Computer Organization and Assembly Languages

Final Project

Project 設計方向:
1. 基本型：整合課堂學到的，再加上 int 或是與 c 語言結合。
2. 介面類：設計一些有介面的程式。（像小遊戲或是簡單編輯器）
3. int 類：就是可以利用 int 做點高級的事情。（像是 driver）

Example:
1. 開機程式（類似 lilo）
2. 簡單任天堂棒球遊戲
3. fancy 3d 貪吃蛇
4. bbs 程式
5. 類似 vi 的編輯器
6. 俄羅斯方塊
7. 簡單養小雞遊戲

Grade:
Project(90%)
Report(10%)

每一組以兩個人為限。
評分以難度/完成度作標準，由逢老師親自評分。

Please do this homework by yourself! If we find any plagiarism, we will give zero point to all copies of that version.

Due: 1/18 Tuesday 5:00 pm.
Please email your code to asmta@voip.csie.ntu.edu.tw before 5:00 pm.

Subject: [ASM Project] Student_ID Name
Please attach your source code to your mail.
Notice the correct email address. Don’t mail your homework to TAs’ other mailbox. The subject of your mail must be in correct form, or TAs won’t receive your homework. After receiving your homework, TAs will send an acknowledgement to you. You can also check the list at website.

Demo:
We have a demo for this project. The detail demo time will be announced at website.
Misc.:  
Additionally, we only allow you send the homework before the due time. After the due time, TAs won’t accept your homework anymore.