

# CS 429H

## 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.

### **Submitting your assignment.**

You will turn in your assignment using the submit function in canvas. Login to canvas and choose 'Assignments'. Choose the proper assignment and click Submit Assignment on the right hand side. Upload a zip file containing a pdf or text (`.txt`) file and any source files. Then click the submit assignment button to make your submission. Please note that only electronic submissions will be accepted and corrupt or missing data will be counted as an unsubmitted assignment.