

File View Run Help

Slow Fast Animate: No animation View: Script Format: Decimal

ROM Asm

1019	
1020	
1021	
1022	
1023	
1024	
1025	
1026	
1027	
1028	
1029	
1030	
1031	
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1037	
1038	
1039	
1040	
1041	
1042	
1043	
1044	
1045	
1046	
1047	

PC 1033

RAM

0	266
1	0
2	0
3	0
4	0
5	0
6	0
7	0
8	0
9	0
10	0
11	0
12	0
13	0
14	0
15	0
16	0
17	0
18	0
19	0
20	0
21	0
22	0
23	0
24	0
25	0
26	0
27	0
28	0

A 0

```
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]*D2.6.2

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

End of script - Comparison ended successfully

File View Run Help

Animate: No animation View: Script Format: Decimal

Animation type

ROM	Asm
46	
47	
48	
49	
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63	
64	
65	
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69	
70	
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72	
73	
74	

RAM	
0	257
1	0
2	0
3	0
4	0
5	0
6	0
7	0
8	0
9	0
10	0
11	0
12	0
13	0
14	0
15	0
16	0
17	0
18	0
19	0
20	0
21	0
22	0
23	0
24	0
25	0
26	0
27	0
28	0

```
// 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