

Reading:  
Patt & Patel

Chp 6.1.2-6.1.3 (control constructs and mechanisms)

Chp 6.2.1 up through Example 1. (Debugging, using the simulator/debugger).

Chp. 7.1-7.4 (LC-3 Assembly language: instruction syntax, labels, comments, assembler directives, 2-pass assembly, object files and linking, executable images).

Also, see in docs/:

LC3-assemblySyntax.html  
LC3-InstructionsSummary.html  
README-LC3tools.html  
LC3-assemblyCheatSheet.asm  
LC3-AssemblyManualAndExamples.pdf

Problems:

P&P, Chp. 6

6.10 (conditional, odd?)

6.12a (char echo)

6.15 (figure out instruction)

P&P, Chp. 7

7.1 (hand assemble) NB--Assume we mean "the location in the object file that will get loaded to memory location x3025" for the text's "location x3025 of the object file."

7.2 (hand assembly, symbol table entry)

7.4 (hand assembly, symbol table)

7.8 (hand assembly, program trace)

7.14 (debugging asm)

7.24 (looping control)

7.25 (too large constant in .FILL)

NB--Using a simulator/debugger in conjunction with an assembler can be helpful for these problems. Assembler is lc3as; simulator/debugger is PennSim.jar.