

**CMSC B240 Computer Organization - Spring 2025**  
**Lab Activity #6 – Two LC-3 Machine Language Programs**

In lectures, we designed two LC-3 programs to sum up a bunch of numbers contained in sequential memory locations. In this lab you will study the two programs, implement, and run them in the LC-3 Simulator. For both the programs, we will run them on the following:

**Dataset#1:** 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

**Dataset#2:** 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22

**Program#1 (Counter-driven Loop):** The first program sums up 12 numbers contained in memory locations x3100 through x310B. Implement the program we wrote in class in the LC-3 Simulator. Run the program using the two data sets. **Confirm that you are getting the correct results.**

**Program#2 (Sentinel Controlled Loop):** The first program used a counter to count the number of integers to be added. In the second version, you will use a sentinel value to indicate the end of input (marked by a -1). Below, we outline the algorithm:

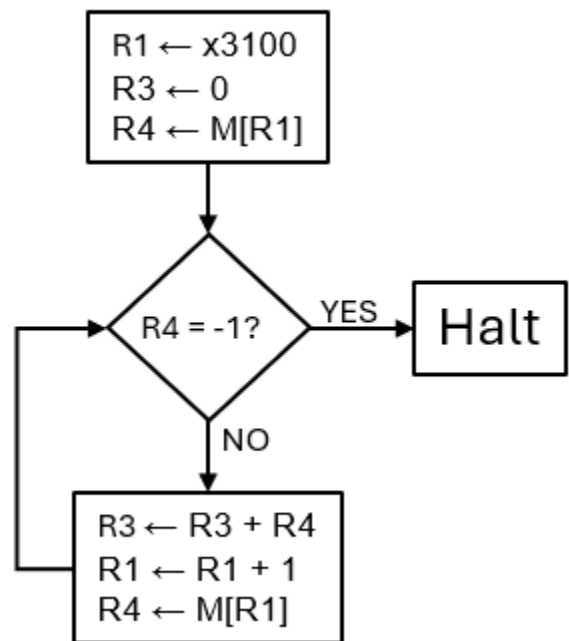
```
sum ← 0
n ← first number
while n != -1 do
    sum ← sum + n
    n ← next number
```

Let us do register allocation. We will use the following registers:

R1: starting address of data (x3100)  
 R3: sum  
 R4: n

The flowchart is shown on the right.

Next, code the flowchart, **on paper**, in LC-3 machine language.



Finally, Implement it in the LC-3 Simulator. Run the program using the two data sets. Use -1 as the sentinel value. **Confirm that you are getting the correct results.**

**CMSC B240 Computer Organization - Spring 2025**  
**Lab Activity #6 – Two LC-3 Machine Language Programs**

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
ADD <sup>+</sup>	0001			DR			SR1			0	00			SR2		
ADD <sup>+</sup>	0001			DR			SR1			1	imm5					
AND <sup>+</sup>	0101			DR			SR1			0	00			SR2		
AND <sup>+</sup>	0101			DR			SR1			1	imm5					
BR	0000			n	z	p	PCoffset9									
JMP	1100			000			BaseR			000000						
JSR	0100			1	PCoffset11											
JSRR	0100			0	00			BaseR			000000					
LD <sup>+</sup>	0010			DR			PCoffset9									
LDI <sup>+</sup>	1010			DR			PCoffset9									
LDR <sup>+</sup>	0110			DR			BaseR			offset6						
LEA	1110			DR			PCoffset9									
NOT <sup>+</sup>	1001			DR			SR			111111						
RET	1100			000			111			000000						
RTI	1000			000000000000												
ST	0011			SR			PCoffset9									
STI	1011			SR			PCoffset9									
STR	0111			SR			BaseR			offset6						
TRAP	1111			0000			trapvect8									
reserved	1101															