System Programming Assignment #2

SIC/XE linking loader

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Assignment Description

Write linking loader that reads a specified address and one or more SIC/XE control sections (object programs) so that the linked program is loaded into the specified address.

Highlight of the way you write the prgram

- getData () -> Parsr the file and Creat Label Table
 - readingData'H'- Record memory address and total length
 - readingData'D'- Define the new label And creat in table
 - readingData'R'- Record the subObjectCode label
 - readingData'T'- Construct the subMemory to record the context
 - readingData'M'- Record the Modify object code
 - readingData'E' Record the program startaddress
- matchTable () -> Calculate Label table address and Match all subObjectCode label
- modifyMemory () -> Modify all subMemory with label address
- Show () -> Accroding to the rule printf the memory answer

The program listing

getData()

Show ()

o matchTable ()

modifyMemory ()

· main.c DataStruct typedef struct _labelTableStruct { char name[10]; char addr[10]; } labelTableStruct; typedef struct _obLabelStruct { char id[10]; char name[10]; char *addr; } obLabelStruct; typedef struct _mdataStruct { int position; char lengthType[10]; int op; // 1+ 2char useLabel[10]; } mdataStruct; typedef struct _obcodeData char addr[10]; obLabelStruct obLabel[10]; int obLabelNum; char length[10]; int memoryLength; char memory[1000]; mdataStruct mdata[50]; int mdataNum; int endMemoryStart; int mathcount; } obcodeData;

Test run results

Environment & Tools

OS: Window 7 Service Pack 1

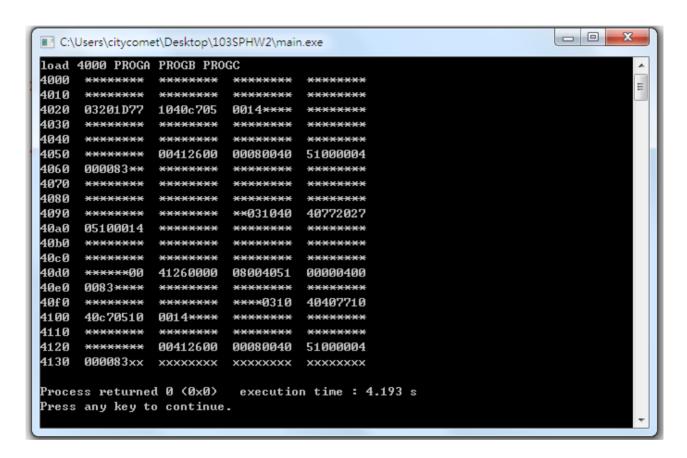
Compiler: gcc 4.8.2

Language: C89

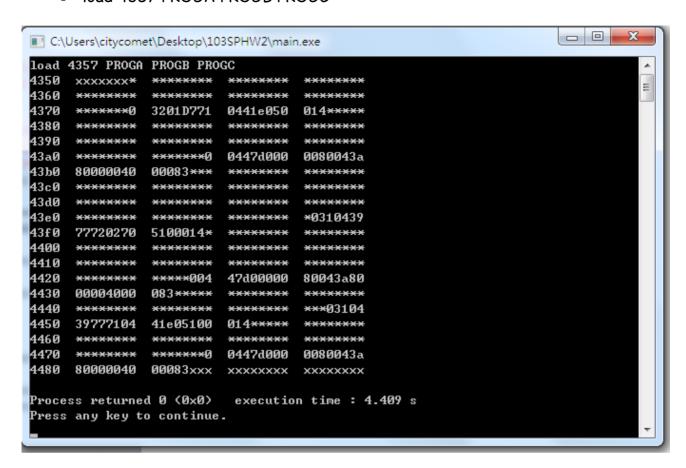
Develope Tool: Visual Studio Pro 2013

Execute

load 4000 PROGA PROGB PROGC



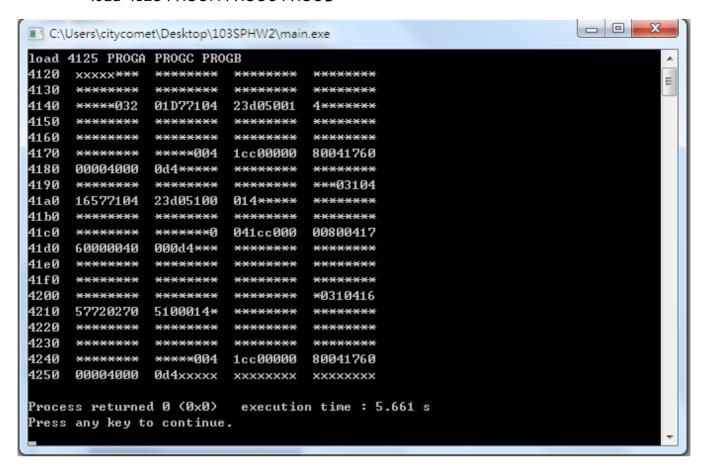
load 4357 PROGA PROGB PROGC



load 4000 PROGA PROGC PROGB

```
- 0
                                                                          X
C:\Users\citycomet\Desktop\103SPHW2\main.exe
load 4000 PROGA PROGC PROGB
4000
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               *****
                        *****
                                  *****
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4ดา ด
     ******
               ******
                        *****
                                  ******
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     03201D77
               10411805
                        ИИ14<del>xxxx</del>
                                  *****
4030
     ******
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4040
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               ******
                        ******
                                  *****
4050
     *****
               0040a700
                        00080040
                                  510000004
     0000d4**
4060
               *****
4070
                        <del>ххххх</del>Ø3
                                  10404077
4080
     10411805
               100014**
                        *****
                                  *****
4090
     *****
               *****
                                  ****
                        *****
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               **0040a7
                                  40510000
     ******
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40ь0
     040000d4
               ******
                        *****
                                  ******
40c0
     *****
               XXXXXXXX
                        *****
                                  *****
40d0
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                                  ****
40e0
     *****
                        ****0310
               *****
                                  40407720
40f 0
     27051000
               14****
                        *****
4100
     *****
4110
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               *****
                        *****
                                  *****
4120
               0040a700
     *****
                        ดดดรดด4ด
                                  510000004
4130
     0000d4xx
               XXXXXXXX
                        XXXXXXXX
                                 XXXXXXXX
Process returned 0 (0x0)
                         execution time: 4.242 s
Press any key to continue.
```

load 4125 PROGA PROGC PROGB



Discuss

這次的程式作業的編寫過程中遇到了兩個問題,第一個是在 Modify memory 時,依照 object code 的順序執行動作,竟然會修正成負值,這在一開始的設計上是沒想過的,捼直接把負值填回 memory 會造成下一個指令修正回正值時發生錯誤,所以特別用數值記錄來做這部份的問題,最後在副 寫回 memory 中。

第二個問題是在 Modify memory 時,會有溢位的情況,若單純處理轉換時的溢位還好,但最後執行結果發現,object code 是故意溢位來捨棄不要 bit,在這部份只要發現溢位時 FFFFF 就減去 16777215,FFFFF 就減去 1048575,即可解決。

這次的作業除了上述問題發生時,花了許久時間找出問題並解決,其他部份還算簡單,重心熟悉 了檔案處理與字串處理的技巧,收穫良多。