## Lab01

## Counting how many 1

Your Job: In this assignment, you are asked to write a program in LC-3 machine language that counts how many 1 are in the lower $B$ bits of a given number $A$, and stores the output in memory.

## For Example:

Here are several examples:

| Number |  | Bit | B | Output |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 13 | in(x3100) | 3 | in(x3101) | x0002 | in(x3102) |
| 167 | in(x3100) | 6 | in(x3101) | x0004 | in(x3102) |
| 32767 | in(x3100) | 15 | in(x3101) | x000F | in(x3102) |

Your program should start at memory location $\mathbf{x 3 0 0 0}$. The value of the $\boldsymbol{A}$ and $\boldsymbol{B}$ should be set manually in $\mathbf{x 3 1 0 0}$ and $\mathbf{x 3 1 0 1}$ respectively (Therefore, you can use LD or other instructions to load $\boldsymbol{A}$ and $\boldsymbol{B}$ from memory to registers). You may assume that $\boldsymbol{A}$ is a positive number ranging from $\mathbf{0 x 0 0 0 1}$ to $\mathbf{0 x} 7 \mathrm{FFF}$. Your program should store the output in $\mathbf{x 3 1 0 2}$.

## Attention:

1. Your zip file should contain at least two files:
.bin(or .asm) file and report in pdf format.
As for the subject name, please refer to the notice on the course web page.
2. Your report should contain at least four parts:
the purpose, principles, procedure, and result.
Well-written will bring you a high score.
