

Assembly Language

Outcomes

All: Describe the features of assembly language. (Grade E)	Most: Use LMC mnemonics to create programs in assembly language.(Grade D – C)	Some: Use LMC mnemonics, which include branches, to create programs in assembly language.(Grade B – A*)
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Assembly language is a low-level programming language which uses mnemonics for the opcode and a symbolic name for the operand e.g. LDA firstOne

Starter Activity

Paired discussion: Why is most software developed using high-level languages such as Python, rather than assembly language or machine code?



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...Python uses natural language so it's easier/more intuitive/focuses on problem solving rather than syntax
...it is portable so it can be compiled for many different CPU instruction sets

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Assembly Language

The screenshot shows the Little Man Computer (LMC) simulator. It features a grid representing computer memory with addresses from 0 to 99. The grid is divided into columns for data values and instructions. Instructions are represented by numbers 1-6, which correspond to LMC mnemonics: 1 for ADD, 2 for SUB, 3 for MUL, 4 for DIV, 5 for AND, and 6 for OR. To the right of the memory grid is a vertical stack of instruction codes. Below the memory grid, there are input fields for the Accumulator, Memory Address, In-Box, and Out-Box, along with buttons for Clear, Store, Run, Show, Stop, and Halt.

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Use the materials on the following site, including the Applet which you will need to launch:

<http://www.yorku.ca/sychen/research/LMC/>

Assembly Language

Mnemonic	Meaning
INP	Inputs into the accumulator
OUT	Outputs value in the accumulator
STA	Stores data in the accumulator in memory
LDA	Loads data from memory into the accumulator
ADD	Adds an operand to the value in the accumulator
SUB	Subtracts an operand from the value in the accumulator
HLT	Halt – stops the program
DAT	Data – used for variables and constant declaration

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Assembly Language

Tasks:

1. Create a program in LMC which allows three numbers to be input and outputs each one in reverse order.
2. Create a program in LMC which allows the input of three numbers and then outputs the sum of the three digits.
3. Create a program in LMC which allows three numbers to be input and then adds the first two, then subtracts the third.

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An illustration, to get you started (the # is a comment and does not appear in the code)

1. EXEMPLAR SOLUTION FOR TASK 1

```
INP                #input – this input will be sotred in the register, ACC.
Notice how this doesn't have an operand)
STA num1           #STA stores value in the accumulator in memory as the
next input will overwrite the first number entered into the ACC
INP                #input – again this puts the value in the ACC overwriting
the last input, which is now stored in memory
STA num2           #STA – this needs to be stored too as there is one more
input to collect, we use a different identifier so it doesn't overwrite num1 in memory
INP
OUT                #Output the value in the accumulator – i.e. the last
input will be in there – it doesn't need to be stored, but could if you wanted
LDA num2           #LDA – load, operand num2 and put it in the ACC
OUT                #output contents of the ACC
```

LDA num1	#load the first number into the ACC
OUT	#output it
HLT	#halt the program
num1 DAT	#declare variable/data
num2 DAT	#declare variable/data

Plenary

Paired plenary: Your partner will identify one link between today's lesson and your GCSE studies; be prepared to share with the class one of your partner's links.



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