

CS150 - Computer Organization Programming Assignment #2 - Fall 2009

The purpose of this assignment is to give you practice writing an LC3 program in assembly language (rather than machine language), and to make you familiar with the trap routines available in the small operating system that comes with the LC3 simulator.

Write an LC-3 *assembly* program, and execute it using the simulator, that first accepts a single numeric digit (i.e., one of 0 -- 9) from the keyboard - this value should be used to specify the number of characters that will follow, and should not be echoed when it is input, nor be included in the total count. Then your program should accept that number of characters from the keyboard, should convert all *lower case* alpha characters to *upper case*, and should then output the resulting string on the screen, followed by a message stating how many characters were output.

To perform the input/output specified in this program, use the various trap functions available in the LC3 O/S. To turn in your program, you should use the checkin program.