 932141

4) JEQ EXIT (PC relative)

$$\begin{aligned} \text{disp} &= \text{TA} - (\text{PC}) \\ &= 1010 - 1000 \\ &= 003 \end{aligned}$$

opcode(6)	n i x b p e	disp(12)
<u>1011</u> <u>00</u>	<u>1</u> <u>1</u> <u>0</u> <u>0</u> <u>1</u> <u>0</u>	<u>0000</u> <u>0000</u> <u>0011</u>

object code - B32003

5) J CLOOP (PC relative)

$$\begin{aligned} \text{disp} &= \text{TA} - (\text{PC}) \\ &= 1000 - 1010 \\ &= \text{FF0} \end{aligned}$$

opcode(6)	n i x b p e	disp(12)
<u>1011</u> <u>10</u>	<u>1 1</u> <u>0 0</u> <u>1 0</u>	<u>1111</u> <u>1111</u> <u>0000</u>

object code - BB2FF0

6) STA BUFFER

$$\begin{aligned} \text{disp} &= \text{TA} - (\text{PC}) \\ &= 101C - 1013 = 009 \end{aligned}$$

opcode(6)	n i x b p e	disp(12)
<u>0101</u> <u>00</u>	<u>1 1</u> <u>0 0</u> <u>1 0</u>	<u>0000</u> <u>0000</u> <u>1001</u>

object code - 532009

7) LDA THREE

$$\begin{aligned} \text{disp} &= \text{TA} - (\text{PC}) \\ &= 114E - 1016 = 138 \end{aligned}$$

opcode(6)	n i x b p e	disp(12)
<u>0000</u> <u>00</u>	<u>1 1</u> <u>0 0</u> <u>1 0</u>	<u>0001</u> <u>0011</u> <u>1000</u>

object code - 032138

8) STA TOTAL-LENGTH

$$\begin{aligned} \text{disp} &= \text{TA} - (\text{PC}) \\ &= 1154 - 1019 = 13B \end{aligned}$$

opcode(6)	n i x b p e	disp(12)
<u>0101</u> <u>00</u>	<u>1 1</u> <u>0 0</u> <u>1 0</u>	<u>0001</u> <u>0011</u> <u>1011</u>

object code - 53213B

9) RSUB

opcode(6)	n	i	x	b	p	e	disp(12)		
0100 11	1	1	0	0	0	0	0000	0000	0000
A	F			0			0	0	0

object code - 4F0000

10) LDX ZERO

$$disp = TA - (PC)$$

$$= 114B - 115A = FF1$$

opcode(6)	n	i	x	b	p	e	disp(12)		
0110 00	1	1	0	0	1	0	1111	1111	0001

Object code - 632FF1

Object Program :-

H ^ COPY ^ 001000 ^ 00015A

T ^ 001000 ^ 19 ^ 4B101157 ^ 03214A ^ 932141 ^ B32003 ^

BB2FF0 ^ 532009 ^ 032138 ^ 53213B

T ^ 001019 ^ 0F ^ 4F0000 ^ 454F46 ^ 000000 ^ 000003 ^ 632FF1

E ^ 001000

Write a SIC/XE program to copy the string "COMPUTER SCIENCE ENGINEERING" from STR1 to another string STR2.

```

        LDT    #28
        LDX    #0
        LDCH   STR1, X
        STCH   STR2, X
        TIXR   T
        JLT    LOOP
        ⋮
STR1    BYTE   C'COMPUTER SCIENCE ENGINEERING'
STR2    RESB   28

```

Write a SIC/XE program to read 100byte record from a device 'F5' into BUFFER. Use immediate and register-to-register instructions.

```

        LDT    #100
        LDX    #0
CLOOP   TD     INDEV
        JEQ    CLOOP
        RD     INDEV
        STCH   BUFFER, X
        TIXR   T
        JLT    CLOOP
        ⋮
INDEV   BYTE   X'F5'
BUFFER  RESB   100

```

Generate the target address for the following object codes.

Given, $X = 000090$ $PC = 003000$
 $B = 006000$

i) 032600

opcode(6)	n i x b p e	disp(12)
0000 00	1 1 0 0 1 0	0010 0000 0000

$P=1$, hence PC relative

$$TA = disp + (PC)$$

$$= 600 + 003000$$

$$TA = 003600 //$$

ii) 010030

opcode(6)	n i x b p e	disp(12)
0000 0001	0000 0000	0011 0000

$n=0, i=1, b=0, p=0$, hence neither PC relative nor base-relative

As $i=1$ & $n=0$, immediate addressing is used.

$$TA = disp$$

$$TA = 030 //$$

iii) 03C300

opcode(6)	n i x b p e	disp(12)
0000 0011	11 00	0011 0000 0000

$n=1, i=1, x=1, b=1$ (Base relative & Indexed addressing)

$$TA = disp + (B) + (X)$$

$$= 300 + 006000 + 000090$$

$$TA = 006390$$