# Program #4 Notes

*Implementation notes for Program #4. I'll update this page when things come up.*

### Mon Mar 10

I fixed a typo in `page266.txt` on the k: drive. Thanks, GW!

I have a beta version of Luthor the Disassembler on the k: drive. To run it:
- startup a console window
- cd over to my luthor folder
- "java Luthor <your object file>"

Luthor outputs disassembler IJVM code to standard output.

### Fri Mar 7

The k: drive has some code that I have written for you:
- **NiceByte.java** - I have a class for you to write your object code in "nice" bytes. You can copy this Java file to your folder and use my NiceByte class.
- **BillHelper.java** - Just copy one method out of this class: stripComments(). the method strips # comments out of a line.

It's a four step process, for each line:
- Read the line (readLine() method)
- Strip the comments (my stripComments() method)
- Tokenize the line (using Scanner class)
- And then, finally, process your tokens.

You two-person teams, remember:
- Do your two assembly passes in separate classes.
- Work together, but only one name/author per class. This means that one teammate will ultimately be responsible for the 1st pass and the other for the 2nd pass of the assembler.

### Wed Mar 5

I am not expecting rigorous or sophisticated error checking. We don't have the time. If you detect an error while assembling, then print an error message and quit. Please include the line number in your error message.

Here are some errors I expect you to catch: bad/silly token, bad opcode, bad/missing operands, missing label, duplicate label.
What am I missing? Maybe I'll create test cases for these guys, we'll see.

I wish Program #4 had a better name. We need a project name for this or something.
thanks… yow, bill