

COMPSCI 210 A2 Marking Guide

Part 1

1. Load p1.asm into LC3 simulator.
2. Run the program and type "5678" and the "enter" key.
 - a. The program should show "Please enter a number: " [6 marks]
 - b. You should see "5678" as you type them in. [7 marks]
 - c. After you type the "enter" key, the program should show "The input is: 5678" [7 marks]

Part 2

1. Load p2.asm into LC3 simulator.
2. Test the four cases below. 7 marks each for the first two cases. 8 marks each for the last two cases.

```
Please enter a number: 7
0000000000000111
----- Halting the processor -----
Please enter a number: B
0000000000001011
----- Halting the processor -----
Please enter a number: 8FA
0000100011111010
----- Halting the processor -----
Please enter a number: 70F1
0111000011110001
----- Halting the processor -----
```

Part 3

1. Load p3.asm into LC3 simulator.
2. Test the three cases below. 5 marks for each case.

```
Please enter number A: 0
Please enter number B: 0
The result of A - B is 0000000000000000
----- Halting the processor -----
Please enter number A: 1
Please enter number B: 7FFF
The result of A - B is 1000000000000010
----- Halting the processor -----
Please enter number A: 2345
Please enter number B: 1234
The result of A - B is 0001000100010001
----- Halting the processor -----
```

Part 4

Give marks to any reasonable answer.

You can deduct partial marks if there are grammar mistakes. If you deduct marks, please explain the grammar mistakes in the marking report.

Note:

1. You can give partial marks.
2. Give brief description about the result of each test case in the feedback column of the mark sheet, e.g. pass, the first bit is wrong, etc.
3. Be generous to the students ☺

