

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

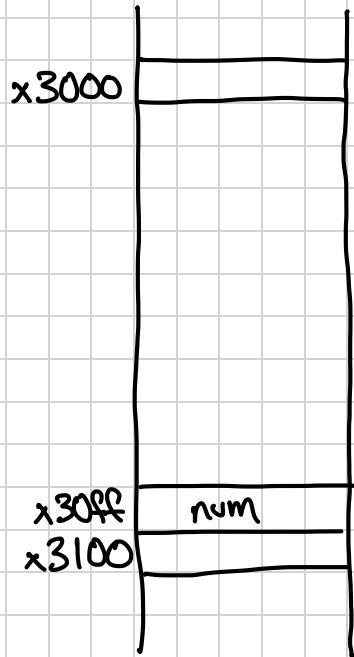
ASSEMBLER



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:

