1 Purpose

In this project, you’ll implement an ALU. You will build three new classes: one to implement a MUX, one to implement a 1-bit ALU element, and one to implement the entire ALU.

1.1 Limitations

Hopefully, I’ve convinced you (in Simulation Project 2) that any sort of logical expression can be encoded as logic gates. So to simplify the code, I’ll let you use Java logical operators (&&, ||, ~, &, |, !) again. Likewise, you may use the ==, != operators. However, you may not use <, <=, >, >= (except in for() loops). As before, you may use ++ in any for() loops that you write, and you may use addition or subtraction when copying your carry bits from one element to the next. But you must not use addition or subtraction anywhere else.

In Simulation 2, you were not allowed to use if() anywhere. I am mostly keeping that restriction, with one exception: you will write a MUX class, and you may use if() in the execute() method of that class.

1.2 Required Filenames to Turn in

Name your files

```
Sim3_MUX_4by1.java
Sim3_ALUElement.java
Sim3_ALU.java
```

(In addition, as described below, you may include other classes - probably your solution, or mine, from Project 2. Make sure that you turn in these files, if your solution requires them. But if you don’t use them, you don’t have to turn in anything but the three classes above.)

2 No Testcases This Time

This time, I won’t provide any interesting listcases - you’ll have to write them yourself. (As always, sharing testcases on Piazza is encouraged.)

I have provided a single testcase, however. It doesn’t do anything interesting, and doesn’t print anything out - it simply double-checks that you have the right input and output fields for each of the 3 required classes.
Use the one testcase I give you to make sure that your fields are named correctly. Use testcases that you have written to make sure that your results are correct!

3 Tasks

Like in Simulation 2, you will be implementing Java classes to model various logical components - and you will do it mostly by composing smaller pieces into larger ones.

The MUX and ALU classes will each have a single execute() method, just like in previous Simulations. But the ALU Element class will be a little different: it will have two different methods - representing the two-pass nature of how the ALU works.

3.1 MUX

Write a class named Sim3_MUX_4by1. It must have a 2-bit control[] input, and a 4-bit in[] input; both are arrays of RussWire objects. It must have a single RussWire output, which is named out (not an array).

This class must have a single execute() method.

This class models a 4-input MUX, where each input is a single bit wide. Since it has 4 inputs, there are 2 control bits. (As with our adders, treat element 0 of the control array as the LSB of the control input.)

NOTE:
This class is allowed to use if() statements - and it is the only class in this project which is allowed to do so!

Something to think about:
How could you adapt this class to represent a 2-input MUX as well - without adding any new control bits?

3.2 ALU Element

Write a class named Sim3_ALUElement. It must have several inputs:

- aluOp (2 bits)

As we normally do, element 0 is the LSB of this field. It has 4 possible values:

- 0 - AND
- 1 - OR
- 2 - ADD
- 3 - LESS
• bInvert (1 bit)
• a, b (1 bit each)
• carryIn (1 bit)
• less (1 bit)

This input is the value that this ALU Element should give as the result if aluOp==3. (Obviously, this input will not be set before the first pass, so it should only be read during the second pass.)

The class must also have several outputs:

• result (1 bit)
  This is the output from this ALU element. It might be the result of calculating AND, OR, ADD, or LESS.

• addResult (1 bit)
  This is the output from the adder. It should always be set - no matter what the aluOp is set to. This is the add result for this bit only. (If aluOp==2, then result and addResult will - eventually - be the same.)

• carryOut (1 bit)

3.2.1 ALU Element - Two Passes

The Sim3_ALUElement class must have two execute methods, named execute_pass1() and execute_pass2().

execute_pass1() represents (surprise!) the first pass through the ALU Element. When this is called, all of the inputs to the element will be set except for less. Your code must run the adder (including, of course, handling the bInvert input), and must set the addResult and carryOut outputs. It must not set the result output yet - because, at this point in time, the value of the less input might not be known. execute_pass2() represents the second pass through each ALU Element. When this function is called, all of the inputs will be valid (including less, and you must generate the result output.

When should you generate the AND value and OR value, and when should you copy the AND, OR, ADD values into the inputs of the MUX? You get to choose.

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1Tempted to use an if() statement, and set the result sometimes? Remember that if() is banned, except inside the MUX class!
3.3 ALU

Write a class named Sim3_ALU, which represents a complete 32-bit ALU. It must use an array of 32 ALU Element objects internally.

This class must have the following inputs:

- aluOp (2 bits)
  See the ALU Element description above to see how the ALU operation is encoded.
- bNegate (1 bit)
- a, b (32 bits each)

This class must have a single 32 bit output, named result.

This class must have a single execute() method. It must deliver the inputs to the various ALU Elements, call execute_pass1() on them, set up the less inputs for each element, and then call execute_pass2() on each. (There are a few variations in the order in which you perform these steps. You may use the order that makes most sense to you. But write comments to explain what you’re doing!)

4 How to Add

As I’ve noted above, you are not allowed to use any addition or subtraction in your classes (except for for() loops, and for copying carry bits from one element to the next).

However, like I did with Simulation Project 2, I’ve provided utility classes: a FullAdder, plus the smaller classes that it makes use of. I encourage you to use this inside each ALUElement; however, if you prefer to re-implement the adder using Java logical operators, that is also OK.

5 A Note About Grading

Your code will be tested automatically. Therefore, your code must:

- Use exactly the filenames that we specify (remember that names are case sensitive).
- Not use any other files (unless allowed by the project spec) - since our grading script won’t know to use them.
- Follow the spec precisely (don’t change any names, or edit the files I give you, unless the spec says to do so).
- (In projects that require output) match the required output exactly! Any extra spaces, blank lines misspelled words, etc. will cause the testcase to fail.
To make it easy to check, I have provided the grading script. I strongly recommend that you download the grading script and all of the testcases, and use them to test your code from the beginning. You want to detect any problems early on!

5.1  Testcases

You can find the project files for this project (including any testcases I’ve provided) at:

You can also find them on Lectura at
/home/russell11/cs252_website/sim/sim3/

For assembly language programs, the testcases will be named test.*.s. For C programs, the testcases will be named test.*.c. For Java programs, the testcases will be named Test.*.java. (You will only have testcases for the languages that you have to actually write for each project, of course.)

Each testcase has a matching output file, which ends in .out; our grading script needs to have both files available in order to test your code.

For many projects, we will have “secret testcases,” which are additional testcases that we do not publish until after the solutions have been posted. These may cover corner cases not covered by the basic testcase, or may simply provide additional testing. You are encouraged to write testcases of your own, in order to better test your code.

5.2  Automatic Testing

We have provided a testing script (in the same directory), named grade_sim3. Place this script, all of the testcase files (including their .out files if assembly language), and your program files in the same directory. (I recommend that you do this on Lectura, or a similar department machine. It might also work on your Mac, but no promises!)

5.3  Writing Your Own Testcases

The grading script will grade your code based on the testcases it finds in the current directory. Start with the testcases I provide - however, I encourage you to write your own as well. If you write your own, simply name your testcases using the same pattern as mine, and the grading script will pick them up.

While you normally cannot share code with friends and classmates, testcases are the exception. We encourage you to share your testcases - ideally by posting them on Piazza. Sometimes, I may even pick your testcase up to be part of the official set, when I do the grading!
6 Turning in Your Solution

You must turn in your code using D2L, using the Assignment folder for this project. Turn in only your program; do not turn in any testcases or other files.