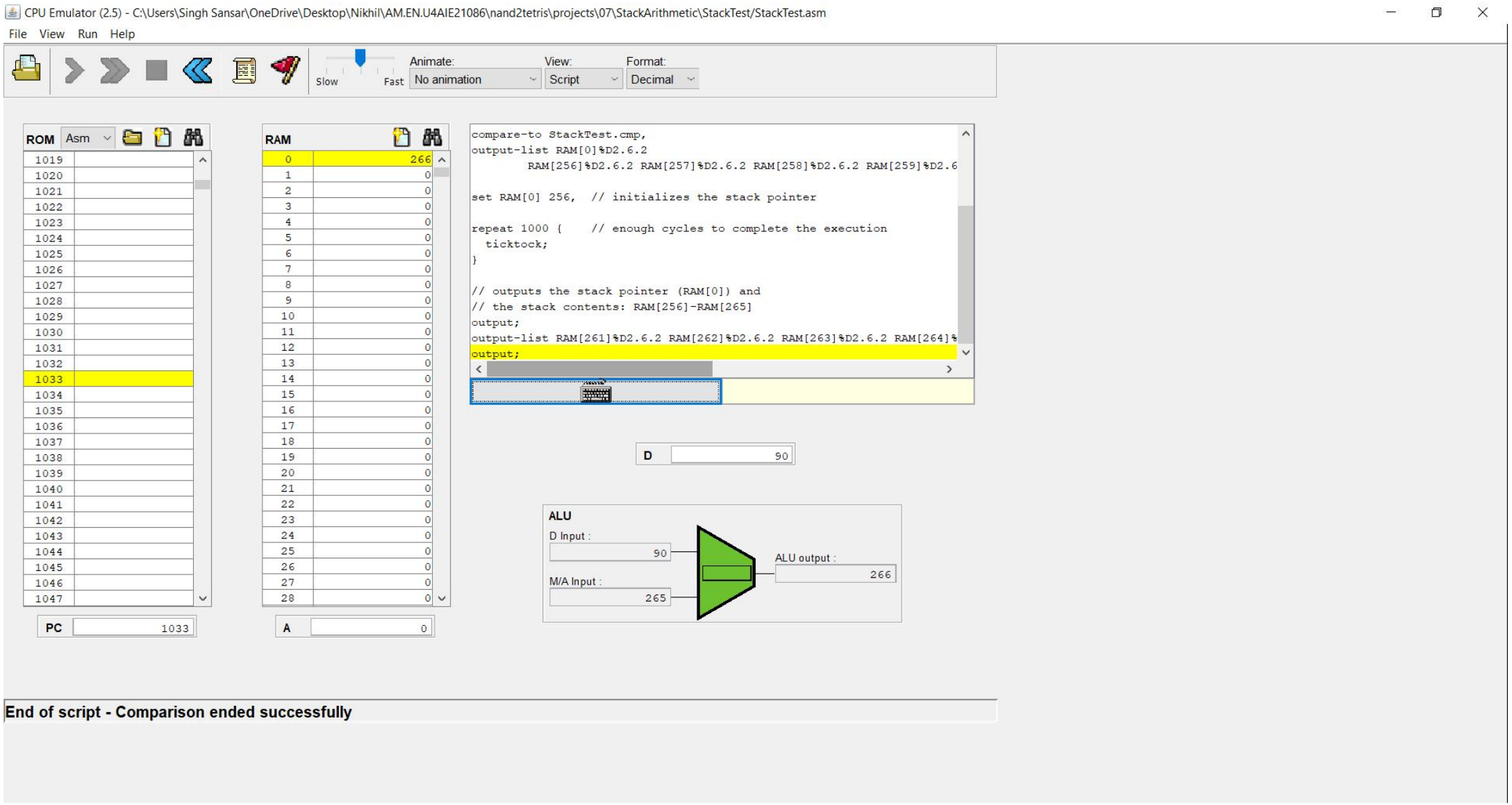
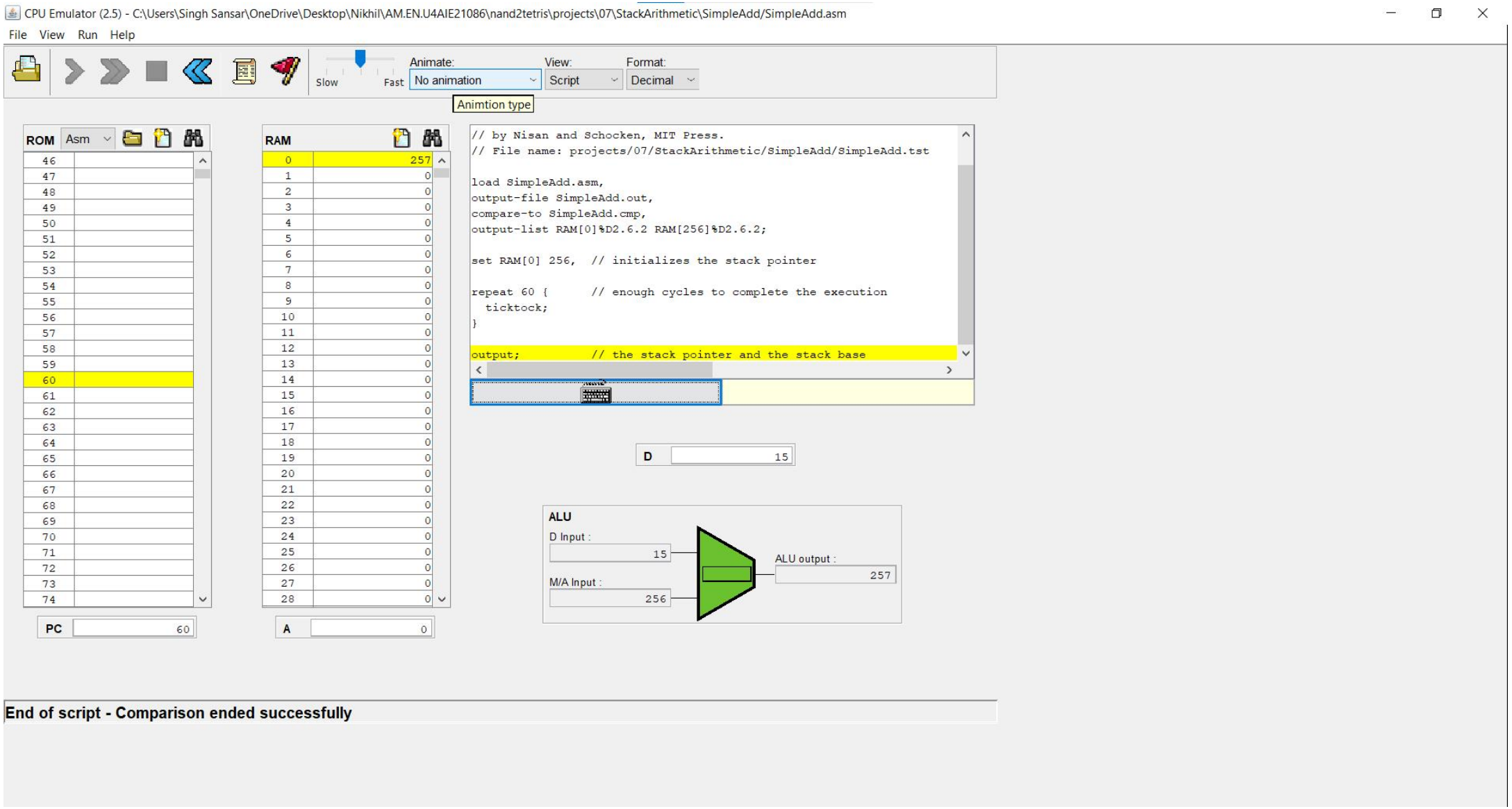

CPU Emulator (2.5) - C:\Users\Singh Sansar\OneDrive\Desktop\Nikhil\AM.EN.U4AIE21086\nand2tetris\projects\07\StackArithmetic\StackTest/StackTest.asm
File View Run Help
Slow Fast
Animate: No animation
View: Script
Format: Decimal
ROM Asm
RAM
compare-to StackTest.cmp,
output-list RAM[0]%D2.6.2
RAM[256]%D2.6.2 RAM[257]%D2.6.2 RAM[258]%D2.6.2 RAM[259]%D2.6
set RAM[0] 256, // initializes the stack pointer
repeat 1000 { // enough cycles to complete the execution
ticktock;
}
// outputs the stack pointer (RAM[0]) and
// the stack contents: RAM[256]-RAM[265]
output;
output-list RAM[261]%D2.6.2 RAM[262]%D2.6.2 RAM[263]%D2.6.2 RAM[264]%
output;
D 90
ALU
D Input : 90
M/A Input : 265
ALU output : 266
PC 1033
A 0
End of script - Comparison ended successfully


CPU Emulator (2.5) - C:\Users\Singh Sansar\OneDrive\Desktop\Nikhil\AM.EN.U4AIE21086\nand2tetris\projects\07\StackArithmetic\SimpleAdd/SimpleAdd.asm
File View Run Help
Slow Fast
Animate: No animation
View: Script
Format: Decimal
Animtion type
ROM Asm
RAM
// by Nisan and Schocken, MIT Press.
// File name: projects/07/StackArithmetic/SimpleAdd/SimpleAdd.tst
load SimpleAdd.asm,
output-file SimpleAdd.out,
compare-to SimpleAdd.cmp,
output-list RAM[0]%D2.6.2 RAM[256]%D2.6.2;
set RAM[0] 256, // initializes the stack pointer
repeat 60 { // enough cycles to complete the execution
ticktock;
}
output; // the stack pointer and the stack base
D 15
ALU
D Input : 15
M/A Input : 256
ALU output : 257
PC 60
A 0
End of script - Comparison ended successfully