

## INDICE

|   |     |
|---|-----|
| <b>Chapter 1</b>  |     |
| <b>Introduction to computer structure: the IBM system/370</b>   | 1   |
| 1.1. Decimal binary, and hexadecimal numbers                    | 8   |
| 1.2. Subsystems of a Stored-program digital computer            | 18  |
| 1.3. Structure of the IBM system/370                            | 23  |
| 1.4. Representation of information                              | 28  |
| Main ideas  | 29  |
| Problems for review and imagination                             | 30  |
| References  | 31  |
| <b>Chapter 2</b>  |     |
| <b>Introduction to IBM system/370 machine language</b>          | 31  |
| 2.1. The nature of machine language                             | 32  |
| 2.2. Operand addressing in machine language                     | 36  |
| 2.3. Machine language instruction formats                       | 41  |
| 2.4. An example of a program segment                            | 43  |
| Main ideas  | 44  |
| Problems for review and imagination                             | 46  |
| Reference   | 49  |
| <b>Chapter 3</b>  |     |
| <b>Introduction to assembler language</b>                       | 49  |
| 3.1. A first look at assembler language                         | 54  |
| 3.2. Format of an assembler language program                    | 54  |
| 3.3. An example   | 58  |
| 3.4. Addressing of operands in assembler language               | 61  |
| Main ideas  | 63  |
| Problems for review and imagination                             | 64  |
| References  | 66  |
| <b>Chapter 4</b>  |     |
| <b>Information move and binary integer arithmetic</b>           | 66  |
| 4.1. General structure  | 72  |
| 4.2. Information move instructions                              | 74  |
| 4.3. Binary integer add and subtract instructions               | 78  |
| 4.4. Binary integer multiplication                              | 81  |
| 4.5. Binary integer division                                    | 83  |
| 4.6. The LM and STM instructions                                | 85  |
| 4.7. The LA instruction   | 88  |
| 4.8. Generation of pseudo-random numbers                        | 90  |
| Main ideas  | 91  |
| Problems for review and imagination                             | 93  |
| References  | 95  |
| <b>Chapter 5</b>  |     |
| <b>Writing a complete program</b>                               | 95  |
| 5.1. Introduction   | 96  |
| 5.2. Register conventions                                       | 98  |
| 5.3. Definition of constants in assembler language              | 99  |
| 5.4. The DS (Define storage) and EQU (Equate symbol) statements | 104 |
| 5.5. Assembler control statements                               | 106 |

|   |     |
|---|-----|
| 5.6. Completing a program with ASSIST facilities                            | 108 |
| 5.7. Running a complete program: batch mode and job control language        | 112 |
| 5.8. Running a program under CMS  | 116 |
| Main ideas  | 120 |
| Problems for review and imagination   | 121 |
| References  | 123 |
| <b>Chapter 6</b>  |     |
| <b>Conversions and subroutines</b>  | 124 |
| 6.1. Introduction   |     |
| 6.2. The BR and BLR instructions  | 125 |
| 6.3. An implied base registers. The USING pseudo-operation                  | 126 |
| 6.4. Subroutine implementation  | 130 |
| 6.5. Passing parameters to a subroutine                                     | 135 |
| 6.6. Number conversions   | 138 |
| 6.7. Examples of complete subroutine. Pseudo-random number generation       | 142 |
| Main ideas  | 146 |
| Problems for review and imagination   | 147 |
| References  | 151 |
| <b>Chapter 7</b>  | 153 |
| <b>Elementary control structures</b>  |     |
| 7.1. The program status word and the condition code                         |     |
| 7.2. Setting the condition code   |     |
| 7.3. The compare instructions   | 156 |
| 7.4. The BC and BCR instructions  | 157 |
| 7.5. IF -THEN and IF -THEN-ELSE instructions                                | 159 |
| 7.6. Extended Mnemonics   | 161 |
| 7.7. Looping structures   | 164 |
| 7.8. Example: insertion in a linked list                                    | 167 |
| 7.9. Style and control structure summary                                    | 171 |
| Main ideas  | 172 |
| Problems for review and imagination   | 173 |
| References  | 178 |
| <b>Chapter 8</b>  | 179 |
| <b>Looping and address modification</b>                                     |     |
| 8.1. The anatomy of a loop. Address modification                            |     |
| 8.2. Address modification: changing and testing contents of a base register | 184 |
| 8.3. Address modification: use of index registers                           | 187 |
| 8.4. The BXH and BXLE instructions  | 190 |
| 8.5. The programming process: a sequential search                           | 195 |
| 8.6. The BCT and BCTR instruction   | 197 |
| 8.7. Ordered lists and binary search  | 199 |
| Main ideas  | 203 |
| Problems for review and imagination   | 204 |
| References  | 207 |
| <b>Chapter 9</b>  |     |
| <b>Debugging</b>  | 208 |
| 9.1. Exceptions and interrupts  |     |

|   |     |
|---|-----|
| 9.2. Indicative dumps   | 214 |
| 9.3. Error messages   | 216 |
| 9.4. Fuller dumps   | 217 |
| 9.5. Advance preparation  | 222 |
| 9.6. Partial dumps  | 223 |
| 9.7. Trace features   | 225 |
| 9.8. Interactive debugging in CMS                                     | 226 |
| 9.9. A last few on programming and debugging                          | 230 |
| Main ideas  |     |
| Problems for review and imagination                                   | 232 |
| References  | 233 |
| <b>Chapter 10</b>   | 234 |
| <b>Character or byte operations</b>                                   |     |
| 10.1. Byte transfer or move instructions                              |     |
| 10.2. Character compare operations                                    | 238 |
| 10.3. An example: searching for a name                                | 241 |
| 10.4. Control sections  | 242 |
| 10.5. An example: character set conversion                            | 244 |
| 10.6. An example: counting digits                                     | 246 |
| 10.7. An example: generating a symbol table                           | 247 |
| Main ideas  | 254 |
| Problems for review and imagination                                   | 255 |
| References  | 257 |
| <b>Chapter 11</b>   | 258 |
| <b>Bit operations</b>   |     |
| 11.1. Logical instructions: arithmetic on unsigned numbers            |     |
| 11.2. Shift instructions  | 260 |
| 11.3. An example: hexadecimal conversion                              | 267 |
| 11.4. Taking a square root  | 268 |
| 11.5. Logical instructions: AND and OR                                | 269 |
| 11.6. Generating moves in checkers                                    | 278 |
| Main ideas  |     |
| Problems for review and imagination                                   | 285 |
| References  | 289 |
| <b>Chapter 12</b>   |     |
| <b>Input and output through the operating system</b>                  | 291 |
| 12.1 Basic structure of input and output processing                   |     |
| 12.2. Organization of a data set                                      | 295 |
| 12.3. Buffering and exit options                                      | 299 |
| 12.4. Using QSAM macros in a program                                  | 302 |
| 12.5. Survey of job control language                                  | 312 |
| 12.6. Examples of specific data-set operations                        | 321 |
| 12.7. Sorting by merging  | 329 |
| Main ideas  | 334 |
| Problems for review and imagination                                   | 336 |
| References  | 340 |
| <b>Chapter 13</b>   |     |
| <b>Floating-point arithmetic</b>                                      | 378 |
| 13.1. Packed decimal representations: internal and assembler language |     |

|   |     |
|---|-----|
| 13.2. Floating-point registers, load and store instructions           | 345 |
| 13.3. Floating-point add, subtract, and compare instructions          | 350 |
| 13.4. Floating-point multiply and divide                              | 353 |
| 13.5. Unnormalized add and subtract operations                        | 356 |
| 13.6. Exceptions and interrupts                                       | 358 |
| 13.7. A example: a regression calculation                             | 359 |
| 13.8. Extended-precision instruction                                  | 365 |
| 13.9. Conversions   | 367 |
| Main ideas  | 371 |
| Problems for review and imagination                                   | 372 |
| References  | 376 |
| <b>Chapter 14</b>   |     |
| <b>Decimal arithmetic</b>   | 378 |
| 14.1. Packed decimal representations: internal and assembler language |     |
| 14.2. General structure of the decimal instructions set               | 379 |
| 14.3. Add, subtract, and compare instructions                         | 380 |
| 14.4. Moving a packed decimal number                                  | 382 |
| 14.5. Multiply and divide instructions                                | 384 |
| 14.6. Exception   |     |
| 14.7. Examples  | 386 |
| Main ideas  | 392 |
| Problems for review and imagination                                   | 393 |
| References  | 395 |
| <b>Chapter 15</b>   |     |
| <b>Translate, edit, and execute instructions</b>                      | 396 |
| 15.1. Translate instructions  |     |
| 15.2. Editing   | 399 |
| 15.3. The execute instruction   | 405 |
| Main ideas  | 407 |
| Problems for review and imagination                                   | 408 |
| Reference   | 410 |
| <b>Chapter 16</b>   |     |
| <b>Macro definition and conditional assembly</b>                      | 412 |
| 16.1. Outline of facilities   |     |
| 16.2. Definition and use of a macro                                   | 413 |
| 16.3. Set symbols, system variable symbols, and attributes            | 418 |
| 16.4. Conditional assembly  | 425 |
| 16.5. Substrings and other macro features                             | 429 |
| Main ideas  | 431 |
| Problems for review and imagination                                   | 432 |
| References  | 435 |
| <b>Chapter 17</b>   |     |
| <b>System control functions</b>                                       | 438 |
| 17.1. Dynamics address translation and virtual storage                |     |
| 17.2. The program status word and control registers                   | 444 |
| 17.3. Instructions pertaining to PSW and advanced features            | 448 |
| 17.4. Interrupt handling  | 452 |
| 17.5. The basic structure of input and output processing              | 455 |
| 17.6. Input and output instructions and states of he systems          | 456 |

|   |     |
|---|-----|
| <b>17.7.Channel programming</b>                                   | 458 |
| <b>17.8. Interrupts and the channel status word</b>               | 462 |
| <b>Main ideas</b>   | 463 |
| <b>Problems for review and imagination</b>                        | 464 |
| <b>References</b>   | 466 |
| <b>Appendix A representation of characters</b>                    | 467 |
| <b>Appendix B notation for action description of instructions</b> | 470 |
| <b>Appendix C IBM system/370 instructions</b>                     | 472 |
| <b>Selected problem solutions</b>                                 | 483 |
| <b>Index</b>  | 517 |