

INSTRUCTION CYCLE

LC3

- ① fetch instruction
- ② decode
- ③ evaluate address
- ④ fetch operands
- ⑤ execute
- ⑥ store result

LABELS

↓
symbolic name assigned to address

x3010 BR NEXT

ASSEMBLER



two-pass

1. Builds symbol table
2. Convert to M/C

P.S. find how many 1's are in $x30ff$ and store the count to $x3100$

Idea 2:

