

List the hexadecimal code for the following program (hand assemble it). MARIE's full instruction set is below, I think this is all that is needed.

Hex Address	Label	Instruction
100		Load A
101		Add One
102		Jump S1
103	S2,	Add One
104		Store A
105		Halt
106	S1,	Add A
107		Jump S2
108	A,	HEX 0023
109	One,	HEX 0001

Consider the "Load A" instruction that appears in the previous problem. For this instruction only, state what changes are made to MARIE's registers for each step of the fetch-decode-execute cycle. (Where possible, give the actual binary values that are written to the registers.)

Opcode	Instruction	RTN
0000	JnS $X$	$MBR \leftarrow PC$ $MAR \leftarrow X$ $M[MAR] \leftarrow MBR$ $MBR \leftarrow X$ $AC \leftarrow 1$ $AC \leftarrow AC + MBR$ $PC \leftarrow AC$
0001	Load $X$	$MAR \leftarrow X$ $MBR \leftarrow M[MAR]$ $AC \leftarrow MBR$
0010	Store $X$	$MAR \leftarrow X, MBR \leftarrow AC$ $M[MAR] \leftarrow MBR$
0011	Add $X$	$MAR \leftarrow X$ $MBR \leftarrow M[MAR]$ $AC \leftarrow AC + MBR$
0100	Subt $X$	$MAR \leftarrow X$ $MBR \leftarrow M[MAR]$ $AC \leftarrow AC - MBR$
0101	Input	$AC \leftarrow InREG$
0110	Output	$OutREG \leftarrow AC$
0111	Halt	
1000	Skipcond	If $IR[11-10] = 00$ then If $AC < 0$ then $PC \leftarrow PC + 1$ Else If $IR[11-10] = 01$ then If $AC = 0$ then $PC \leftarrow PC + 1$ Else If $IR[11-10] = 10$ then If $AC > 0$ then $PC \leftarrow PC + 1$
1001	Jump $X$	$PC \leftarrow IR[11-0]$
1010	Clear	$AC \leftarrow 0$
1011	AddI $X$	$MAR \leftarrow X$ $MBR \leftarrow M[MAR]$ $MAR \leftarrow MBR$ $MBR \leftarrow M[MAR]$ $AC \leftarrow AC + MBR$
1100	JumpI $X$	$MAR \leftarrow X$ $MBR \leftarrow M[MAR]$ $PC \leftarrow MBR$

TABLE 4.7 MARIE's Full Instruction Set