

U18CO018

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Sub: System Software

Assignment 3

Implement First Pass Assembler(Symbol Table,Literal Table,Pool Table and Table of Incomplete Instructions) for multiplication of two numbers.

CODE

```
#include <bits/stdc++.h>

using namespace std;

vector<string> simple_tokenizer(string s)
{
    vector<string> in;
    stringstream ss(s);
    string word;
    while (ss >> word) {
        in.push_back(word);
    }
    return in;
}

bool isLetterOnly(string s) {

    for (char c : s) {
        if(!isalpha(c)) {
            return false;
        }
    }

    return true;
}

int main() {
    map<string , int>
        mnemonics;
```

```

mnemonics["MOVER"] = 1;
mnemonics["MOVEM"] = 1;
mnemonics["ADD"] = 1;
mnemonics["SUB"] = 1;
mnemonics["BC"] = 1;
mnemonics["MOVER"] = 1;
mnemonics["STOP"] = 1;
mnemonics["MULT"] = 1;
mnemonics["DS"] = 1;
mnemonics["DC"] = 1;
mnemonics["START"] = 0;
mnemonics["LTROG"] = 0;
mnemonics["END"] = 0;
mnemonics["ORIGIN"] = 0;
mnemonics["EQU"] = 0;
mnemonics["COMP"] = 1;
mnemonics["BC"] = 1;
mnemonics["READ"] = 1;
mnemonics["PRINT"] = 1;
mnemonics["JUMP"] = 1;

set<string> registerAndCondition;
registerAndCondition.insert("LT");
registerAndCondition.insert("LE");
registerAndCondition.insert("EQ");
registerAndCondition.insert("GT");
registerAndCondition.insert("GE");
registerAndCondition.insert("ANY");
registerAndCondition.insert("AREG");
registerAndCondition.insert("BREG");
registerAndCondition.insert("CREG");
registerAndCondition.insert("DREG");

int literal = 0;

// answer
map<string, int> symbolTable;

vector<int> poolTable;
poolTable.push_back(1);

vector<string> TII;

vector<pair<string, int>> literalTable;

string line;
ifstream
input("E:\\Asem6\\ss\\practical\\Assignment3\\input1.asm");

```

```

    int add = 0;

    getline(input, line);
    vector<string> in = simple_tokenizer(line);
    add = stoi(in[1]);
    cout<<endl<<"Starting Address "<<add<<endl;

    cout<<"*****"<<endl<<endl;

    while(getline(input, line)) {
        in = simple_tokenizer(line);
        if(in[0] == "LTROG" || in[0] == "END") {
//            add += literal;
            if(literal != 0) {
                int x = poolTable[poolTable.size() - 1] - 1;
                for(int i = 0; i < literal; i++) {
                    literalTable[x] =
make_pair(literalTable[x].first, add++);
                    x++;
                }
                poolTable.push_back(poolTable[poolTable.size()
- 1] + literal);
            }
            literal = 0;

            if(in[0] == "END")
                break;

        } else if (in[0] == "START") {
            continue;
        } else if (in[0] == "ORIGIN") {
            add = stoi(in[1]);
        } else {
            if(mnemonics.find(in[0]) == mnemonics.end()) {
// then is the symbol at teh start of teh
instruction
                symbolTable[in[0]] = add++;

                if(in[1] == "EQU") {
                    symbolTable[in[0]] = symbolTable[in[2]];
                } else {
                    for(int i = 2; i < in.size(); i++) {

                        string t = in[i];

                        if(t[t.size()-1] == ',') {
                            t = t.substr(0, t.size() - 1);
                        }
                    }
                }
            }
        }
    }

```

```

        if(registerAndCondition.find(t) !=
registerAndCondition.end()) {
            continue;
        }

        if(t.substr(0,1) == "=") {

literalTable.push_back(make_pair(t,-1));
            literal++;

        } else {
            if(isLetterOnly(t) &&
symbolTable.find(t) == symbolTable.end()) {
                TII.push_back(t);
                symbolTable[t] = -1;
            }
        }
    }
} else {
    for(int i = 1; i<in.size();i++) {

        string t = in[i];

        if(t[t.size()-1] == ',') {
            t = t.substr(0,t.size() - 1);
        }

        if(registerAndCondition.find(t) !=
registerAndCondition.end()) {
            continue;
        }

        if(t.substr(0,1) == "=") {
            literalTable.push_back(make_pair(t,-
1));

            literal++;

        } else {
            if(isLetterOnly(t) &&
symbolTable.find(t) == symbolTable.end()) {
                TII.push_back(t);
                symbolTable[t] = -1;
            }
        }
    }
    add++;
}

}

```

```

    }
    cout<<"SYMBOL TABLE"<<endl;
    cout<<"Symbol      Address"<<endl;
    cout<<"-----"<<endl;
    for (const auto& i : symbolTable) {
        cout<< i.first << "          " <<i.second <<endl;
    }

    cout<<"*****"<<endl<<endl;

    cout<<"LITERAL TABLE"<<endl;
    cout<<"Literal      Address"<<endl;
    cout<<"-----"<<endl;
    for(const auto&i : literalTable) {
        cout<<i.first<<"          " <<i.second<<endl;
    }

    cout<<"*****"<<endl<<endl;

    poolTable.pop_back();
    cout<<"POOL TABLE:"<<endl;
    cout<<"-----"<<endl;
    for(const auto& i : poolTable) {
        cout<<i<<endl;
    }

    cout<<"*****"<<endl<<endl;

    cout<<"TABLE OF INCOMPLETE INSTRUCTION"<<endl;
    cout<<"-----"<<endl;
    for(const auto& i : TII) {
        cout<<i<<endl;
    }

    return 0;
}

```

1. INPUT 1

```
START 400
MOVER AREG, FIRST
MULT AREG, ='6'
MOVEM AREG, ANS
FIRST DC 5
ANS DS 1
END
```

```
Starting Address 400
*****

SYMBOL TABLE
Symbol      Address
-----
ANS          404
FIRST        403
*****

LITERAL TABLE
Literal      Address
-----
='6'         405
*****

POOL TABLE:
-----
1
*****

TABLE OF INCOMPLETE INSTRUCTION
-----
FIRST
ANS
```

2. INPUT 2

```
START 400
MOVER AREG, ='5'
MULT AREG, ='6'
MOVEM AREG, ANS
```

ANS DS 1

END

```
Starting Address 400
*****

SYMBOL TABLE
Symbol      Address
-----
ANS          403
*****

LITERAL TABLE
Literal      Address
-----
='5'         404
='6'         405
*****

POOL TABLE:
-----
1
*****

TABLE OF INCOMPLETE INSTRUCTION
-----
ANS
```

3. INPUT 3

START 400

MOVER AREG, ='5'

MULT AREG, ='6'

LTROG

MOVEM AREG, ANS

ANS DS 1

END

```

Starting Address 400
*****

SYMBOL TABLE
Symbol      Address
-----
ANS          405
*****

LITERAL TABLE
Literal      Address
-----
='5'         402
='6'         403
*****

POOL TABLE:
-----
1
*****

TABLE OF INCOMPLETE INSTRUCTION
-----
ANS

```

4. INPUT 4

START 400

MOVER AREG, ='5'

LTROG

MULT AREG, ='6'

LTROG

MOVEM AREG, ANS

ANS DS 1

END

Starting Address 400

SYMBOL TABLE

Symbol	Address
--------	---------

ANS	405
-----	-----

LITERAL TABLE

Literal	Address
---------	---------

= '5'	401
-------	-----

= '6'	403
-------	-----

POOL TABLE:

1

2

TABLE OF INCOMPLETE INSTRUCTION

ANS