

General Software

EVALUATION SHEET

1. Match each of the following concepts with its definition by writing the correct letter in the space provided.

Concept	Definition
Source Program	<u>d</u>
Symbol Table	<u>e</u>
Assembly	<u>c</u>
Machine Code	<u>b</u>
Assembler	<u>a</u>
Assembly Language	<u>f</u>

Definitions

- Program that translates a symbolic language program into machine code.
- Form of a program that is executable by a computer.
- Process of translating a symbolic language program.
- Form of a program as it is written by a programmer.
- Establishes the relationships between labels and actual addresses.
- Rules that a programmer must obey in writing a program.

2. Circle the letters of the statements that describe the advantages of using assembly language rather than machine code.

- ☒ a. Faster to write.
- ☐ b. Manipulates a greater number of binary addresses.
- ☐ c. Less costly to use.
- ☐ d. Greater variation in types of programs that may be written.
- ☒ e. Easier to learn.
- ☒ f. More self-documenting.
- ☒ g. Less error prone.

3. For each of the actions listed below, place an X in the column corresponding to the assembler pass during which the action occurs. (Note that some actions may occur in more than one pass. In such cases, indicate *all* passes in which the action may occur.)

Action	Pass 1	Pass 2	Pass 3
Symbol Table			
a. The symbol table is constructed.	X		
b. The symbol table is printed.	X	X	X
Binary Machine Code			
c. The binary machine code is generated.		X	
d. The binary code tape is punched.		X	
Assembly Listing			
e. The assembly listing is printed.		X	X
Error Checking			
f. Duplicate labels are detected.	X		
g. Unresolved references are detected.		X	
h. Instruction syntax errors are detected.	X		

4. Indicate whether each of these statements is an advantage (A) of using high-level programming languages, a disadvantage (D), or neither (N) an advantage nor disadvantage by writing the correct letter in the space provided.

Statement	A, D, or N
Uses a different amount of execution time and memory space than low-level languages.	<u> D </u>
Efficiency of a high-level language translator differs from that of a low-level language translator.	<u> D </u>
Similarity to natural language and algebra.	<u> A </u>
Uses a very specific vocabulary and grammar.	<u> N </u>
Translated into assembly language, then into machine code.	<u> D </u>
A high ratio of machine instruction to language statement affects program development time.	<u> A </u>
Use of mnemonic variable names and syntax affects documentation.	<u> A </u>
A primary purpose is to express program procedures.	<u> N </u>
Translator used to handle machine-dependent details.	<u> A </u>

5. Using the instruction set below, convert the statement

$$\text{RESULT} = A + B - C + D$$

into equivalent assembly instructions.

CLA
ADD
STR
CMA
IAC
"Data"

- As the statement would most likely be part of a larger program, a *halt* statement would *not* be inserted after the operation is coded.
- It is *not* necessary to convert the instructions into binary machine code.
- RESULT, A, B, C, and D are stored at successive locations beginning at location 205. Assume that the instructions for the arithmetic are to begin at location 317.

$$\text{RESULT} = A + B - C + D$$

Location	Label	Operand
205	RESULT,	0
206	A,	1
207	B,	7
210	C,	5
211	D,	10

Location	Op Code	Operand	Comments*
317	CLA		/clear the accumulator
320	ADD	C	/AC = C
321	CMA		/AC = -C (1's complement)
322	IAC		/AC = -C (2's complement)
323	ADD	D	/AC = -C + D
324	ADD	B	/AC = B - C + D
325	ADD	A	/AC = A + B - C + D
326	STR	RESULT	/RESULT = A + B - C + D

* This is supplementary information. It is not expected to be part of the student's answer.