Software Project

- Design and implement an assembly for SIC/XE
 The test data look like Figure 2.5. and are generated by MS Notepad.
 - The possible OPCODE in the test data contains all the OPCODEs which appear in Figure 2.5. They include STL, LDB, LDA, COMP,...
 - The assembly directives include all those appear in Figure 2.5., e.g., START, +, BASE, BYTE, RESW, RESB, END,
 - The name of labels are not allowed to be the same as OPCODEs or assembly directives.
 - The format of the object program generated by your assembly should conform to Figure 2.8.

Software Project

Bonus points

- If your assembly is a one-pass assembly.
- If the implementation of your assembly includes "Literals"
- If the implementation of your assembly includes "Symbol-defining Statements"
- If the implementation of your assembly includes "Program Blocks"
- If the implementation of your assembly includes "Control Sections"

Project Report

- The student should prepare a report which contains at least the follows:
 - The architecture of the implemented assembler
 - What you have learned and experienced during the implementation.
 - E.g. You could show your daily record of the implementation.
 - In case you implement more than the required specification, please itemize it.
 - If you implement something mentioned in the previous slice (bonus points), show your test codes (in SIC/XE), and the generated object programs.
 - Copyright Claim
 - Do you make the implementation yourself?
 - Any thing you would like to let G.H.Hwang know.
 - ☞ E.g. Suggestion, …
- Who will be reading the report?
 - Not TAs but G. H. Hwang

How to hand in your report?

Please send a mail to TA with a zip file

- Please check the course home page of G.H.Hwang about the deadline and E-mail address of the TA.
- Mail title: SP final project + your student id

E.g., "SP final project D828302"

- Attached filename: your_student_id.zip
- It should have at least the following items:
 - Electronic files of your report
 - MS word and PDF
 - Source codes
 - OS, Used language, and how to compile your code