# $P D P-15$ 

CPO

## IDENTIFICATION

\(\left.\begin{array}{ll}PRODUCT CODE: \& MAINDEC-15-DAKAA-A-D <br>

\& REPLACES: MAINDEC-15-DOFB-D\end{array}\right]\)| PRODUCT NAME: | JMS Y- INTERRUPT TEST |
| :--- | :--- |
| DATE CREATED: | NOVEMBER 7, 1972 |
| MAINTAINER: | DIAGNOSTIC GROUP |
| AUTHOR: | ED STEINBERGER/EARL L. BOUSE |

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ABSTRACT
The JMS Y - Interrupt Test determine if the PDP-15 will complete
a JMS $Y$ (where $Y$ is some random value) instruction before it goes
into program interrupt. This is done by setting an I/O flay and
then transferring control to an ION/JMS $Y$ instruction group (whichis located at some random place in memory). The computer shouldcomplete the JMS Y plus the next instruction before the computergoes into program interrupt. If no error occurs, the ION/JMS $Y$instruction group is moved to other random memory locations and
the test is repeated. Errors are indicated to the operator via
the Teletype or error halts.
2. REQUIREMENTS
2.1 Equipment
Standard PDP-15 Computer.
2.2 Storage
The program uses all of 4 K memory for the program or as a test
area. The program occupies memory from location 07300 to 07711
and tests all locations below 07277.
2.3 Preliminary Programs
Basic Instruction Tests

## 3. LOADING PROCEDURE

3.1 Method
a. Put HRI tape of program in reader (high speed if available)
b. Set ADDRESS SWITCHES to 07300; the BANK MODE switch on a 1.
c. Depress and release READ IN key
4. STARTING PROCEDURE
4.1 Control Switch Settings

The following is a table of ACCUMULATOR SWITCH settings and their action in the program.

| AC Switch | Set As | Action |
| :---: | :---: | :---: |
| 0 | 1 | Halt on error. |
|  | 0 | Don't halt on error. |
| 1 | 1 | Don't print error. |
|  | 0 | Print errors. |
| 2 | 1 | Ring bell on error |
|  | 0 | Ring bell after N passes. |
| 3 | 1 | Loop on current Y. |
|  | 0 | Don't loop on current Y. |
| 4 | 1 | Loop on current location. |
|  | 0 | Don't loop on current loc |

N is an arbitrary number (initially 1008 ) which is controlled by the LAW-N instruction in location 07300 and may be changed at the operator's discretion.
4.2 Starting Address

The starting address of the program is 07300.
4.3 Program and/or Operator Action
a. Set ADDRESS SWITCHES to 07300.
b. Set ACCUMULATOR SWITCHES to desired positions (see section 4.1)

Normal setting is 500000.
c. Depress I/O RESET.
d. Depress START.
5. OPERATING PROCEDURE

See Section 4.1.
5.1 Subroutine Abstracts

None.

### 5.2 Program and/or Operator Action

To put the program in the scope mode, the ACCUMULATOR SWITCH REGISTER should be set to 260000 (don't halt, don't print, bell after N passes, loop on current $Y$, loop on current location).
6. ERRORS

Unless AC switch 1 is a l, errors will be printed on Teletype.
6.1 Error Halts and Description

There is one error halt inside the program at location 07507. Any program diagnosed errors will cause a halt at this location if AC switch 0 is a l. The program stores HALT in all locations of the test area of memory. If the computer does not go into program interrupt immediately after executing the next instruction (a NOP)
after the JMS Y, the computer will halt at location $Y+2$.
6.2 Error Recovery

### 6.2.1 Program Diagnosed Error

If AC switch 0 is a 1 , the computer will halt on a diagnosed error. To recover from this type of error, reset AC switches 0 to 4 as necessary, (see section 4.1) and then depress CONTINUE.

### 6.2.2 Interrupt Failures

Interrupt failures will cause a halt at location $Y+1$. To recover, reset AC switches 0 to 4 as necessary (see section 4.1) and then start the computer at location 07300 (BEGIN) after depressing $1 / 0$ RESET.
6.2.3 Test for ION, JMS $Y$, and $Y$

To test particular memory locations for the ION, JMS Y, and/or Y, store the address of the ION in location $\varnothing 7672$ (POINTl), that address +1 in location $\varnothing 7673$ (POINT2), the address $Y$ in location $\varnothing 7674$ (POINT3). Then set AC switches 3 and 4 to 1 , depress $1 / 0$ RESET, and start the computer at location 07300 (BEGIN). $Y$ and location of ION must be less than 07277 and not 00000 or 00001 .


### 6.4 Error Typeout Example

ION-JMS Y

| JMS AT | "Y" | $C(0)$ | $C(Y)$ |
| ---: | ---: | ---: | ---: |
| 001234 | 007654 | 001235 | 740040 |

The above example shows that a JMS 7654 instruction was storer in location 1234 (it is implied that the IO: is in 1233). Tre氏12: stored in location 00000 as well as the 740040 (HLT) in $Y$ indicates the JMS was not completed before the computer went into program interrupt.
7. MISCELLANEOUS

### 7.1 Execution Time

Approximately 96 ms per ION/JMS $Y$ instruction group.

## 8. PROGRAM DESCRIPTION

a. The first function that is performed is that of initialization. A register to count loops and a location to assure typeout of the error message header are initialized, and the bell on the Teletype is rung to raise the teleprinter flag to assure a flag for program interrupt.
b. Then a check is made to see if the locations of the ION and JMS $Y$ instructions should be changed (switch 4). If they are not changed, the program proceeds to $c$. If they are, a number is obtained from a random number generator, made into an address and checked that it is below the program, not equal to $Y$ or $Y+1$, not equal to 00000 or 00001 , and stored in Point 1 and incremented and stored in POINT2.
c. Then a check is made to see if the number $Y$ should be changed (switch 3). If it is not, the program proceeds to d. If it is, a number is obtained from a different random number generator than was used in $b$, made into an address, checked to see that it was at least 2 below the program, not equal to the location of ION or JMS Y instructions, not equal to 00000 or 000001 , and stored in POINT3.
d. Then HALT is stored in all memory locations in the test area of memory. The ION instruction is stored, as well as the JMS Y instruction after it has been formed from $Y$ and JMS. The AC and Link are then cleared and control is transferred to the ION/JMS Y instruction group.
e. Upon return from the program interrupt, the contents of location Y are checked as well as the contents of location 00000 to make sure the proper numbers were stored in these locations. If not, the error subroutine is called.
f. A check is then made to see if the SCOPE mode (AC switches 3 and 4 a l) has been requested and if so, control is immediately transferred back to the instruction group.
g. If the instruction group is not being SCOPED, a check is made on ringing the bell (switch 2) after which control goes back to b.

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