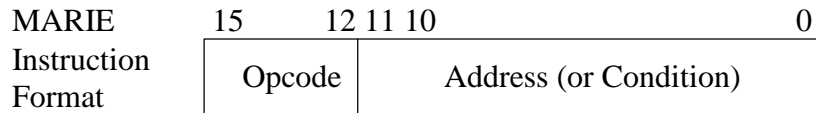
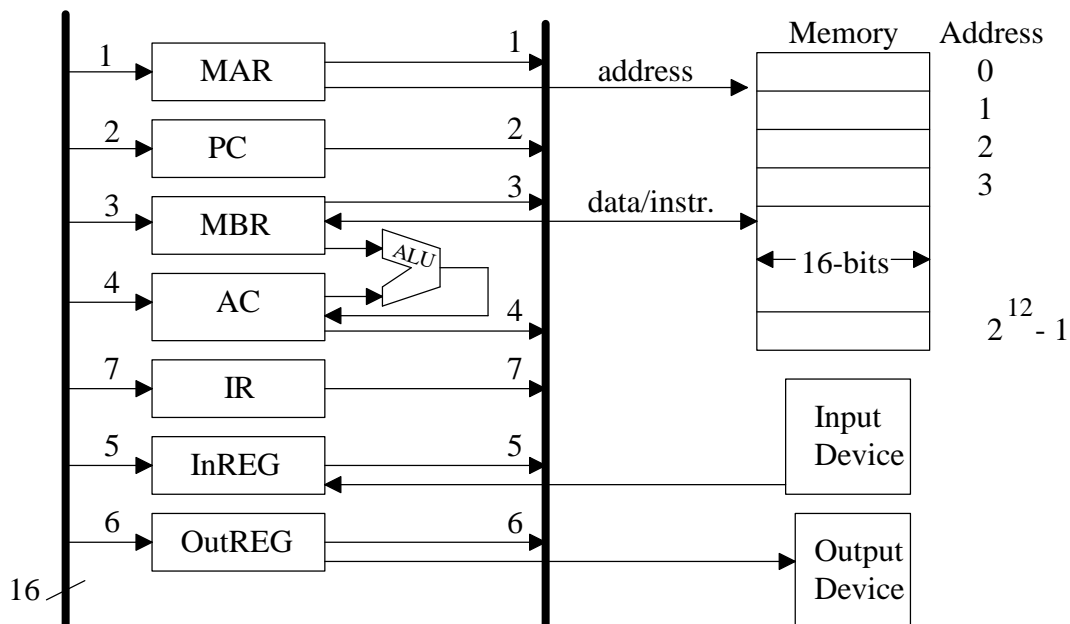


# MARIE Assembly Language

Type of Instructions	Mnemonic	Hex Opcode	Description
Arithmetic	ADD X	3	Add the contents of address X to AC
	SUBT X	4	Subtract the contents of address X from the AC
	ADDI X	B	Add Indirect: Use the value at X as the actual address of the data operand to add to AC
	CLEAR	A	Put all zeros in the AC
Data Transfer	LOAD X	1	Load the contents of address X into AC
	STORE X	2	Store the contents of AC at address X
I/O	INPUT	5	Input a value from the keyboard into AC
	OUTPUT	6	Output the value in AC to the display
Branch	JUMP X	9	Unconditional branch to X by loading the value of X into PC
	SKIPCOND C	8	Skip the next instruction based on the condition, C: C = 000 <sub>16</sub> : skip if AC is negative (b <sub>11</sub> b <sub>10</sub> = 00 <sub>2</sub> ) C = 400 <sub>16</sub> : skip if the AC = 0 (b <sub>11</sub> b <sub>10</sub> = 01 <sub>2</sub> ) C = 800 <sub>16</sub> : skip if the AC is positive (b <sub>11</sub> b <sub>10</sub> = 10 <sub>2</sub> )
Subroutine call and return	JNS X	0	Jump-and-Store: Store the PC at address X and jump to X+1
	JUMPI X	C	Use the value at X as the address to jump to
	HALT	7	Terminate the program



Revised Figure 4.9 Datapath in MARIE



**MARIE Assembly Language Example 1: RESULT = X + Y - Z**

<u>Address</u>	<u>Label</u>	<u>Assembly Language</u>	<u>Machine Language</u>
0		LOAD X	1006 <sub>16</sub>
1		ADD Y	3007 <sub>16</sub>
2		SUBT Z	4008 <sub>16</sub>
3		STORE RESULT	2009 <sub>16</sub>
4		OUTPUT	6000 <sub>16</sub>
5		HALT	7000 <sub>16</sub>
6	X,	DEC 10	000A <sub>16</sub>
7	Y,	DEC 20	0014 <sub>16</sub>
8	Z,	DEC 5	0005 <sub>16</sub>
9	RESULT,	DEC 0	0000 <sub>16</sub>

**MARIE Assembly Language Example 2: Print null terminated string to output**

```

HLL: index = 0
        while str[index] != 0 do
            output str[index]
            index = index + 1
        end while

```

<u>Address</u>	<u>Label</u>	<u>Assembly Language</u>	<u>Machine Language</u>
0		CLEAR	A000 <sub>16</sub>
1		STORE INDEX	2011 <sub>16</sub>
2	WHILE,	LOAD STR_BASE	1013 <sub>16</sub>
3		ADD INDEX	3011 <sub>16</sub>
4		STORE ADDR	2012 <sub>16</sub>
5		CLEAR	A000 <sub>16</sub>
6		ADDI ADDR	B012 <sub>16</sub>
7		SKIPCOND 400	8400 <sub>16</sub>
8		JUMP DO	900A <sub>16</sub>
9		JUMP END_WHILE	900A <sub>16</sub>
A	DO,	OUTPUT	6000 <sub>16</sub>
B		LOAD INDEX	100D <sub>16</sub>
C		ADD ONE	300B <sub>16</sub>
D		STORE INDEX	2011 <sub>16</sub>
E		JUMP WHILE	9002 <sub>16</sub>
F	END_WHILE,	HALT	7000 <sub>16</sub>
10	ONE,	DEC 1	0001 <sub>16</sub>
11	INDEX,	DEC 0	0000 <sub>16</sub>
12	ADDR,	HEX 0	0000 <sub>16</sub>
13	STR_BASE,	HEX 14	0014 <sub>16</sub>
14	STR,	DEC 72 / H	0048 <sub>16</sub>
15		DEC 69 / E	0045 <sub>16</sub>
16		DEC 76 / L	004C <sub>16</sub>
17		DEC 76 / L	004C <sub>16</sub>
18		DEC 79 / O	004F <sub>16</sub>
19		DEC 13 / carriage return	000D <sub>16</sub>
1A		DEC 87 / W	0057 <sub>16</sub>
1B		DEC 79 / O	004F <sub>16</sub>
1C		DEC 82 / R	0052 <sub>16</sub>
1D		DEC 76 / L	004C <sub>16</sub>
1		DEC 68 / D	0044 <sub>16</sub>
1F	NULL,	DEC 0 / NULL CHAR	0000 <sub>16</sub>