CS 429
Assignment 2

This assignment covers material in Chapter 4 of "Computer Systems: A Programmer's Perspective". Familiarity with the reading in those chapters is essential.

Your assignment is to provide solutions for Chapter 4 problems 4.43, 4.44, 4.45, 4.47, and 4.48.

Notes:

- The Y86 assembler and tools can be found on the course web page. `misc/yas` is the assembler, `misc/yis` is a simple simulator, and `seq/ssim` can be used as an interactive graphical simulator that is very useful in debugging.

- Problems that involve coding (here: 4.45 A and B) must be turned in in a form that can be compiled and run on a CS linux machine. Thus, you should turn in a `.c` file for A and a `.ys` file for B. You can use the `turnin` command to submit multiple files, or package them as a tarball.

Only electronic submissions will be accepted. Electronic submissions must be in text (.txt) or pdf formats (unless otherwise specified). Turn in your assignment using the CS department's `turnin` program. You can read the documentation for `turnin` by running `man turnin` on a CS department machine. Submit your assignment by running

```
turnin --submit NA hw2 <file1> [<file2>,...]
```

You can find your TA's username on the class web page. The `turnin` program has a mode `--verify` that allows you to check that all files were submitted correctly. Please use it. Corrupt or missing data will be counted as an unsubmitted assignment.