

# System Programming Assignment #1

## SIC Assembler

系級：資工大三  
學號：410121021  
410121058  
姓名：林育慈  
陳勇安

2014.11.13

## Assignment Description

Write an SIC assembler that reads an SIC assembly program, translates SIC statements into their machine code equivalents, and generates an object file.

## Highlight of the way you write the program

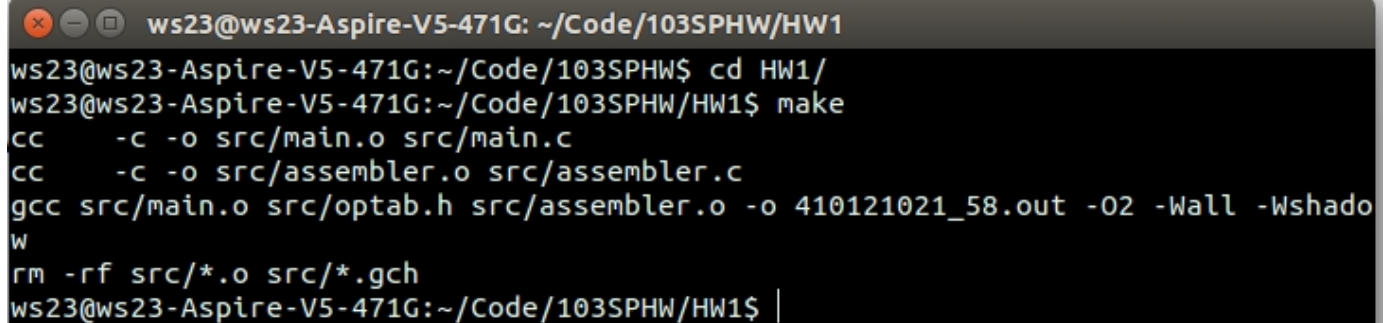
- assembler() -> To assemble the SIC code
  - pass1() -> To do first scanning to assembly
    - To give all instruction local address
    - To create symbol table
  - pass2() -> To do second scanning to assembly
    - To complete the object code
- toTarget() -> To make object code store into the target file
  - According to the SIC object code format
  - Comment at line 307, 368-375, 399 in assembler.c is optional to make user easy to read, but not the correct format for SIC object code

# The program listing

- main.c
  - main file
  - do simple I/O & usage
- optab.h
  - define the opcode table
- assembler.h
  - the library of SIC assembler
    - void ini();
      - to initial the memory, prepare to do assembly
    - void addCode(char\*);
      - to store a statement of SIC code, split them to four fields
    - void assembler();
      - the core of assembly
    - void toTarget(FILE\*);
      - the core of make object code store to a output file
- assembler.c
  - define
    - symbol table structure
      - symbol, address
    - filed of instruction
      - lable, operation, operands, comment, locate address, object code
  - the source code of assembler.h
    - void showIns();
      - to show all instruction on the screen
    - void showSym();
      - to show symbol table on the screen
    - void addCode(char\*);
    - void pass1();
      - Scanning first time
        - to give all instruction locall address
        - to create symbol table
    - void pass2();
      - Scanning second time
        - to complete the object code for each instruction
    - void ini();
    - void assembler();
    - void toTarget(FILE\*);

## Test run results

- Environment & Tools
  - OS: Ubuntu 14.04 LTS, i686, 3.13.0-40-generic, GNU/Linux
  - Compiler: gcc (Ubuntu 4.8.2-19ubuntu1) 4.8.2
  - Language: C89
  - Develop Tool: vim
- Execute
  - `cd HW1`
  - `make`
  - `./410121021_58 <your SIC code> [the output file name you want]`

A terminal window with a dark background and light text. The title bar shows 'ws23@ws23-Aspire-V5-471G: ~/Code/103SPHW/HW1'. The terminal content shows the following commands and output:

```
ws23@ws23-Aspire-V5-471G:~/Code/103SPHW$ cd HW1/
ws23@ws23-Aspire-V5-471G:~/Code/103SPHW/HW1$ make
cc -c -o src/main.o src/main.c
cc -c -o src/assembler.o src/assembler.c
gcc src/main.o src/optab.h src/assembler.o -o 410121021_58.out -O2 -Wall -Wshadow
rm -rf src/*.o src/*.gch
ws23@ws23-Aspire-V5-471G:~/Code/103SPHW/HW1$ |
```

change director into it, and make it

```
ws23@ws23-Aspire-V5-471G: ~/Code/103SPHW/HW1
ws23@ws23-Aspire-V5-471G:~/Code/103SPHW/HW1$ ./410121021_58.out example.sic
```

```
-----To store the source code into Array
-----To assembly
----- PASS 1 -----
```

```
CLOOP      | 001003
ENDFIL     | 001015
EOF        | 00102A
THREE      | 00102D
ZERO       | 001030
RETADR     | 001033
LENGTH    | 001036
BUFFER     | 001039
RDREC      | 002039
RLOOP      | 00203F
EXIT       | 002057
INPUT      | 00205D
WAVLEN     | 00205F
```

```
WRREC      | LDX      | ZERO      | 2061 | 041030
WLOOP      | TD       | OUTPUT    | 2064 | 102079
           | JEQ      | WLOOP     | 2067 | 302064
           | LDCH     | BUFFER,X  | 206A | 508000
           | WD       | OUTPUT    | 206D | DC2079
           | TIX      | LENGTH    | 2070 | 2C1036
           | JLT      | WLOOP     | 2073 | 382064
           | RSUB     |           | 2076 | 4C0000
OUTPUT     | BYTE     | X'05'     | 2079 | 05
           | END      | FIRST     |     |
```

```
-----To out
-----Complete
```

```
ws23@ws23-Aspire-V5-471G:~/Code/103SPHW/HW1$
```

Execute.

```
ws23@ws23-Aspire-V5-471G: ~/Code/103SPHW/HW1
| WD      | OUTPUT   | 206D | DC2079
| TIX     | LENGTH   | 2070 | 2C1036
| JLT     | WLOOP    | 2073 | 382064
| RSUB    |          | 2076 | 4C0000
OUTPUT | BYTE     | X'05' | 2079 | 05
| END     | FIRST    |      |
-----To out
-----Complete
ws23@ws23-Aspire-V5-471G:~/Code/103SPHW/HW1$ more example.sic.out
COPY 00100000107A
^ ^ ^
0010001E1410334820390010362810303010154820613C100300102A0C103900102D
^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
001021150C10364820610810334C0000454F46000003000000
^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
0010181E04103000103010205D30203FD8205D2810303020575480002C205E38203F
^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
0010211C1010364C0000F1001000041030102079302064508000DC20792C1036
^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^ ^
001021073820644C000005
^ ^ ^ ^ ^
001000
^
ws23@ws23-Aspire-V5-471G:~/Code/103SPHW/HW1$
```

The output file content

```
ws23@ws23-Aspire-V5-471G: ~/Code/103SPHW/HW1
| .       |          |      |
| .       |          |      |
| .       |          |      |
WRREC | LDX     | ZERO  | 2061 | 041030
WLOOP | TD      | OUTPUT | 2064 | 102079
| JEQ     | WLOOP   | 2067 | 302064
| LDCH    | BUFFER,X | 206A | 508000
| WD      | OUTPUT   | 206D | DC2079
| TIX     | LENGTH   | 2070 | 2C1036
| JLT     | WLOOP    | 2073 | 382064
| RSUB    |          | 2076 | 4C0000
OUTPUT | BYTE     | X'05' | 2079 | 05
| END     | FIRST    |      |
-----To out
-----Complete
ws23@ws23-Aspire-V5-471G:~/Code/103SPHW/HW1$ more example.sic.out
COPY 00100000107A
0010001E1410334820390010362810303010154820613C100300102A0C103900102D
00101E150C10364820610810334C0000454F46000003000000
00000001E04103000103010205D30203FD8205D2810303020575480002C205E38203F
0020571C1010364C0000F1001000041030102079302064508000DC20792C1036
002073073820644C000005
001000
ws23@ws23-Aspire-V5-471G:~/Code/103SPHW/HW1$
```

Cancel the ^ sign

## Discuss

其實SIC的組譯器演算規則並不複雜，且老師又說保證輸入的SIC Code會是合法的，因此這次的作業僅僅只是可以進行轉換的不完整組譯器。

但無奈由於對C的字串處理不甚熟悉，尤其在字串分割時不停的出現segmentation fault，實在是讓人很心煩，後來才知道錯誤的主因有兩個，一個是記憶體方面的 strtok 誤用，另一個則是 strcmp 字串比較時的回傳值誤解。

strtok，字串分割函式，它的執行方式是依照指定的起始位址向後尋找，找到指定的分割字元（在這次作業我們用到的字元分別有空白、單引號）後，用空字元（'\0'）將它取代，並回傳起始位置，而完成字串分割的目的。

strcmp，字串比較函式，它在兩字串比較後，若完全相同，會回傳0，而0在C當中代表的是false，因此過程中許多的判斷式全部相反了，造成整個程式出現各種意外。

經過了這次的練習，我們最大的收穫就是對於字串、字元的處理，而且我們的Coding Style並不算是非常好，有些變數的命名，隔天就忘了它的用處，註解也使用的不夠多，造成前一天寫的思考邏輯接不上來。