

Yeditepe University
Department of Computer Engineering

CSE 232 Systems Programming
Spring 2023

Term Project

Macro-processor for Assembly Language

Due to: 28 May 2023

5 Students in a Group

In this project, you will implement a macro-processor for M6800 assembly language.

Write your macro-processor in C. Use gcc compiler on Linux.

The macro-processor must perform the following functions:

- Read the macro definitions from a file and store them in a memory buffer
- Check the condition for macro expansion
- Create the parameter table
- Macro expansion with parameters

Your macro-processor, named `my_mproc`, must read the macro definitions and the program from a file (e.g. filename) and writes the expanded code to a file with .asm extension (e.g. filename.asm). Macro definitions are found at the beginning of the file and they are in the following format:

```
#MNAME: MACRO P1,P2
    instructions
    ...
#ENDM
```

where `P1, P2, ...` are the dummy parameters. There can be maximum 3 parameters.

Following is an example program with macro calls:

```
instructions
...
#MNAME 3,5    //3,5 are the actual parameters
...
instructions
...
#if ($1='2') MNAME 7,8    // if condition parameter $1 is '2' then call macro with actual parameters 7,8
...
instructions
...
```

Your macro-processor must take the input file name and condition parameters as arguments, using `argc`, `argv`.

Ex: `./my_mproc filename, 5,6`

`argv[1]` is the filename, `argv[2]`, `argv[3]`... are condition parameters (5 and 6 in this example).

The macro-processor uses a memory buffer to keep the macro definitions. You must use the following data structures:

```
struct mac {
    char  mname[8];        //macro name
    char  param[10][4];    //max. 10 parameters, each parameter max. 3 characters
    char  macro[256];      //macro body
}
struct mac buffer[10];     // memory buffer for 10 macro definitions
int  m_count;              // counts the number of macro definitions
```

Write the following functions to implement the macro-processor:

int read(char* filename)

Reads macro definitions from the file and stores them in the memory buffer. It returns the number of macro definitions.

parse(char* filename)

The program with macro calls follows the macro definitions. The program is read line by line. parse() function parses the current program line and stores its fields to the following data structure:

```
char field[10][7]; //max 10 fields in a line, each field max 6 characters
```

Examples:

L1: LDAA #20H	Fields are:	L1: LDAA #20H
STAA 2000H	Fields are:	STAA 2000H
#M1 // calls macro M1	Fields are:	M1
#M2 2,3 // calls macro M2 with parameters 2 and 3	Fields are:	M2 2 3
#if (\$2='ABC') M3 200, 300 // calls M3 with parameter 200 if the condition is true	Fields are:	#if \$2 ABC M3 200 300

is_macro()

It checks if there is a macro call in the current line. (Macro calls start with a macro name or #if). If so, it calls expand() to expand the macro. Otherwise writes the line into the .asm file.

is_macro() function must also check if the macro call has a condition. Conditional calls have the following format:

```
#if ($2='4') MNAME 3,5
```

\$2, \$3, \$4, \$5 are condition parameters that are given as arguments to the macro-processor such that \$2 is argv[2], \$3 is argv[3], etc.

is_macro() function must evaluate the condition and call expand() if it is true.

expand()

It first calls createPT(). Then it takes a line from the macro body and writes it to the expanded code. If there are any dummy parameters in that line, it also substitutes them by the actual parameters using the parameter table.

createPT()

It fills the parameter table for the current macro call. You must use the following data structure:

```
struct pt {
    char mname[8]; //macro name
    int nparams; //number of parameters
    char dummy[10][4]; //max. 10 parameters, each parameter max. 3 characters
    char actual[10][4];
}
struct pt PT;
```

Main program:

```
call read()
for all lines in filename
{
    call parse()
    call is_macro()
    call expand()
}
```

You must also write the following macro definitions using M6800 instruction set:

1. ADD macro adds the numbers at memory locations defined by the second and third parameters and stores the result to the location defined by the first parameter.

Ex: Macro definition: #ADD: MACRO D, A1, A2
 ...
 #ENDM
called as #ADD 100, 200, 300 for M[100]←M[200]+M[300]

2. SUB macro, similar to ADD, subtracts the numbers at memory locations defined by the second and third parameters and stores the result to the location defined by the first parameter.

3. MULT macro multiplies the number at memory location defined by the second parameter by the power of 2 given in the third parameter and stores the result to the location defined by the first parameter.

Ex: Macro definition: #MULT: MACRO D, A1, P
 ...
 #ENDM
called as #MULT 100, 200, 3 for M[100]←M[200]*2³

4. DIV macro divides the number at memory location defined by the second parameter by the power of 2 given in the third parameter and stores the result to the location defined by the first parameter.

Ex: Macro definition: #DIV: MACRO D, A1, P
 ...
 #ENDM
called as #DIV 100, 200, 3 for M[100]←M[200]/2³

5. REM macro divides the number at memory location defined by the second parameter by the power of 2 given in the third parameter and stores the remainder to the location defined by the first parameter.

Ex: Macro definition: #REM: MACRO D, A1, P
 ...
 #ENDM
called as #REM 100, 200, 3 for M[100]←remainder of M[200]/2³

Example:

Input file f1:

```
#ADD: MACRO P1,P2,P3
    ...
#ENDM
#DIV: MACRO D,A,P
    ...
#ENDM
#NEG: MACRO D, A
    LDAB A
    NEGB
    STAB D
#ENDM
```

```
PROG
LDAA #3
#NEG 100H,200H
INCA
#if ($2='x') NEG 300H,400H
STAA 500H
END
```

Macro-processor command and condition parameters:

./my_mproc f1 x

Output file f1.asm:

```
PROG
LDAA #3
LDAB 200H
NEGB
STAB 100H
INCA
LDAB 400H
NEGB
STAB 300H
STAA 500H
END
```