Name: Student ID:

Lab Section: Date:

# **Prelab**

1. Load the Up-Down sample program for the i281 simulator.
   1. What does it do?
   2. Which switch is used as input? How can you tell from the assembly code?
2. Load the Left-Right sample program in the i281 simulator.
   1. What does it do?
   2. Which line(s) in the assembly code determine the shape of the object?
3. Play a game of PONG in the i281 simulator.
   1. Which lines are responsible for the infinite loop when the game ends?
   2. Modify the game over message.

# 

# **Lab**

**4.1** Demonstrate the modified Up-Down code. (10 pts)

TA Initials:

**4.2** Demonstrate the modified Left-Right code with the shape changed to a square. (10 pts)

TA Initials:

**4.3** Demonstrate the modified code that does not bounce the square off of the two sides. Instead it should make it reappear on the left side after it reaches the right side. (20 pts)

TA Initials:

**4.4** Demonstrate the next version in which the initial position of the square alternates between the bottom and the top. (20 pts)

TA Initials:

**4.5** Demonstrate your code with the working input. (20 pts)

TA Initials:

**4.6** Demonstrate the functioning game to your TA. (20 pts)

TA Initials: