**Practical 8**

**Assembly Language**

NOTE: Use of EASy68K editor and emulator allowed, use of internet allowed, use of slide deck(s) allowed.

Create a unique file ***e.g. part1.X68*** for each practical section below.

**Objective**

Understand and utilise Assembly Instructions

|  |  |
| --- | --- |
| 1. Create a new 68K project and name the file ***part1.X68***    Program, edit compile and execute code to perform activities => | 1. **Ask user for gamer points** 2. **Stores a gamers points in a memory location** 3. **Displays points on screen** |
| 2. Create a new 68K project and name the file ***part2.X68***    Program, edit compile and execute code to perform activities => | **Demonstrate indirect addressing and display health using Address Register**  **(A2)**       1. **Health dc.b $10** 2. **Assign Health to A2** 3. **Adds 5 points** 4. **Subtracts 5 points** 5. **Multiplies points by 2** 6. **Divides points by 2** |
| 3. Create a new 68K project and name the file ***part3.X68***    Program, edit compile and execute code to perform activities => | **Write a program that utilises the following Traps**     1. **2** 2. **5** 3. **8** 4. **11** 5. **13** 6. **17** 7. **18** 8. **21** |

**Demonstrate completed assembly files at the end of the LAB and ensure it has been checked**

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| **Date** | **26/01/2022** | **Checked** |  |
| **Group** | **B** |  |  |

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