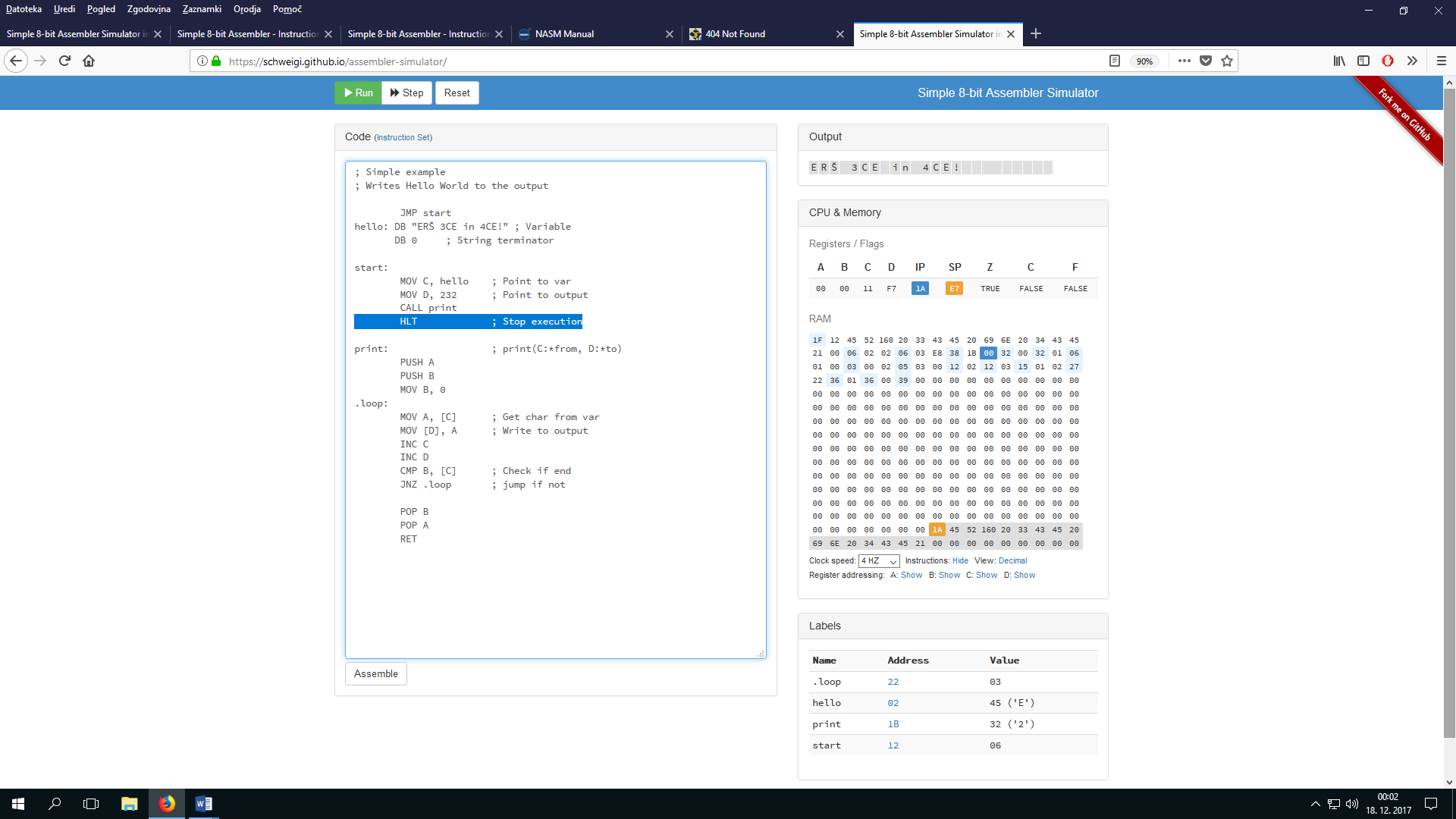
<https://schweigi.github.io/assembler-simulator/>



**Introduction**

This simulator provides a simplified assembler syntax (based on [NASM](http://www.nasm.us)) and is simulating a x86 like cpu. In depth documentation and introduction to assembler can be found on the following websites:

* [Assembly - Wikipedia](http://en.wikipedia.org/wiki/Assembly_language)
* [The Art of Assembly Language Programming](http://cs.smith.edu/~thiebaut/ArtOfAssembly/artofasm.html)
* [NASM Language Documentation](http://www.nasm.us/xdoc/2.10.09/html/nasmdoc3.html)

The simulator consists of a 8-bit cpu and 256 bytes of memory. All instructions (code) and variables (data) needs to fit inside the memory. For simplicity every instruction (and operand) is 1 byte. Therefore a MOV instruction will use 3 bytes of memory. The simulator provides a console output which is memory mapped from 0xE8 to 0xFF. Memory mapped means that every value written to this memory block is visible on the console.

**Syntax**

The syntax is similar as most assemblers are using. Every instruction must be on their own line. Labels are optional and must either start with a letter or a dot (.) and end with a colon.

label: instruction operands ; Comment

Valid number formats for constants are:

Decimal: 200

Decimal: 200d

Hex: 0xA4

Octal: 0o48

Binary: 101b

It is possible to define a number using a character or multiple numbers (see instruction *DB*) by using a string.

Character: 'A'

String: "Hello World!"

Operands can either be one of the four general purpose registers, stack pointer register, a memory address or a constant. Stack pointer register can only be used as operand in MOV, ADD, SUB, CMP, INC and DEC instructions. Instead of defining an address as a constant or by using a register you can use labels. The assembler will then replace the label with the corresponding constant.

General purpose (GP) register: A, B, C, D

Stack pointer register: SP

Address using a GP register: [A]

Address using a GP register and offset: [D-3]

Address using SP register and offset: [SP+2]

Address using a constant: [100]

Address using a label: label

Constant: Any number between 0..255 (8bit unsigned)

Offset for indirect addressing: Integer between -16..+15 (sign is mandatory)

**MOV - Copy a value**

Copies a value from *src* to *dest*. The MOV instruction is the only one able to directly modify the memory. SP can be used as operand with MOV.

MOV reg, reg

MOV reg, address

MOV reg, constant

MOV address, reg

MOV address, constant

**DB - Variable**

Defines a variable. A variable can either be a single number, character or a string.

DB constant

**Math operations**

**Addition and Subtraction**

Adds two numbers together or subtract one number form another. This operations will modify the carry and zero flag. SP can be used as operand with ADD and SUB.

ADD reg, reg

ADD reg, address

ADD reg, constant

SUB reg, reg

SUB reg, address

SUB reg, constant

**Increment and Decrement**

Increments or decrements a register by one. This operations will modify the carry and zero flag. SP can be used as operand with INC and DEC.

INC reg

DEC reg

**Multiplication and division**

Multiplies or divides the *A* register with the given value. This operations will modify the carry and zero flag.

MUL reg

MUL address

MUL constant

DIV reg

DIV address

DIV constant

**Logical instructions**

The following logical instructions are supported: AND, OR, XOR, NOT. This operations will modify the carry and zero flag.

AND reg, reg

AND reg, address

AND reg, constant

OR reg, reg

OR reg, address

OR reg, constant

XOR reg, reg

XOR reg, address

XOR reg, constant

NOT reg

**Shift instructions**

The following shift instructions are supported: SHL/SAL and SHR/SAR. As this simulator only supports unsigned numbers SHR and SAR yield the same result. This operations will modify the carry and zero flag.

SHL reg, reg

SHL reg, address

SHL reg, constant

SHR reg, reg

SHR reg, address

SHR reg, constant

**CMP - Compare**

Compares two values and sets the zero flag to true if they are equal. SP can be used as operand with CMP. Use this instruction before a conditional jump.

CMP reg, reg

CMP reg, address

CMP reg, constant

**Jumps**

**JMP - Unconditional jump**

Let the instruction pointer do a unconditional jump to the defined address.

JMP address

**Conditional jumps**

Let the instruction pointer do a conditional jump to the defined address. See the table below for the available conditions.

| **Instruction** | **Description** | **Condition** | **Alternatives** |
| --- | --- | --- | --- |
| JC | Jump if carry | Carry = TRUE | JB, JNAE |
| JNC | Jump if no carry | Carry = FALSE | JNB, JAE |
| JZ | Jump if zero | Zero = TRUE | JB, JE |
| JNZ | Jump if no zero | Zero = FALSE | JNE |
| JA | > | Carry = FALSE && Zero = FALSE | JNBE |
| JNBE | not <= | Carry = FALSE && Zero = FALSE | JA |
| JAE | >= | Carry = FALSE | JNC, JNB |
| JNB | not < | Carry = FALSE | JNC, JAE |
| JB | < | Carry = TRUE | JC, JNAE |
| JNAE | not >= | Carry = TRUE | JC, JB |
| JBE | <= | C = TRUE or Z = TRUE | JNA |
| JNA | not > | C = TRUE or Z = TRUE | JBE |
| JE | = | Z = TRUE | JZ |
| JNE | != | Z = FALSE | JNZ |

**CALL - Function call**

Call can be used to jump into a subroutine (function). Pushes the instruction address of the next instruction to the stack and jumps to the specified address.

CALL address

**RET - Exit a subroutine**

Exits a subroutines by popping the return address previously pushed by the CALL instruction. Make sure the SP is balanced before calling RET otherwise the instruction pointer will have an ambiguous value.

RET

**Stack instructions**

**PUSH - Push to stack**

Pushes a value to the stack. The stack grows down and the current position is available in the stack pointer register (SP). This instruction will decrease the SP.

PUSH reg

PUSH address

PUSH constant

**POP - Pop from stack**

Pops a value from the stack to a register. This instruction will increase the SP.

POP reg

**Other instructions**

**HLT - Stops the processor.** Stops operation of the processor. Hit Reset button to reset IP before restarting.

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