

## 1, 負責項目

使用 C# 編寫 SIC/XE Assembler

## 2, 系統大綱

```
static Dictionary<string, string> opcode = new Dictionary<string, string>();
static Dictionary<char, int> hexTable = new Dictionary<char, int>();
static Dictionary<string, string> register = new Dictionary<string, string>();
```

```
static void Main(string[] args)
{
    Content content = new Content();
    content.Initialize();
    content.CalculateLOC();
    content.CalculateOBJCode();
    StreamWriter sw = new StreamWriter("TestFile1.TXT");
    WriteSymtab(content, sw);
    WriteLocAndObj(content, sw);
    sw.Close();
}
```

Step1: 定義 SIC/XE 的所有 opcode

Step2: 定義 register 的代號

Step3: 宣告 Content 保存後序的內容

Step4: 初始化各項參數，並讀入文本程式碼資料到 operation 內

Step5: 遍歷所有指令，並判斷 Label

Step6: 遍歷所有指令，計算 Loc counter

Step7: 遍歷所有指令，計算該指令的 Obj Code

Step8: 將每一個指令的資訊輸出到 txt 檔案

## 3, 系統組成

### ● class-Content

```
public class Content
{
    string txtPath;
    List<List<string>> operation;
    public List<string> LOC;
    public List<string> OBJCODE;
    public List<string> SYMTAB;
    public Dictionary<string, int> SymtabPair;
    public int baseLoc = 0;

    1 reference
    public void Initialize()

    1 reference
    public void CalculateLOC()
    1 reference
    public void CalculateOBJCode()

    2 references
    private string OperationNormal(string command, string info, string xbpe, bool isType4, int index)

    2 references
    private string OperationWithAnd(string command, string info, string xbpe, bool isType4, int index)

    2 references
    private string OperationWithHashtag(string command, string info, string xbpe, bool isType4, int index)

    8 references
    private string CaternateString(string opni, string xbpe, string lastpart, string format, string nixbpe)

    4 references
    private string CaternateStringF2(string opni, string lastpart)

    4 references
    public string IncludeOffset(string temp, int type)
}
```

用以紀錄所有資料，包括文本資料，計算 Loc，obj

所使用的 Method：

```
4 references
private string OperationNormal(string...

2 references
private string OperationWithAnd(string...

2 references
private string OperationWithHashtag(st...
```

OperationNormal：處理一般的指令

OperationWithAnd：處理帶有@的指令（indirect）

OperationWithHashtag:處理帶有#的指令（immediate）

```
1 reference
public void Initialize()...

1 reference
public void CalculateLOC()...

1 reference
public void CalculateOBJCode()...
```

Initialize：初始化 Content 裡面的變數

CalculateLoc：計算 Loc 值與記錄 Label 到 Syntab

CalculateOBJCode：計算 OBJcode

```
8 references
private string CaternateString(string c
.....

4 references
private string CaternateStringF2(string
.....

4 references
public string IncludeOffset(string temp
.....
```

CaternateString：把預計想要的字串連接起來 例如 LOC=XXXX

opni+xbpe+pc , format, nixbpe

CaternateStringF2: 用於 FORMAT 2 的字串連接

IncludeOffset：計算 opcode 的 offset +3 /+2（immediate） / +1（indirect）

```
1 reference
private static void WriteLocAndObj(Content content, StreamWriter sw)...

1 reference
private static void WriteSyntab(Content content, StreamWriter sw)...

1 reference
static List<List<string>> ReadTxt(string path)...
```

上述方法都是用於資料讀寫

#### 4,系統內函數

函數功能及內容與系統大綱相同

Code:

[https://drive.google.com/file/d/1XnFHEDfO4NmNzto4OkwuNBeSt4AXd\\_uR/view?usp=sharing](https://drive.google.com/file/d/1XnFHEDfO4NmNzto4OkwuNBeSt4AXd_uR/view?usp=sharing)

下方為範例程式碼所生成的輸出:

```
===SYMTAB===
COPY      0000
FIRST     0000
CLOOP     0006
ENDFIL    001A
EOF       002D
RETADR    0030
LENGTH   0033
BUFFER    0036
BUFEND    1036
MAXLEN    1036
RDREC     1036
RLOOP     1040
EXIT      1056
INPUT     105C
WRREC     105D
WLOOP     1062
REF       1073
OUTPUT    1079

===LOC===
0 LOC=0000 None
1 LOC=0000 0x17202D , pc-relative , 110010
2 LOC=0003 0x69202D , pc-relative , 010010
3 None
4 LOC=0006 0x4B101036 , format4 , 110001
5 LOC=000A 0x032026 , pc-relative , 110010
6 LOC=000D 0x290000 , pc-relative , 010010
7 LOC=0010 0x332007 , pc-relative , 110010
8 LOC=0013 0x4B10105D , format4 , 110001
9 LOC=0017 0x3F2FEC , pc-relative , 110010
10 LOC=001A 0x032010 , pc-relative , 110010
11 LOC=001D 0x0F2016 , pc-relative , 110010
12 LOC=0020 0x010003 , pc-relative , 010010
13 LOC=0023 0x0F200D , pc-relative , 110010
14 LOC=0026 0x4B10105D , format4 , 110001
15 LOC=002A 0x3E2003 , pc-relative , 100010
16 LOC=002D 454F46
17 LOC=0030 None
18 LOC=0033 None
19 LOC=0036 None
20 LOC=1036 None
21 LOC=1000 None
22 command
23 command
24 command
25 LOC=1036 B410 , format2
26 LOC=1038 B400 , format2
27 LOC=103A B440 , format2

28 LOC=103C 0x75101000 , format4 , 010001
29 LOC=1040 0xE32019 , pc-relative , 110010
30 LOC=1043 0x332FFA , pc-relative , 110010
31 LOC=1046 0xDB2013 , pc-relative , 110010
32 LOC=1049 0xA004 , format2
33 LOC=104B 0x332008 , pc-relative , 110010
34 LOC=104E 0x57CFD9 , base-relative , 111100
35 LOC=1051 B850 , format2
36 LOC=1053 0x3B2FEA , pc-relative , 110010
37 LOC=1056 0x134FD6 , base-relative , 110100
38 LOC=1059 0x4F0000 , ,
39 LOC=105C F1
40 command
41 command
42 command
43 LOC=105D B410 , format2
44 LOC=105F 0x774FD6 , base-relative , 110100
45 LOC=1062 0xE32014 , pc-relative , 110010
46 LOC=1065 0x332FFA , pc-relative , 110010
47 LOC=1068 0x53CFD9 , base-relative , 111100
48 LOC=106B 0xDF200B , pc-relative , 110010
49 LOC=106E B850 , format2
50 LOC=1070 0x3B2FEF , pc-relative , 110010
51 LOC=1073 0x032FF9 , pc-relative , 110010
52 LOC=1076 0x4F0000 , ,
53 LOC=1079 05
54 LOC=107A None
```