

1. Pass-1 Assembler

Aim: To implement Pass-1 Assembler

Problem Statement:-

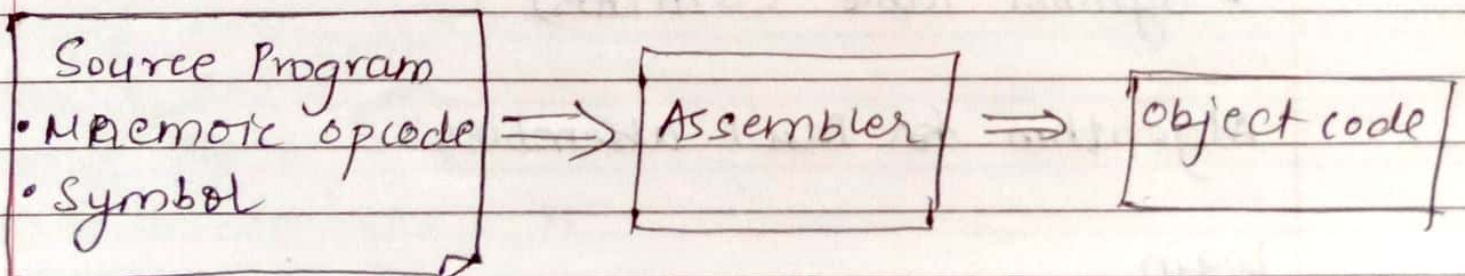
Design suitable data structures & implement pass-I of a 2 pass assembler pseudo machine in Java using object oriented feature.

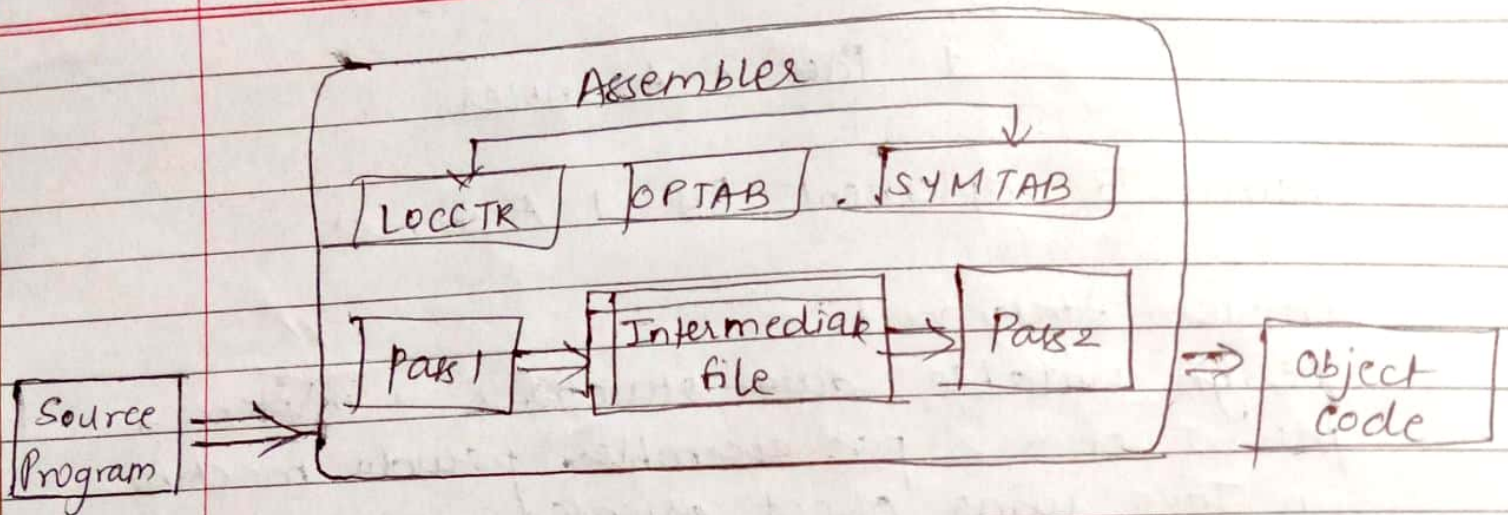
Implementation should consist of a few instructions from each category and few assembler directives.

Theory:-

Assembly Language - It is a low-level programming language for a computer, or other programmable device, in which there is a very strong (one to one) correspondence.

Assembler :- It is converted into executable machine code by a utility program.





Assembler Directives :-

- Assembler directives are pseudo instructions
 - They will not be translated into machine instructions.
 - They only provide instructions to assembler.

Assembler directives :-

- ① START
- ② END
- ③ EQU

Three main Data Structures

- Operation Code Table (OPTAB)
- Location Counter (LOCCTR)
- Symbol Table (SYMTAB)

Algorithm for Pass 1 assembler :-

begin

if starting address is given

LOCCTR = starting address

else

LOCCTR = 0;


```
while OPCODE != END do :: or EOF
  begin
    read a line from the code
    if there is a label
      if this label is in SYMTAB, then error
      else insert (label, LOCCTR) into SYMTAB
    search OPTAB for the op code
    if found
      LOCCTR += N ;; N is the length of
        this instruction (4 for MIPS)
    else if this is an assembly directive
      update LOCCTR as directed
    else error
    write line to intermediate file.
  end
program size = LOCCTR - starting address;
```

INPUT:

```
START 200
MOVER AREG, = '4'
MOVEM AREG, A
MOVER BREG, = '1'
LOOP MOVER CREG, B
LTOrg
ADD CREG, = '6'
STOP
A DS 1
B DS 1
END
```

Expected output : Symbol Table

A 208
LOOP 203
B 209

Intermediate Code :-

AD	01	C	200	
IS	04	1	L	1
IS	05	1	S	1
IS	04	2	L	2
IS	04	3	S	3
AD	05			
IS	01	B	L	3
IS	00			
DL	02	C	1	
DL	02	C	1	
AD	02			

Conclusion :-

Thus, we have implemented PASS-I Assembler using Object oriented features.

Assignment No. 01 [Pass 1 Assembler]

Problem Statement: Design suitable data structures and implement pass-I of a twopass assembler for pseudo-machine in Java using object oriented feature. Implementation should consist of a few instructions from each category and few assembler directives

1. Pass 1 Program:

```
import
java.io.BufferedReader;
import java.io.*; import
java.io.IOException; import
java.util.*;

public class Pass1 { public static void
    main(String[] args) {

        BufferedReader br = null;
        FileReader fr = null;

        FileWriter fw = null;
        BufferedWriter bw = null;

        try {
            String inputfilename = "/home/sagar-ravan/Desktop/Input.txt";
            fr = new FileReader(inputfilename); br = new
            BufferedReader(fr);

            String OUTPUTFILENAME = "/home/sagar-ravan/Desktop/IC.txt";
            fw = new FileWriter(OUTPUTFILENAME);
            bw = new BufferedWriter(fw);

            Hashtable<String, String> is = new Hashtable<String, String>();
            is.put("STOP", "00"); is.put("ADD", "01"); is.put("SUB",
            "02"); is.put("MULT", "03"); is.put("MOVER", "04");
            is.put("MOVEM", "05"); is.put("COMP", "06"); is.put("BC",
            "07"); is.put("DIV", "08"); is.put("READ", "09");
            is.put("PRINT", "10");

            Hashtable<String, String> dl = new Hashtable<String, String>();
            dl.put("DC", "01"); dl.put("DS", "02");
            Hashtable<String, String> ad = new Hashtable<String, String>();

            ad.put("START", "01");
            ad.put("END", "02");
            ad.put("ORIGIN", "03");
```



```
ad.put("EQU", "04");
ad.put("LORG", "05");
```

```
Hashtable<String, String> symtab = new Hashtable<String, String>();
Hashtable<String, String> littab = new Hashtable<String, String>();
ArrayList<Integer> pooltab = new ArrayList<Integer>();
```

```
String sCurrentLine; int
locptr = 0; int litptr = 1; int
symptr = 1; int pooltabptr =
1; sCurrentLine =
br.readLine();
```

```
String s1 = sCurrentLine.split(" ")[1];
if (s1.equals("START")) {
    bw.write("AD \t 01 \t");
    String s2 = sCurrentLine.split(" ")[2];
    bw.write("C \t" + s2 + "\n");
    locptr = Integer.parseInt(s2);
}
```

```
while ((sCurrentLine = br.readLine()) != null) { int mind_the_LC = 0;
String type = null; int flag2 = 0; // checks whether addr is
assigned to current symbol
```

```
String s = sCurrentLine.split(" \\,")[0]; // consider the first word in the
line
```

```
for (Map.Entry m : symtab.entrySet()) { // allocating addr to arrived
symbols if (s.equals(m.getKey())) {
    m.setValue(locptr);
    flag2 = 1;
}
```

```
if (s.length() != 0 && flag2 == 0) { // if current string is not " " or
addr is not assigned,
```

```
// then the current string must be a new symbol.
```

```
symtab.put(s, String.valueOf(locptr));
symptr++;
}
```

```
int isOpcode = 0; // checks whether current word is an opcode or not
```

```
s = sCurrentLine.split(" \\,")[1]; // consider the second word in the
line
```

```
for (Map.Entry m : is.entrySet()) { if (s.equals(m.getKey())) {
    bw.write("IS\t" + m.getValue() + "\t"); // if match found
in imperative stmt
```

```

        type = "is";
        isOpcode = 1;
    }
}

for (Map.Entry m : ad.entrySet()) { if (s.equals(m.getKey())) {
    bw.write("AD\t" + m.getValue() + "\t"); // if match
found in Assembler Directive type = "ad"; isOpcode = 1;
    }
}

for (Map.Entry m : dl.entrySet()) { if (s.equals(m.getKey())) {
    bw.write("DL\t" + m.getValue() + "\t"); // if match
found in declarative stmt type = "dl"; isOpcode = 1;
    }
}

if (s.equals("LTORG")) {
    pooltab.add(pooltabptr);
    for (Map.Entry m : littab.entrySet()) { if (m.getValue() == "")
        { // if addr is not assigned to the
literal
            m.setValue(locptr);
            locptr++;
            pooltabptr++;
            mind_the_LC = 1;
            isOpcode = 1;
        }
    }
}

if (s.equals("END")) {
    pooltab.add(pooltabptr);
    for (Map.Entry m : littab.entrySet()) {
        if (m.getValue() == "") {
            m.setValue(locptr);
            locptr++; mind_the_LC =
            1;
        }
    }
}

if (s.equals("EQU")) { symtab.put("equ",
    String.valueOf(locptr));
}

if (sCurrentLine.split("\\,").length > 2) { // if there are 3 words
    s = sCurrentLine.split("\\,")[2]; // consider the 3rd word

    // this is our first operand.

```

```

        // it must be either a
        Register/Declaration/Symbol if
        (s.equals("AREG")) { bw.write("1\t"); isOpcode
        = 1;
        } else if (s.equals("BREG")) {
            bw.write("2\t");
            isOpcode = 1;
        } else if (s.equals("CREG")) {
            bw.write("3\t");
            isOpcode = 1;
        } else if (s.equals("DREG")) {
            bw.write("4\t");
            isOpcode = 1;
        } else if (type == "dl") {
            bw.write("C\t" + s + "\t");
        } else { symtab.put(s, ""); // forward referenced
        symbol }
    }

    if (sCurrentLine.split(" \\,",").length > 3) { // if there are 4 words

        s = sCurrentLine.split(" \\,",")[3]; // consider 4th word.

        // this is our 2nd operand

        // it is either a literal, or a symbol if
        (s.contains("=")) {
            littab.put(s, "");
            bw.write("L\t" + litptr + "\t");
            isOpcode = 1;
            litptr++;
        } else { symtab.put(s, ""); // Doubt : what if the current
        symbol
        is already present in SYMTAB?

            // Overwrite?

            bw.write("S\t" + symptr + "\t");
            symptr++;
        }
    }

    bw.write("\n"); // done with a line.

    if (mind_the_LC == 0)
        locptr++;
}

String fl = "/home/sagar-ravan/Desktop/SYMTAB.txt";
FileWriter fw1 = new FileWriter(fl);
BufferedWriter bw1 = new BufferedWriter(fw1); for
(Map.Entry m : symtab.entrySet()) { bw1.write(m.getKey()

```


B 9

= '4' 4

= '6' 10

= '1' 5

1

3

IC.txt

IC.txt						×
1	IS	04	1	L	1	
2	IS	05	1	S	1	
3	IS	04	2	L	2	
4	IS	04	3	S	3	
5	AD	05				
6	IS	01	3	L	3	
7	IS	00				
8	DL	02	C	1		
9	DL	02	C	1		
10	AD	02				

SYMTAB.txt

1	A	8
2	LOOP	3
3	B	9

LITTAB.txt
POOLTAB.txt

1	1
2	3

1	= '4'	4
2	= '6'	10
3	= '1'	5