

Barcode generator

About

This program generates a [Code 39](#) barcode for a given string. In other words, it draws the appropriate sequences of bars and spaces into a bmp file. Additionally, the barcode contains a checksum.

Details of the task can be found in [task.pdf](#) file.

How to run

Put all the files in one folder. Run [Mars4_5.jar](#) program. Given that you have Java installed on your computer, MARS should launch.

1. Click [F3](#) to assemble and [F5](#) to run the program.
2. In the [Run I/O](#) window type the inputs requested.
3. A barcode will be generated in the [output.bmp](#) file.

Sample run

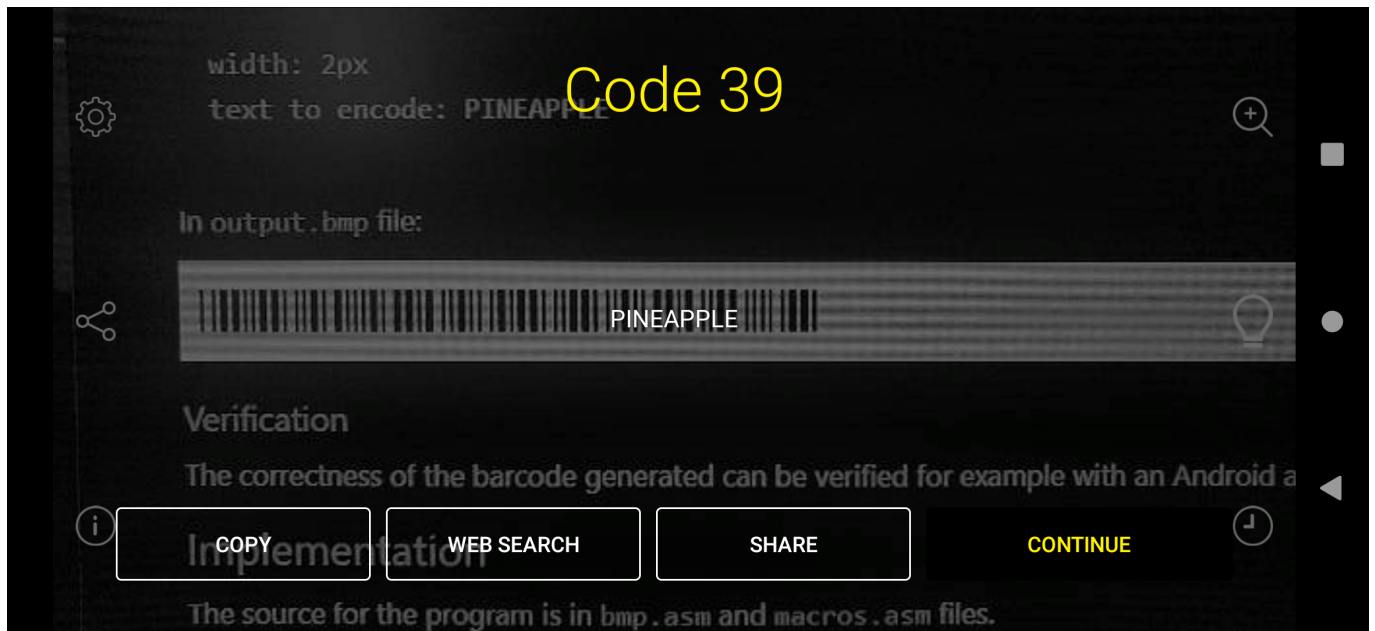
Inputs:

```
width: 2px  
text to encode: PINEAPPLE
```

In [output.bmp](#) file:



The correctness of the barcode generated can be verified for example with an Android app:



The **checksum** option must be enabled in a barcode scanner in order for the decoding to occur properly.

Implementation

The source for the program is located in **bmp.asm** and **macros.asm** file and is written in Mips assembly language. The simplified logic of the core functions in pseudocode:

```
main

    $s1 - width of narrowest bar

    text - text to encode

    for each character invoke the put_char function
```

put_char (\$a0, \$a1, \$a2) draws bars and spaces for a given character

Algorithm with exemplary values

\$a0 - starting x coordinate
\$a1 - width of thin bar
\$a2 - character to put

For example, when we want to put A:
in register \$s4 we put sequence: **`100001001`**

\$s3 - address of sequence of bits

\$s4 = **`100001001`**

\$s5 = **`100000000`**

\$s6 = \$s4 AND \$s5

`100001001` AND **`100000000`** = **`100000000`**

if (\$s6 == \$s5) \$a1 = put_thick_bar(\$a0, \$a1)

```

else $a1 = put_thin_bar($a0, $a1)

$s5 = `010000000` (shifted right)
  if ($s5 = 0) return $a0 + $a1

      $s6 = $s4 AND $s5
`100001001` AND `010000000` = `000000000`

if ($s6 == $s5) $a0 += 2 * $a1 //put thick space
else ($s6 == 0) $a0 += $a1 // put thin space

      $s5 = `001000000` (shifted right)

go to

```

put_thin_bar(\$a0, \$s1)

```

    $a0 - starting x
    $a1 = `STARTING_Y`
    $s1 - width of thin bar

    put_pixel($a0, $a1)
      $a1++
    if ($a1 <= 40) go to
      $a0++
      $s1--
if ($s1 == 0) return $a0
    $a1 = `STARTING_Y`
    go to

```

put_thick_bar(\$a0, \$s1)

```

    $a0 - starting x
    $s1 - width of thin bar

    $a0 = put_thin_bar($a0, $s1)
    $a0 = put_thin_bar($a0, $s1)
    return $a0

```