# Final Exam S3
# Computer Architecture

**Duration: 1 hr 30 min.**

## Exercise 1 (9 points)

In this exercise, you should write three subroutines that copy some bytes from a memory location to another memory location. None of the data and address registers should be modified when the subroutine returns. Each of the subroutines has the following inputs:

Inputs: **A1.L** points to the source memory location.
**A2.L** points to the destination memory location.
**D0.L** holds the number of bytes to copy (unsigned integer).

**Each subroutine can be written independently.**

1. Write the **CopyInc** subroutine that copies data by starting with the first byte and that increments the addresses (see the example below). We assume that when **CopyInc** is called:
   - The **D0** register is not null.
   - The **A1** and **A2** registers are not equal.

2. Write the **CopyDec** subroutine that copies data by starting with the last byte and that decrements the addresses (see example below). We assume that when **CopyDec** is called:
   - The **D0** register is not null.
   - The **A1** and **A2** registers are not equal.

3. Write the **Copy** subroutine that calls **CopyInc** if the destination address is smaller than the source address or that calls **CopyDec** if the destination address is greater than the source address. We assume that when **Copy** is called:
   - The **D0** register can be null. If so, no bytes are copied.
   - The **A1** and **A2** registers can be equal. If so, no bytes are copied.

| Example for **A1** = $1000, **A2** = $2000 and D0 = 3. | |
|---|---|
| **CopyInc** : ($1000) → ($2000) | **CopyDec** : ($1002) → ($2002) |
| ($1001) → ($2001) | ($1001) → ($2001) |
| ($1002) → ($2002) | ($1000) → ($2000) |

## Exercise 2 (4 points)

Complete the table shown on the answer sheet. Write down the new values of the registers (except the **PC**) and memory that are modified by the instructions. **Use the hexadecimal representation. Memory and registers are reset to their initial values for each instruction.**

Initial values:

```
D0 = $0004FFFF   A0 = $00005000   PC = $00006000
D1 = $0001000A   A1 = $00005008
D2 = $FFFFFFFD   A2 = $00005010

$005000   54 AF 18 B9 E7 21 48 C0
$005008   C9 10 11 C8 D4 36 1F 88
$005010   13 79 01 80 42 1A 2D 49
```

## Exercise 3 (3 points)

Determine the missing number for each addition below in order to match the given flags (use the hexadecimal representation). If multiple answers are possible, choose the smallest one. Answer on the answer sheet.

1. 8-bit addition: `$7F + $?` with **N** = 1, **Z** = 0, **V** = 1, **C** = 0
2. 16-bit addition: `$98BD + $?` with **N** = 0, **Z** = 1, **V** = 0, **C** = 1
3. 32-bit addition: `$98BD + $?` with **N** = 1, **Z** = 0, **V** = 0, **C** = 0

## Exercise 4 (4 points)

Let us consider the four following programs:

```
Prog1       tst.b   d5
            beq     quit1
            moveq.l #2,d1
quit1
```

```
Prog2       tst.w   d5
            bpl     quit2
            moveq.l #2,d2
quit2
```

```
Prog3       move.w  #100,d7
loop3       addq.l  #1,d3
            dbra    d7,loop3    ; DBRA = DBF (DBcc with cc = F)
```

```
Prog4       move.l  #1000,d0
loop4       addq.l  #1,d4
            addi.l  #10,d0
            cmpi.l  #2000,d0
            bne     loop4
```

- Each program is independent.
- The initial values are identical for each program.
- Initial values:

  **D1** = `$00000001`

  **D2** = `$00000001`

  **D3** = `$00000000`

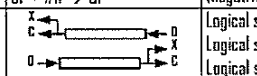
  **D4** = `$00000000`

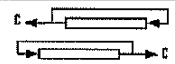
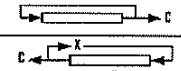
  **D5** = `$0067A200`

**Answer on the answer sheet.**

1. What will the value of **D1** be after the execution of **`Prog1`** ?
2. What will the value of **D2** be after the execution of **`Prog2`** ?
3. What will the value of **D3** be after the execution of **`Prog3`** ?
4. What will the value of **D4** be after the execution of **`Prog4`** ?

**EASy68K Quick Reference v1.8** http://www.wowgwep.com/EASy68K.htm 

| Opcode | Size | Operand | CCR | Effective Address s=source, d=destination, e=either, i=displacement | | | | | | | | | | | | Operation | Description |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | BWL | s,d | XNZVC | Dn | An | (An) | (An)+ | -(An) | (i,An) | (i,An,Rn) | abs.W | abs.L | (i,PC) | (i,PC,Rn) | #n | | |
| ABCD | B | Dy,Dx | *U*U* | e | - | - | - | - | - | - | - | - | - | - | - | $Dy_{10} + Dx_{10} + X \rightarrow Dx_{10}$ | Add BCD source and eXtend bit to |
| | | -(Ay),-(Ax) | | - | - | - | - | e | - | - | - | - | - | - | - | $-(Ay)_{10} + -(Ax)_{10} + X \rightarrow -(Ax)_{10}$ | destination, BCD result |
| ADD [4] | BWL | s,Dn | ***** | e | s | s | s | s | s | s | s | s | s | s | s[4] | s + Dn → Dn | Add binary (ADDI or ADDQ is used when |
| | | Dn,d | | e | d[4] | d | d | d | d | d | d | d | - | - | - | Dn + d → d | source is #n. Prevent ADDQ with #n,L) |
| ADDA [4] | WL | s,An | ----- | s | e | s | s | s | s | s | s | s | s | s | s | s + An → An | Add address (.W sign-extended to .L) |
| ADDI [4] | BWL | #n,d | ***** | d | - | d | d | d | d | d | d | d | - | - | s | #n + d → d | Add immediate to destination |
| ADDQ [4] | BWL | #n,d | ***** | d | d | d | d | d | d | d | d | d | - | - | s | #n + d → d | Add quick immediate (#n range: 1 to 8) |
| ADDX | BWL | Dy,Dx | ***** | e | - | - | - | - | - | - | - | - | - | - | - | Dy + Dx + X → Dx | Add source and eXtend bit to destination |
| | | -(Ay),-(Ax) | | - | - | - | - | e | - | - | - | - | - | - | - | -(Ay) + -(Ax) + X → -(Ax) | |
| AND [4] | BWL | s,Dn | -**00 | e | - | s | s | s | s | s | s | s | s | s | s[4] | s AND Dn → Dn | Logical AND source to destination |
| | | Dn,d | | e | - | d | d | d | d | d | d | d | - | - | - | Dn AND d → d | (ANDI is used when source is #n) |
| ANDI [4] | BWL | #n,d | -**00 | d | - | d | d | d | d | d | d | d | - | - | s | #n AND d → d | Logical AND immediate to destination |
| ANDI [4] | B | #n,CCR | ===== | - | - | - | - | - | - | - | - | - | - | - | s | #n AND CCR → CCR | Logical AND immediate to CCR |
| ANDI [4] | W | #n,SR | ===== | - | - | - | - | - | - | - | - | - | - | - | s | #n AND SR → SR | Logical AND immediate to SR (Privileged) |
| ASL | BWL | Dx,Dy | ***** | e | - | - | - | - | - | - | - | - | - | - | - |  | Arithmetic shift Dy by Dx bits left/right |
| ASR | | #n,Dy | | d | - | - | - | - | - | - | - | - | - | - | s | | Arithmetic shift Dy #n bits L/R (#n: 1 to 8) |
| | W | d | | - | - | d | d | d | d | d | d | d | - | - | - | | Arithmetic shift ds 1 bit left/right (.W only) |
| Bcc | BW [3] | address [2] | ------ | - | - | - | - | - | - | - | - | - | - | - | - | if cc true then | Branch conditionally (cc table on back) |
| | | | | | | | | | | | | | | | | address → PC | (8 or 16-bit ± offset to address) |
| BCHG | B L | Dn,d | --*-- | e[1] | - | d | d | d | d | d | d | d | - | - | - | NOT(bit number of d) → Z | Set Z with state of specified bit in d then |
| | | #n,d | | d[1] | - | d | d | d | d | d | d | d | - | - | s | NOT(bit n of d)→ bit n of d | invert the bit in d |
| BCLR | B L | Dn,d | --*-- | e[1] | - | d | d | d | d | d | d | d | - | - | - | NOT(bit number of d) → Z | Set Z with state of specified bit in d then |
| | | #n,d | | d[1] | - | d | d | d | d | d | d | d | - | - | s | 0 → bit number of d | clear the bit in d |
| BRA | BW [3] | address [2] | ------ | - | - | - | - | - | - | - | - | - | - | - | - | address → PC | Branch always (8 or 16-bit ± offset to addr) |
| BSET | B L | Dn,d | --*-- | e[1] | - | d | d | d | d | d | d | d | - | - | - | NOT( bit n of d ) → Z | Set Z with state of specified bit in d then |
| | | #n,d | | d[1] | - | d | d | d | d | d | d | d | - | - | s | 1 → bit n of d | set the bit in d |
| BSR | BW [3] | address [2] | ------ | - | - | - | - | - | - | - | - | - | - | - | - | PC → -(SP); address → PC | Branch to subroutine (8 or 16-bit ± offset) |
| BTST | B L | Dn,d | --*-- | e[1] | - | d | d | d | d | d | d | d | d | d | - | NOT( bit Dn of d ) → Z | Set Z with state of specified bit in d |
| | | #n,d | | d[1] | - | d | d | d | d | d | d | d | d | d | s | NOT(bit #n of d ) → Z | Leave the bit in d unchanged |
| CHK | W | s,Dn | -*UUU | e | - | s | s | s | s | s | s | s | s | s | s | if Dn<0 or Dn>s then TRAP | Compare Dn with 0 and upper bound (s) |
| CLR | BWL | d | -0100 | d | - | d | d | d | d | d | d | d | - | - | - | 0 → d | Clear destination to zero |
| CMP [4] | BWL | s,Dn | -**** | e | s[4] | s | s | s | s | s | s | s | s | s | s[4] | set CCR with Dn - s | Compare Dn to source |
| CMPA [4] | WL | s,An | -**** | s | e | s | s | s | s | s | s | s | s | s | s | set CCR with An - s | Compare An to source |
| CMPI [4] | BWL | #n,d | -**** | d | - | d | d | d | d | d | d | d | - | - | s | set CCR with d - #n | Compare destination to #n |
| CMPM [4] | BWL | (Ay)+,(Ax)+ | -**** | - | - | - | e | - | - | - | - | - | - | - | - | set CCR with (Ax) - (Ay) | Compare (Ax) to (Ay); Increment Ax and Ay |
| DBcc | W | Dn,address [2] | ------ | - | - | - | - | - | - | - | - | - | - | - | - | if cc false then { Dn-1 → Dn | Test condition, decrement and branch |
| | | | | | | | | | | | | | | | | if Dn <> -1 then addr →PC } | (16-bit ± offset to address) |
| DIVS | W | s,Dn | -***0 | e | - | s | s | s | s | s | s | s | s | s | s | ±32bit Dn / ±16bit s → ±Dn | Dn= [ 16-bit remainder, 16-bit quotient ] |
| DIVU | W | s,Dn | -***0 | e | - | s | s | s | s | s | s | s | s | s | s | 32bit Dn / 16bit s → Dn | Dn= [ 16-bit remainder, 16-bit quotient ] |
| EOR [4] | BWL | Dn,d | -**00 | e | - | d | d | d | d | d | d | d | - | - | s[4] | Dn XOR d → d | Logical exclusive OR Dn to destination |
| EORI [4] | BWL | #n,d | -**00 | d | - | d | d | d | d | d | d | d | - | - | s | #n XOR d → d | Logical exclusive OR #n to destination |
| EORI [4] | B | #n,CCR | ===== | - | - | - | - | - | - | - | - | - | - | - | s | #n XOR CCR → CCR | Logical exclusive OR #n to CCR |
| EORI [4] | W | #n,SR | ===== | - | - | - | - | - | - | - | - | - | - | - | s | #n XOR SR → SR | Logical exclusive OR #n to SR (Privileged) |
| EXG | L | Rx,Ry | ----- | e | e | - | - | - | - | - | - | - | - | - | - | register ←→ register | Exchange registers (32-bit only) |
| EXT | WL | Dn | -**00 | d | - | - | - | - | - | - | - | - | - | - | - | Dn.B → Dn.W | Dn.W → Dn.L | Sign extend (change .B to .W or .W to .L) |
| ILLEGAL | | | ----- | - | - | - | - | - | - | - | - | - | - | - | - | PC→-(SSP); SR→-(SSP) | Generate Illegal Instruction exception |
| JMP | | d | ----- | - | - | d | - | - | d | d | d | d | d | d | - | ↑d → PC | Jump to effective address of destination |
| JSR | | d | ----- | - | - | d | - | - | d | d | d | d | d | d | - | PC → -(SP); ↑d → PC | push PC, jump to subroutine at address d |
| LEA | L | s,An | ----- | - | e | s | - | - | s | s | s | s | s | s | - | ↑s → An | Load effective address of s to An |
| LINK | | An,#n | ----- | - | - | - | - | - | - | - | - | - | - | - | - | An → -(SP); SP → An; | Create local workspace on stack |
| | | | | | | | | | | | | | | | | SP + #n → SP | (negative n to allocate space) |
| LSL | BWL | Dx,Dy | ***0* | e | - | - | - | - | - | - | - | - | - | - | - |  | Logical shift Dy, Dx bits left/right |
| LSR | | #n,Dy | | d | - | - | - | - | - | - | - | - | - | - | s | | Logical shift Dy, #n bits L/R (#n: 1 to 8) |
| | W | d | | - | - | d | d | d | d | d | d | d | - | - | - | | Logical shift d 1 bit left/right (.W only) |
| MOVE [4] | BWL | s,d | -**00 | e | s[4] | e | e | e | e | e | e | e | s | s | s[4] | s → d | Move data from source to destination |
| MOVE | W | s,CCR | ===== | s | - | s | s | s | s | s | s | s | s | s | s | s → CCR | Move source to Condition Code Register |
| MOVE | W | s,SR | ===== | s | - | s | s | s | s | s | s | s | s | s | s | s → SR | Move source to Status Register (Privileged) |
| MOVE | W | SR,d | ----- | d | - | d | d | d | d | d | d | d | - | - | - | SR → d | Move Status Register to destination |
| MOVE | L | USP,An | ----- | - | d | - | - | - | - | - | - | - | - | - | - | USP → An | Move User Stack Pointer to An (Privileged) |
| | | An,USP | | - | s | - | - | - | - | - | - | - | - | - | - | An → USP | Move An to User Stack Pointer (Privileged) |
| | BWL | s,d | XNZVC | Dn | An | (An) | (An)+ | -(An) | (i,An) | (i,An,Rn) | abs.W | abs.L | (i,PC) | (i,PC,Rn) | #n | | |

| Opcode | Size | Operand | CCR | Effective Address s=source, d=destination, e=either, i=displacement | | | | | | | | | | | | Operation | Description |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | BWL | s,d | XNZVC | Dn | An | (An) | (An)+ | -(An) | (i,An) | (i,An,Rn) | abs.W | abs.L | (i,PC) | (i,PC,Rn) | #n | | |
| MOVEA[4] | WL | s,An | ----- | s | e | s | s | s | s | s | s | s | s | s | s | s → An | Move source to An (MOVE s,An use MOVEA) |
| MOVEM[3] | WL | Rn-Rn,d | ----- | - | - | d | - | d | d | d | d | d | - | - | - | Registers → d | Move specified registers to/from memory |
| | | s,Rn-Rn | | - | - | s | s | - | s | s | s | s | s | s | - | s → Registers | (.W source is sign-extended to .L for Rn) |
| MOVEP | WL | Dn,(i,An) | ----- | s | - | - | - | - | d | - | - | - | - | - | - | Dn → (i,An)...(i+2,An)...(i+4,A. | Move Dn to/from alternate memory bytes |
| | | (i,An),Dn | | d | - | - | - | - | s | - | - | - | - | - | - | (i,An) → Dn...(i+2,An)...(i+4,A. | (Access only even or odd addresses) |
| MOVEQ[4] | L | #n,Dn | -**00 | d | - | - | - | - | - | - | - | - | - | - | s | #n → Dn | Move sign extended 8-bit #n to Dn |
| MULS | W | s,Dn | -**00 | e | - | s | s | s | s | s | s | s | s | s | s | ±16bit s * ±16bit Dn → ±Dn | Multiply signed 16-bit; result: signed 32-bit |
| MULU | W | s,Dn | -**00 | e | - | s | s | s | s | s | s | s | s | s | s | 16bit s * 16bit Dn → Dn | Multiply unsig'd 16-bit; result: unsig'd 32-bit |
| NBCD | B | d | *U*U* | d | - | d | d | d | d | d | d | d | - | - | - | 0 - $d_{10}$ - X → d | Negate BCD with eXtend, BCD result |
| NEG | BWL | d | ***** | d | - | d | d | d | d | d | d | d | - | - | - | 0 - d → d | Negate destination (2's complement) |
| NEGX | BWL | d | ***** | d | - | d | d | d | d | d | d | d | - | - | - | 0 - d - X → d | Negate destination with eXtend |
| NOP | | | ----- | - | - | - | - | - | - | - | - | - | - | - | - | None | No operation occurs |
| NOT | BWL | d | -**00 | d | - | d | d | d | d | d | d | d | - | - | - | NOT( d ) → d | Logical NOT destination (1's complement) |
| OR[4] | BWL | s,Dn | -**00 | e | - | s | s | s | s | s | s | s | s | s | s[5] | s OR Dn → Dn | Logical OR |
| | | Dn,d | | e | - | d | d | d | d | d | d | d | - | - | - | Dn OR d → d | (ORI is used when source is #n) |
| ORI[4] | BWL | #n,d | -**00 | d | - | d | d | d | d | d | d | d | - | - | s | #n OR d → d | Logical OR #n to destination |
| ORI[4] | B | #n,CCR | ===== | - | - | - | - | - | - | - | - | - | - | - | s | #n OR CCR → CCR | Logical OR #n to CCR |
| ORI[4] | W | #n,SR | ===== | - | - | - | - | - | - | - | - | - | - | - | s | #n OR SR → SR | Logical OR #n to SR (Privileged) |
| PEA | L | s | ----- | - | - | s | - | - | s | s | s | s | s | s | - | ↑s → -(SP) | Push effective address of s onto stack |
| RESET | | | ----- | - | - | - | - | - | - | - | - | - | - | - | - | Assert RESET Line | Issue a hardware RESET (Privileged) |
| ROL | BWL | Dx,Dy | -**0* | e | - | - | - | - | - | - | - | - | - | - | - |  | Rotate Dy, Dx bits left/right (without X) |
| ROR | | #n,Dy | | d | - | - | - | - | - | - | - | - | - | - | s | | Rotate Dy, #n bits left/right (#n: 1 to 8) |
| | W | d | | - | - | d | d | d | d | d | d | d | - | - | - |  | Rotate d 1-bit left/right (.W only) |
| ROXL | BWL | Dx,Dy | ***0* | e | - | - | - | - | - | - | - | - | - | - | - |  | Rotate Dy, Dx bits L/R, X used then updated |
| ROXR | | #n,Dy | | d | - | - | - | - | - | - | - | - | - | - | s | | Rotate Dy, #n bits left/right (#n: 1 to 8) |
| | W | d | | - | - | d | d | d | d | d | d | d | - | - | - |  | Rotate destination 1-bit left/right (.W only) |
| RTE | | | ===== | - | - | - | - | - | - | - | - | - | - | - | - | (SP)+ → SR; (SP)+ → PC | Return from exception (Privileged) |
| RTR | | | ===== | - | - | - | - | - | - | - | - | - | - | - | - | (SP)+ → CCR, (SP)+ → PC | Return from subroutine and restore CCR |
| RTS | | | ----- | - | - | - | - | - | - | - | - | - | - | - | - | (SP)+ → PC | Return from subroutine |
| SBCD | B | Dy,Dx | *U*U* | e | - | - | - | - | - | - | - | - | - | - | - | $Dx_{10}$ - $Dy_{10}$ - X → $Dx_{10}$ | Subtract BCD source and eXtend bit from |
| | | -(Ay),-(Ax) | | - | - | - | - | e | - | - | - | - | - | - | - | $-(Ax)_{10}$ - $-(Ay)_{10}$ - X → $-(Ax)_{10}$ | destination, BCD result |
| Scc | B | d | ----- | d | - | d | d | d | d | d | d | d | - | - | - | If cc is true then 1's → d | If cc true then d.B = 11111111 |
| | | | | | | | | | | | | | | | | else 0's → d | else d.B = 00000000 |
| STOP | | #n | ===== | - | - | - | - | - | - | - | - | - | - | - | s | #n → SR; STOP | Move #n to SR, stop processor (Privileged) |
| SUB[4] | BWL | s,Dn | ***** | e | s | s | s | s | s | s | s | s | s | s | s[5] | Dn - s → Dn | Subtract binary (SUBI or SUBQ used when |
| | | Dn,d | | e | d[4] | d | d | d | d | d | d | d | - | - | - | d - Dn → d | source is #n. Prevent SUBQ with #n.L) |
| SUBA[4] | WL | s,An | ----- | s | e | s | s | s | s | s | s | s | s | s | s | An - s → An | Subtract address (.W sign-extended to .L) |
| SUBI[4] | BWL | #n,d | ***** | d | - | d | d | d | d | d | d | d | - | - | s | d - #n → d | Subtract immediate from destination |
| SUBQ[4] | BWL | #n,d | ***** | d | d | d | d | d | d | d | d | d | - | - | s | d - #n → d | Subtract quick immediate (#n range: 1 to 8) |
| SUBX | BWL | Dy,Dx | ***** | e | - | - | - | - | - | - | - | - | - | - | - | Dx - Dy - X → Dx | Subtract source and eXtend bit from |
| | | -(Ay),-(Ax) | | - | - | - | - | e | - | - | - | - | - | - | - | -(Ax) - -(Ay) - X → -(Ax) | destination |
| SWAP | W | Dn | -**00 | d | - | - | - | - | - | - | - | - | - | - | - | bits[31:16]←→bits[15:0] | Exchange the 16-bit halves of Dn |
| TAS | B | d | -**00 | d | - | d | d | d | d | d | d | d | - | - | - | test d→CCR; 1→bit7 of d | N and Z set to reflect d, bit7 of d set to 1 |
| TRAP | | #n | ----- | - | - | - | - | - | - | - | - | - | - | - | s | PC→-(SSP),SR→-(SSP); | Push PC and SR, PC set by vector table #n |
| | | | | | | | | | | | | | | | | (vector table entry) → PC | (#n range: 0 to 15) |
| TRAPV | | | ----- | - | - | - | - | - | - | - | - | - | - | - | - | If V then TRAP #7 | If overflow, execute an Overflow TRAP |
| TST | BWL | d | -**00 | d | - | d | d | d | d | d | d | d | - | - | - | test d → CCR | N and Z set to reflect destination |
| UNLK | | An | ----- | - | d | - | - | - | - | - | - | - | - | - | - | An → SP; (SP)+ → An | Remove local workspace from stack |
| | BWL | s,d | XNZVC | Dn | An | (An) | (An)+ | -(An) | (i,An) | (i,An,Rn) | abs.W | abs.L | (i,PC) | (i,PC,Rn) | #n | | |

| Condition Tests (+ OR, ! NOT, ⊕ XOR; u Unsigned, a Alternate cc) | | | | | |
|---|---|---|---|---|---|
| cc | Condition | Test | cc | Condition | Test |
| T | true | 1 | VC | overflow clear | !V |
| F | false | 0 | VS | overflow set | V |
| HI[u] | higher than | !(C + Z) | PL | plus | !N |
| LS[u] | lower or same | C + Z | MI | minus | N |
| HS[u], CC[a] | higher or same | !C | GE | greater or equal | !(N ⊕ V) |
| LO[a], CS[a] | lower than | C | LT | less than | (N ⊕ V) |
| NE | not equal | !Z | GT | greater than | !((N ⊕ V) + Z) |
| EQ | equal | Z | LE | less or equal | (N ⊕ V) + Z |

An Address register (16/32-bit, n=0-7)
Dn Data register (8/16/32-bit, n=0-7)
Rn any data or address register
s Source, d Destination
e Either source or destination
#n Immediate data, i Displacement
BCD Binary Coded Decimal
↑ Effective address

SSP Supervisor Stack Pointer (32-bit)
USP User Stack Pointer (32-bit)
SP Active Stack Pointer (same as A7)
PC Program Counter (24-bit)
SR Status Register (16-bit)
CCR Condition Code Register (lower 8-bits of SR)
N negative, Z zero, V overflow, C carry, X extend
* set according to operation's result, = set directly
- not affected, 0 cleared, 1 set, U undefined

1 Long only; all others are byte only
2 Assembler calculates offset
3 Branch sizes: .B or .S -128 to +127 bytes, .W or .L -32768 to +32767 bytes
4 Assembler automatically uses A, I, Q or M form if possible. Use #n.L to prevent Quick optimization

Revised by Peter Csaszar, Lawrence Tech University – 2004-2006

Last name: ..... First name: ..... Group: .....

**ANSWER SHEET TO BE HANDED IN WITH THE SCRIPT**

**Exercise 2**

| Instruction | Memory | Register |
|---|---|---|
| Example | $005000 54 AF **00 40** E7 21 48 C0 | A0 = $00005004<br>A1 = $0000500C |
| Example | $005008 C9 10 11 C8 D4 36 **FF** 88 | No change |
| `MOVE.B -(A2),-(A1)` | | |
| `MOVE.W $5010,-5(A2,D2.L)` | | |
| `MOVE.L #$500E,-10(A0,D1.W)` | | |
| `MOVE.B $5007(PC),8(A1)` | | |

**Exercise 3**

| Operation | Size (bits) | Missing Number (hexadecimal) | N | Z | V | C |
|---|---|---|---|---|---|---|
| `$7F + $?` | 8 | | 1 | 0 | 1 | 0 |
| `$98BD + $?` | 16 | | 0 | 1 | 0 | 1 |
| `$98BD + $?` | 32 | | 1 | 0 | 0 | 0 |

**Exercise 4**

**Use the 32-bit hexadecimal representation.**

**D1 = $**

**D2 = $**

**D3 = $**

**D4 = $**