1. List the hexadecimal code for the following program (hand assemble it).

<u>Hex</u>

Danei	Instruction
	Load A
	Add One
	Jump S1
S2,	Add One
	Store A
	Halt
S1,	Add A
	Jump S2
A,	HEX 0023
One,	HEX 0001
	S2, S1,

Ans.

1108

3109

9106

3109

2108

7000

3108

9103

0023

0001

2. What are the contents of the symbol table for the preceding program? Ans.

Α	108
One	109
S1	106
S2	103

- 3. Given the instruction set for MARIE in this chapter, decipher the following MARIE machine language instructions. (Write the assembly language equivalent.)
- a) 0010000000000111
- b) 1001000000001011
- c) 0011000000001001

Ans.

- a) Store 007
- **b)** Jump 00B
- c) Add 009
- 4. Write the following code segment in MARIE's assembly language:

if X > 1 then Y = X + X;

X=0; endif;

Y=Y+1;

Ans.

```
ORG 100
If,
                  Х
                          /Load X
        Load
        Subt
                  One
                          /Subtract 1, store result in AC
                 800 /If AC>0 (X>1), skip the next instruction Endif /Jump to Endif if X is not greater than 1
        Skipcond 800
        Jump
Then,
                  X
        Load
                          /Reload X so it can be doubled
        Add
                  Х
                          /Double X
        Store
                  Υ
                          /Y= X + X
        Clear
                          /Move 0 into AC
        Store
                  Χ
                          /Set X to 0
Endif, Load
                          /Load Y into
        Add
                  One
                          /Add 1 to Y
        Store
                  Y
                          /Y = Y + 1
        Halt
                          /Terminate program
                          /X has starting value, not given in problem
Х,
        Dec
Υ,
                          /Y has starting value, not given in problem
        Dec
One,
        Dec
                          /Use as a constant
```