

## **In-lab 4 Preparation**

To prepare for In-lab Exercise 4, first write a simple assembler program to read in an ASCII character using the `ConsoleIn` library function and print it out again using `ConsoleOut`. Then modify a copy of that program to test the character just read and instead of printing it, display a message using `NewLine` and `PrintMsg`. You should select one message of several using the character read, such as “Alphanumeric 0x??” or “Other 0x??” (0x?? represents that one character printed in hex – see `OutHex`)

You should also read over the addressing modes to see if you can find one that can put a character into a buffer and increment the address so it's ready to put the next character into the following location. If not, experiment with `addq` (Add Quick) so you can do it yourself.

Now read over the instructions for In-lab 4 and follow them carefully. You will find it useful to write some more detailed PDL to lay out the logic you will require.