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| **Credit Hours System**  **Risk management and environment GENN210** |  | **Cairo University**  **Faculty of Engineering** |

**Risk management and environment**

**Project Report**

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| **Name** | **ID** |
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| Yassmine hashem | 4300012 |

**Submitted to** : Dr Khaled Mohamed

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| 1.screen to choose the initial points and name | working | if did not enter points the program will run incorrectly | Not copied |
| 2.comparison between initial points | working | Compare between 2 digits only | Not copied |
| 3.level selection screen | working | None | Not copied |
| 4.forbidden char screen | working | None | Not copied |
| 5. the char appears on both screens | Working | None | Not copied |
| 6.the game GUI with reg. initialized by zero | working | None | Not copied |
| 7.when entering forbidden char go error | working | None | Not copied |
| 8.the reg. are changed after commands | working | None | Not copied |
| 9.power ups: executing a command on your own processor power up | Working | None | Not copied |
| 10. changing the forbidden char power up | Not working correctly | Opens unnecessary screens | Not copied |
| 11. clearing all reg.at once power up | Working | None | Not copied |
| 12. when command invalid minus 1 point | working | None | Not copied |
| 13.size mismatch | working | None | Not copied |
| 14.memory to memory operation | working | None | Not copied |
| 15.invalid reg. name | working | None | Not copied |
| 16.incorrect addressing mode | working | None | Not copied |
| 17.mul | Working | None | Not copied |
| 18.inc | Working | None | Not copied |
| 19.dec | Working | None | Not copied |
| 20.sbb | Working | None | Not copied |
| 21.ror | Working | None | Not copied |
| 22.add | Working | None | Not copied |
| 23.move | Working | None | Not copied |
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| 24.xor | Working | None | Not copied |
| 25.and | Working | None | Not copied |
| 26.nop | Working | None | Not copied |
| 27.shl | Working | None | Not copied |
| 28.shr | Working | None | Not copied |
| 29.sar | Working | None | Not copied |
| 30.clc | Working | None | Not copied |
| 31.adc | Working | None | Not copied |
| 32.sub | Working | None | Not copied |
| 33.flying objects and the gun | Working | none | Not copied |
| 34.forbidden char hidden at level 2 | working | none | Not copied |
| 35.user able to decide whether to execute on his reg. or his opponent at level 2 | Working | none | Not copied |
| 36.put initial values to the reg. at level 2 | Working | none | Not copied |
| 37.extra power up in level 2 | Not Working | None | Not copied |
| 38.if any player's points reach zero s/he loses. | Working | None | Not copied |
| 39. addressing modes: register | Working | None | Not copied |
| 40 .immediate | Not working | None | Not copied |
| 41.direct | Working | None | Not copied |
| 42.register indirect | Working | None | Not copied |
| 43-excuting a command on your and your opponent processor power up | working | none | Not copied |
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