

Microprocessor and Computer Architecture Laboratory

UE19CS256

4th Semester, Academic Year 2020-21

Date: 02/02/2021

Name : Abhishek Aditya BS	SRN: PES1UG19CS019	Section : A
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Week# 2 Program Number: 1

Title of the Program

**Based on the value of the number in R0, Write an ALP
to store 1 in R1 if R0 is zero, Store 2 in R1 if R0 is
positive, Store 3 in R1 if R0 is negative.**

I. ARM Assembly Code for each program

```
.text
MOV R0,#3 ;Storing 3 in register R0
CMP R0,#0 ;Comparing R0 with 0
BEQ LABEL1 ;Number is 0
BMI LABEL2 ;Number is -ve
MOV R1,#2 ;Number is +ve
SWI 0X11
```

LABEL1 :

MOV R1,#1

SWI 0X11

LABEL2 :

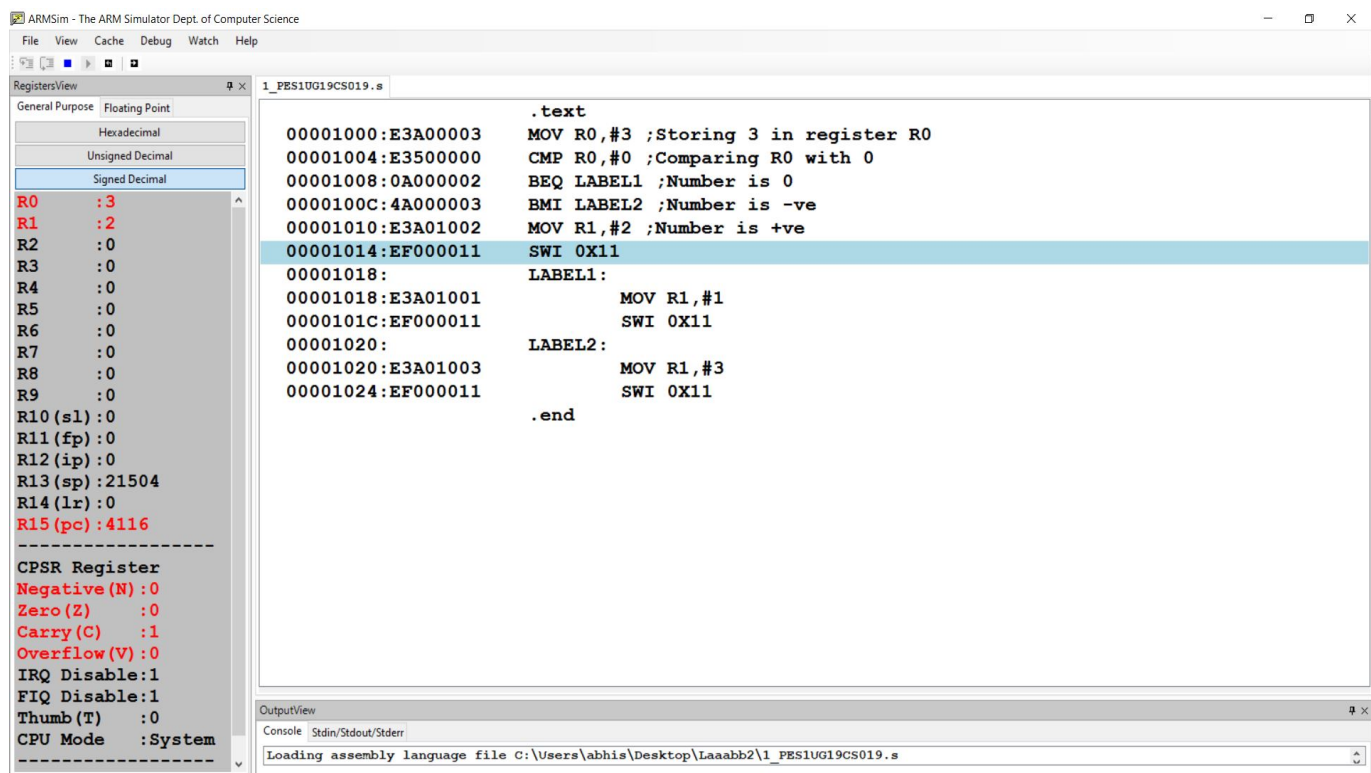
MOV R1,#3

SWI 0X11

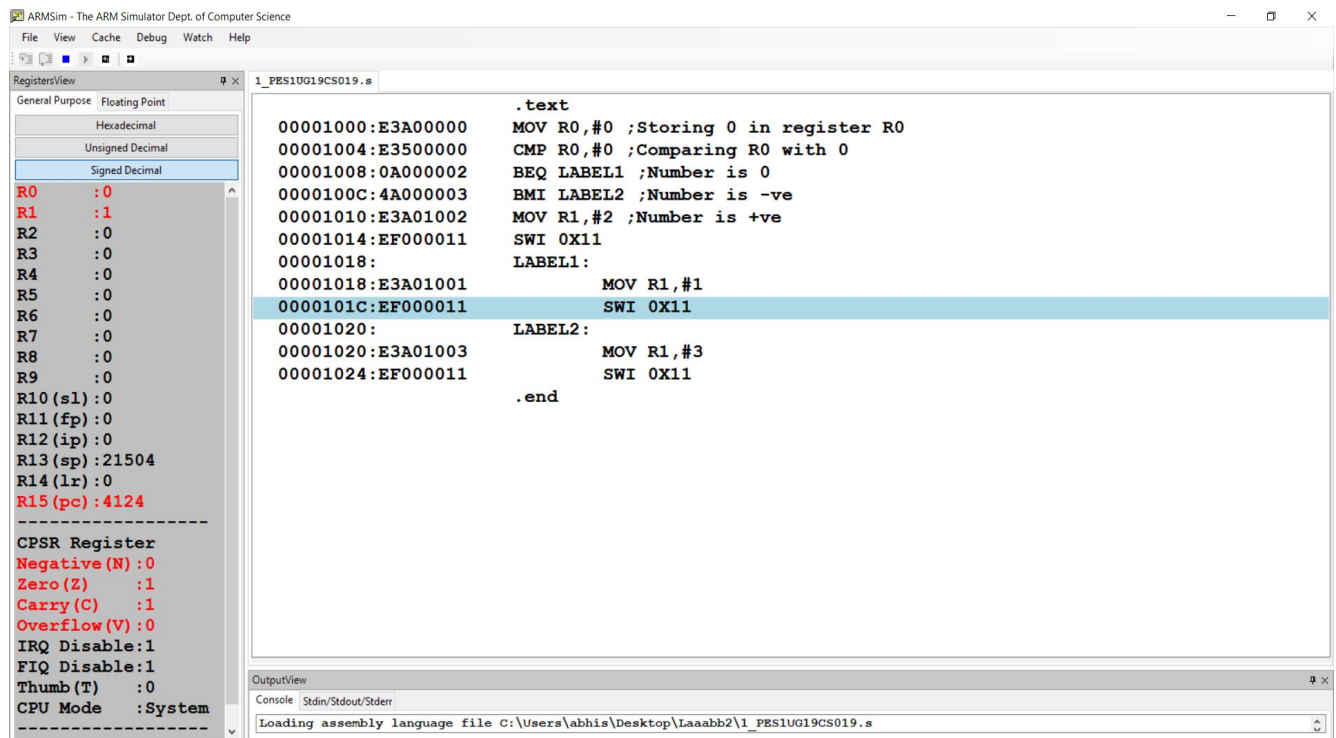
.end

II. Final Output Screen Shot

Test case 1 : Storing 3 in register R0



Test case 2 : Storing 0 in register R0



RegistersView

General Purpose	Floating Point
Hexadecimal	
Unsigned Decimal	
Signed Decimal	

R0 : 0
R1 : 1
R2 : 0
R3 : 0
R4 : 0
R5 : 0
R6 : 0
R7 : 0
R8 : 0
R9 : 0
R10 (s1) : 0
R11 (fp) : 0
R12 (ip) : 0
R13 (sp) : 21504
R14 (lr) : 0
R15 (pc) : 4124

CPSR Register
Negative (N) : 0
Zero (Z) : 1
Carry (C) : 1
Overflow (V) : 0
IRQ Disable : 1
FIQ Disable : 1
Thumb (T) : 0
CPU Mode : System

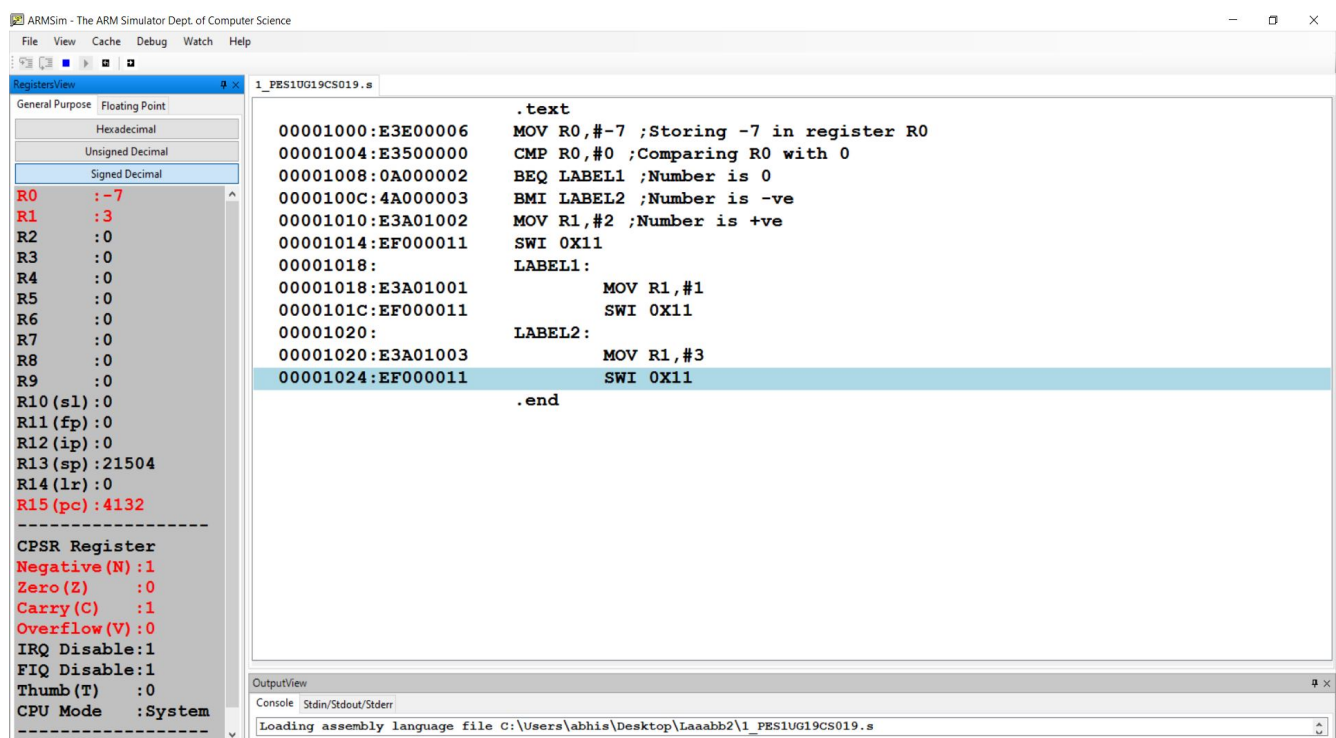
```
.text
MOV R0,#0 ;Storing 0 in register R0
CMP R0,#0 ;Comparing R0 with 0
BEQ LABEL1 ;Number is 0
BMI LABEL2 ;Number is -ve
MOV R1,#2 ;Number is +ve
SWI 0X11
LABEL1:
MOV R1,#1
SWI 0X11
LABEL2:
MOV R1,#3
SWI 0X11
.end
```

OutputView

Console Stdin/Stdout/Stderr

Loading assembly language file C:\Users\abhis\Desktop\Laaabb2\1_PES1UG19CS019.s

Test case 3 : Storing -7 in register R0



RegistersView

General Purpose	Floating Point
Hexadecimal	
Unsigned Decimal	
Signed Decimal	

R0 : -7
R1 : 3
R2 : 0
R3 : 0
R4 : 0
R5 : 0
R6 : 0
R7 : 0
R8 : 0
R9 : 0
R10 (s1) : 0
R11 (fp) : 0
R12 (ip) : 0
R13 (sp) : 21504
R14 (lr) : 0
R15 (pc) : 4132

CPSR Register
Negative (N) : 1
Zero (Z) : 0
Carry (C) : 1
Overflow (V) : 0
IRQ Disable : 1
FIQ Disable : 1
Thumb (T) : 0
CPU Mode : System

```
.text
MOV R0,#-7 ;Storing -7 in register R0
CMP R0,#0 ;Comparing R0 with 0
BEQ LABEL1 ;Number is 0
BMI LABEL2 ;Number is -ve
MOV R1,#2 ;Number is +ve
SWI 0X11
LABEL1:
MOV R1,#1
SWI 0X11
LABEL2:
MOV R1,#3
SWI 0X11
.end
```

OutputView

Console Stdin/Stdout/Stderr

Loading assembly language file C:\Users\abhis\Desktop\Laaabb2\1_PES1UG19CS019.s

Microprocessor and Computer Architecture Laboratory

UE19CS256

4th Semester, Academic Year 2020-21

Date: 02/02/2021

Name : Abhishek Aditya BS	SRN: PES1UG19CS019	Section : A
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Week# 2 Program Number: 2

Title of the Program

**Write an ALP to compare the value of R0 and R1, add if
R0 = R1, else subtract**

I. ARM Assembly Code for each program

.text

MOV R0,#8 ;Value 8 is stored in R0

MOV R1,#5 ;Value 5 is stored in R1

CMP R0,R1 ;Check if values are equal

BEQ LABEL0 ;If equal,branch to L0

SUB R2,R0,R1 ;If not equal,subtract the values

B LABEL1

LABEL0: ADD R2,R0,R1 ;If equal,add the values

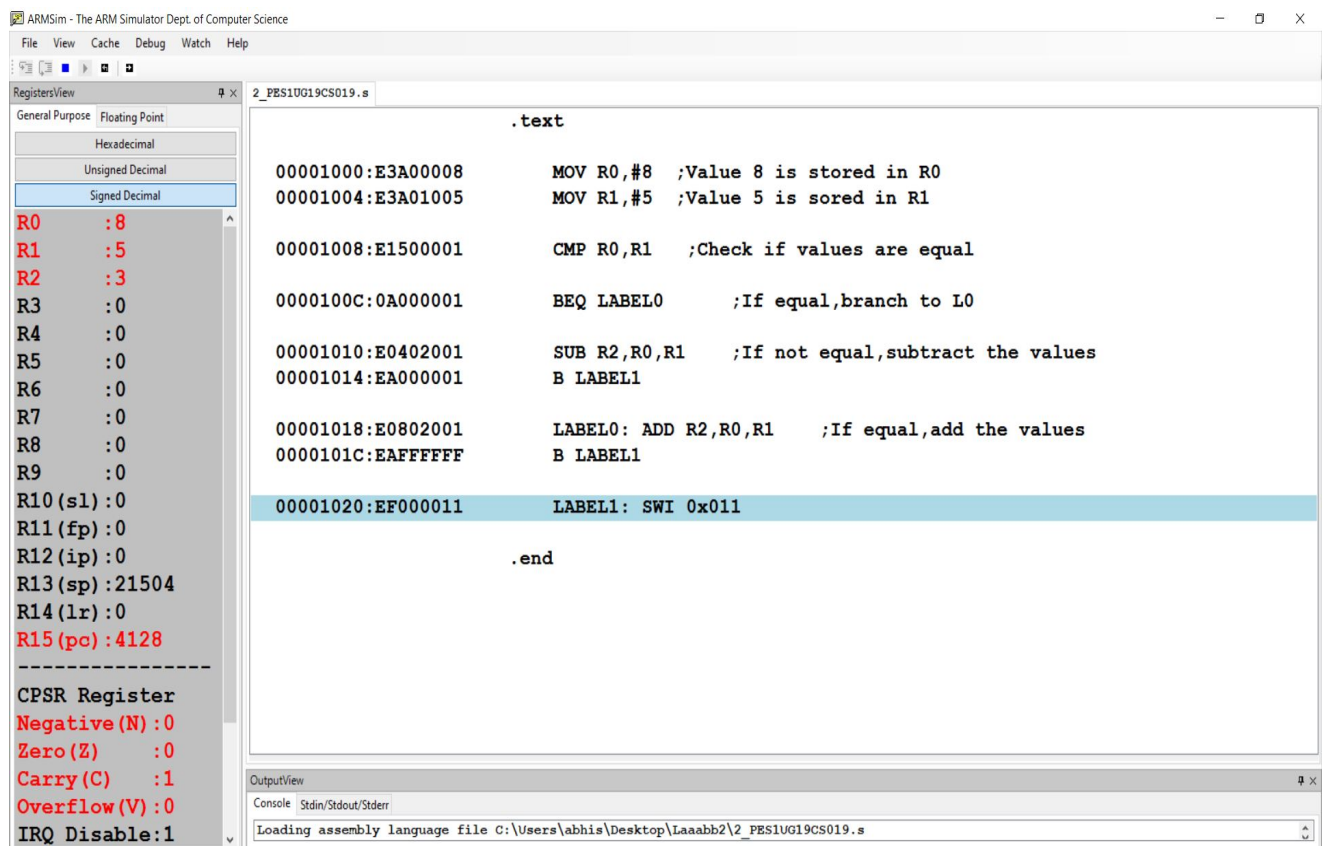
B LABEL1

LABEL1: SWI 0x011

.end

II. Final Output Screen Shot

Test case 1 : Storing 8 in register R0 and 5 in register R1



Test case 2 : Storing 6 in register R0 and 6 in register R1

The screenshot shows the ARMSim ARM Simulator interface. On the left, the 'RegistersView' panel displays the state of 16 registers (R0-R15) and the CPSR register. R0 and R1 are highlighted in red and contain the value 6. R2 contains 12, and R15 (PC) contains 4128. The CPSR register shows Negative (N) as 0, Zero (Z) as 1, Carry (C) as 1, Overflow (V) as 0, and IRQ Disable as 1. The main window displays assembly code for a file named '2_PES1UG19CS019.s'. The code includes instructions to move the value 6 into R0 and R1, compare them, and branch based on the result. The output view at the bottom shows the message 'Loading assembly language file C:\Users\abhis\Desktop\Laaabb2\2_PES1UG19CS019.s'.

```
.text
00001000:E3A00006      MOV R0,#6 ;Value 6 is stored in R0
00001004:E3A01006      MOV R1,#6 ;Value 6 is sored in R1

00001008:E1500001      CMP R0,R1 ;Check if values are equal
0000100C:0A000001      BEQ LABEL0 ;If equal,branch to L0
00001010:E0402001      SUB R2,R0,R1 ;If not equal,subtract the values
00001014:EA000001      B LABEL1

00001018:E0802001      LABEL0: ADD R2,R0,R1 ;If equal,add the values
0000101C:EAF00001      B LABEL1

00001020:EF000011      LABEL1: SWI 0x011

.end
```

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Week# 2 Program Number: 3

Title of the Program

Write an ALP to find the factorial of a number stored in R0. Store the value in R1 (without using LDR and STR instructions). Use only registers.

I. ARM Assembly Code for each program

```
.text

MOV R0,#7 ;Storing 7 in register R0

MOV R1,R0

LOOP: SUB R0,R0,#1 ;R0 = R0-1

MUL R2,R0,R1 ;storing the result of n*(n-1)
in R2

MOV R1,R2

CMP R0,#1 ;If R0 is 1,break out of loop

BNE LOOP

SWI 0x011

.end
```

II. Final Output Screen Shot

Test case : 7 in register R0 ($7! = 5040$)

```
.text
00001000:E3A00007      MOV R0,#7 ;Storing 7 in register R0
00001004:E1A01000      MOV R1,R0
00001008:E2400001      LOOP: SUB R0,R0,#1 ;R0 = R0-1
0000100C:E0020190      MUL R2,R0,R1 ;storing the result of n*(n-1) in R2
00001010:E1A01002      MOV R1,R2
00001014:E3500001      CMP R0,#1 ;If R0 is 1,break out of loop
00001018:1AFFFFFFFA     BNE LOOP
0000101C:EF000011      SWI 0x011
.end
```

RegistersView

General Purpose Floating Point

Hexadecimal

Unsigned Decimal

Signed Decimal

R0 : 7
R1 : 5040
R2 : 5040
R3 : 0
R4 : 0
R5 : 0
R6 : 0
R7 : 0
R8 : 0
R9 : 0
R10 (s1) : 0
R11 (fp) : 0
R12 (ip) : 0
R13 (sp) : 21504
R14 (lr) : 0
R15 (pc) : 4124

CPSR Register

Negative (N) : 0
Zero (Z) : 1
Carry (C) : 1
Overflow (V) : 0
IRQ Disable : 1

OutputView

Console Stdin/Stdout/Stderr

Loading assembly language file C:\Users\abhis\Desktop\Laaabb2\3_PES1UG19CS019.s

Microprocessor and Computer Architecture Laboratory

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Name : Abhishek Aditya BS	SRN: PES1UG19CS019	Section : A
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Week# 2 Program Number: 4

Title of the Program

a) Write an ALP to add two 32 bit numbers loaded from memory and store the result in memory.

I. ARM Assembly Code for each program

```
.data

    A: .WORD 10

    B: .WORD 50

    C: .WORD 0

.text

    LDR R0, =A    ;Storing address of 1st no.

    LDR R1, =B    ;Storing address of 2nd no.

    LDR R2, =C    ;Storing address of result

    LDR R4, [R0]   ;Storing value of A in R4

    LDR R3, [R1]   ;Storing value of B in R3

    ADD R5, R3, R4 ;The result of A+B is
stored in R5

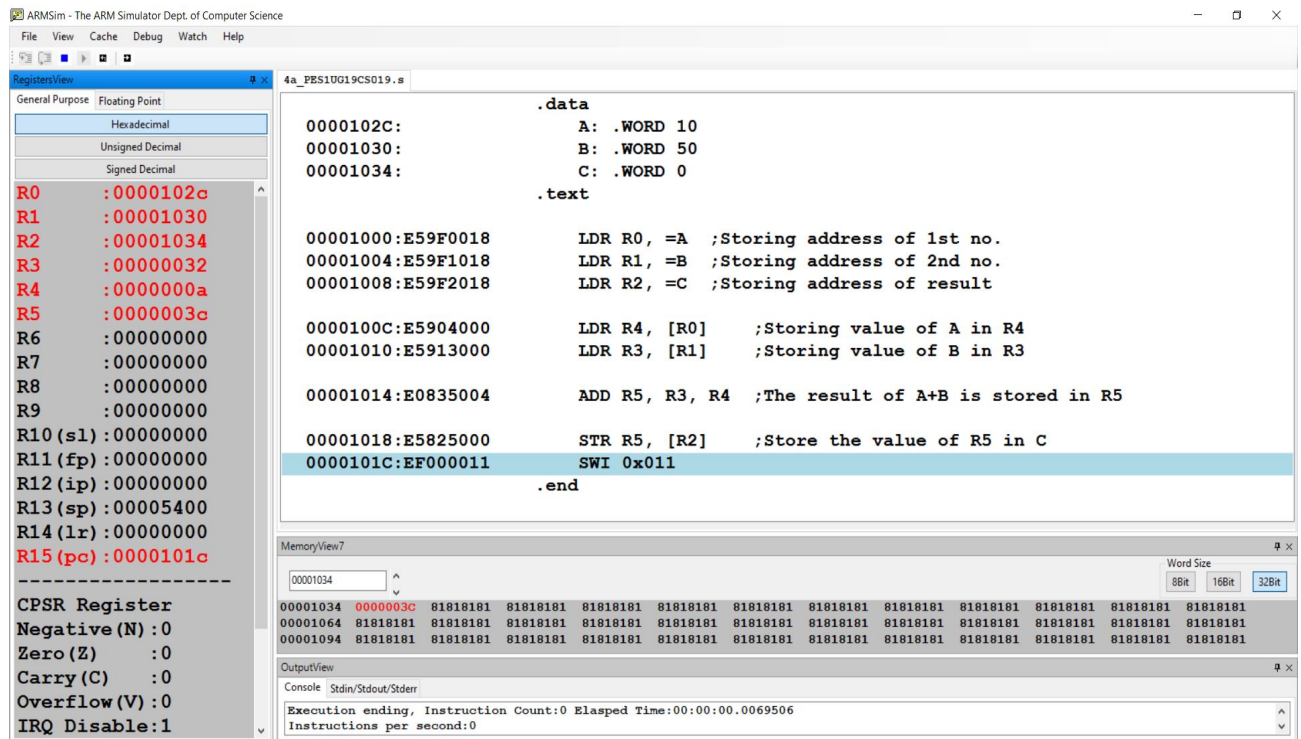
    STR R5, [R2]   ;Store the value of R5 in C

    SWI 0x011

.end
```

II. Final Output Screen Shot

Test case : A =10 and B=50



b) Write an ALP to add two 16 bit numbers loaded from memory and store the result in memory.

I. ARM Assembly Code for each program

.data

A: .HWORD 23

B: .HWORD 22

C: .HWORD 0

.text

LDR R0,=A ;Store address of 1st no.

LDR R1,=B ;Store address of 2nd no.

LDR R2,=C ;Store address of result

LDRH R4,[R0] ;Store value of A in R4

```

        LDRH R3,[R1]        ;Store value of B in R3

        ADD R5,R3,R4        ;The result of A+B is stored
in R5

        STRH R5,[R2]        ;Store the value of R5 in C

        SWI 0x011

.end

```

II. Final Output Screen Shot

Test case : A =23 and B=22

The screenshot displays the ARMSim interface with the following components:

- RegistersView:** Shows the state of 16 registers. R0 through R15 are listed with their current values in hexadecimal. R15 (PC) is highlighted in red.
- CPSPR Register:** Shows the status of the CPSR register: Negative (N): 0, Zero (Z): 0, Carry (C): 0, Overflow (V): 0, and IRQ Disable: 1.
- Assembly Code:** The code is displayed in the main window, showing the assembly instructions and their addresses. The code is as follows:


```

.data
0000102C:      A: .HWORD 23
0000102E:      B: .HWORD 22
00001030:      C: .HWORD 0
.text
00001000:E59F0018      LDR R0,=A      ;Store address of 1st no.
00001004:E59F1018      LDR R1,=B      ;Store address of 2nd no.
00001008:E59F2018      LDR R2,=C      ;Store address of result
0000100C:E01040B0      LDRH R4,[R0]    ;Store value of A in R4
00001010:E01130B0      LDRH R3,[R1]    ;Store value of B in R3
00001014:E0835004      ADD R5,R3,R4    ;The result of A+B is stored in R5
00001018:E00250B0      STRH R5,[R2]    ;Store the value of R5 in C
0000101C:EF000011      SWI 0x011
.end

```
- MemoryView:** Shows the memory contents at address 00001030. The memory is organized into rows of 16 bytes each. The first row shows the values 00001030, 0000002D, and then 16 bytes of 81818181.
- OutputView:** Shows the execution status: "Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0039430" and "Instructions per second:0".

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Week# 2 Program Number: 5

Title of the Program

**a) Write an ALP to find GCD of two numbers (without using LDR and STR instructions). Both numbers are in registers.
Use only registers.**

I. ARM Assembly Code for each program

.text

MOV R0,#30 ;Storing value 30 in R0

MOV R1,#10 ;Storing value 10 in R1

MOV R2,R0

MOV R3,R1

LABEL2: CMP R2,R3 ;Checking if R2=R3

BEQ LABEL0 ;If both are equal,end execution

BMI LABEL1 ;If R3 > R2, branch to LABEL1

B LABEL3 ;If R2 > R3, branch to LABEL3

LABEL1: SUB R3,R3,R2 ;R3 = R3-R2

B LABEL2 ;Again compare values

LABEL3: SUB R2,R2,R3 ;R2 = R2-R3

B LABEL2 ;Again compare values

LABEL0: SWI 0x011

.end

II. Final Output Screen Shot

Test case : 30 in R0 and 10 in R1 (gcd of 10 & 30)

The screenshot displays the ARMSim interface with the following components:

- Registers View:** Shows the state of 16 registers. R0 is 30, R1 is 10, R2 is 10, R3 is 10, and R15 (PC) is 4144. Other registers (R4-R9, R10-R14) are 0.
- CPSR Register:** Shows status flags: Negative (N) is 0, Zero (Z) is 1, Carry (C) is 1, Overflow (V) is 0, and IRQ Disable is 1.
- Assembly Code:** The main window shows the assembly code for file 5a_PES1UG19CS019.s. The code includes instructions for moving values into R0 and R1, comparing R2 and R3, and branching based on the comparison results. The code ends with a SWI instruction.
- Output View:** The console shows the execution progress, including the loading of the assembly file and the execution ending with an instruction count of 0 and an elapsed time of 00:00:00.0059836.

b) Write an ALP to find the GCD of given numbers (both numbers in memory) Store result in memory.

I. ARM Assembly Code for each program

.data

A: .WORD 20

B: .WORD 60

C: .WORD 0

.text

LDR R0,=A ;Storing address of A in R0

LDR R1,=B ;Storing address of B in R1

LDR R4,=C ;Storing address of C in R4

LDR R2,[R0] ;Storing value of A in R2

LDR R3,[R1] ;Storing value of B in R3

LABEL2: CMP R2,R3 ;Check if R2=R3

BEQ LABEL0 ;If both are equal,end execution

BMI LABEL1 ;If R3 > R2, branch to Label1

B LABEL3 ;If R2 > R3, branch to Label3

LABEL1: SUB R3,R3,R2 ;R3 = R3-R2

B LABEL2 ;Again compare values

LABEL3: SUB R2,R2,R3 ;R2 = R2-R3

B LABEL2 ;Again compare values

LABEL0: STR R2,[R4] ;Store the value of R2 (GCD) in memory(C)

SWI 0x011

.end

II. Final Output Screen Shot

Test case 1 : 20 in R2 and 60 in R3 (A<B)

The screenshot displays the ARMSim - The ARM Simulator interface. The main window shows the assembly code for a file named `5b_PES1UG19CS019.s`. The code includes data definitions for A (20), B (60), and C (0), followed by instructions to load these values into registers R0, R1, and R4. It then loads R0 into R2 and R1 into R3. The logic proceeds to compare R2 and R3 at LABEL2. Since R2 (20) is less than R3 (60), it branches to LABEL3, where R2 is updated to R2 - R3, resulting in -40. It then branches back to LABEL2. At LABEL2, since R2 (-40) is not greater than R3 (60), it branches to LABEL0, where the value of R2 (-40) is stored at the memory address in R4. Finally, it executes a software interrupt (SWI 0x011) and ends.

The RegistersView window on the left shows the state of the registers:

Register	Value
R0	00001048
R1	0000104c
R2	00000014
R3	00000014
R4	00001050
R5	00000000
R6	00000000
R7	00000000
R8	00000000
R9	00000000
R10 (s1)	00000000
R11 (fp)	00000000
R12 (ip)	00000000
R13 (sp)	00005400
R14 (lr)	00000000
R15 (pc)	00001038

The CPSR Register window shows the following status:

- Negative (N): 0
- Zero (Z): 1
- Carry (C): 1
- Overflow (V): 0
- IRQ Disable: 1

The MemoryView window shows the memory at address 00001050 containing the value 00000014. The OutputView window shows the console output: "Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0049874" and "Instructions per second:0".

Test case 2 : 75 in R2 and 20 in R3 (A>B)

RegistersView

Register	Value
R0	00001048
R1	0000104c
R2	00000005
R3	00000005
R4	00001050
R5	00000000
R6	00000000
R7	00000000
R8	00000000
R9	00000000
R10 (s1)	00000000
R11 (fp)	00000000
R12 (ip)	00000000
R13 (sp)	00005400
R14 (lr)	00000000
R15 (pc)	00001038

CPSR Register

Negative (N) : 0
Zero (Z) : 1
Carry (C) : 1
Overflow (V) : 0
IRQ Disable : 1

5b_FES1UG19CS019.s

```
.data
00001048:      A: .WORD 75
0000104C:      B: .WORD 20
00001050:      C: .WORD 0

.text
00001000:E59F0034      LDR R0,=A      ;Storing address of A in R0
00001004:E59F1034      LDR R1,=B      ;Storing address of B in R1
00001008:E59F4034      LDR R4,=C      ;Storing address of C in R4

0000100C:E5902000      LDR R2,[R0]     ;Storing value of A in R2
00001010:E5913000      LDR R3,[R1]     ;Storing value of B in R3

00001014:E1520003      LABEL2: CMP R2,R3 ;Check if R2=R3
00001018:0A000005      BEQ LABEL0      ;If both are equal,end execution
0000101C:4A000000      BMI LABEL1      ;If R3 > R2, branch to LABEL1
00001020:EA000001      B LABEL3        ;If R2 > R3, branch to LABEL3

00001024:E0433002      LABEL1: SUB R3,R3,R2 ;R3 = R3-R2
00001028:EAF0FFF9      B LABEL2        ;Again compare values

0000102C:E0422003      LABEL3: SUB R2,R2,R3 ;R2 = R2-R3
00001030:EAF0FFF7      B LABEL2        ;Again compare values

00001034:E5842000      LABEL0: STR R2,[R4] ;Store the value of R2(GCD) in memory (C)
00001038:EF000011      SWI 0x011

.end
```

MemoryView7

Address	Value
00001050	00000005
00001080	81818181
000010B0	81818181

OutputView

Console Stdin/Stdout/Stderr

Execution ending, Instruction Count:0 Elapsed Time:00:00:00.2832180
Instructions per second:0

Test case 3 : 5 in R2 and 5 in R3 (A=B)

RegistersView

Register	Value
R0	00001048
R1	0000104c
R2	00000005
R3	00000005
R4	00001050
R5	00000000
R6	00000000
R7	00000000
R8	00000000
R9	00000000
R10 (s1)	00000000
R11 (fp)	00000000
R12 (ip)	00000000
R13 (sp)	00005400
R14 (lr)	00000000
R15 (pc)	00001038

CPSR Register

Negative (N) : 0
Zero (Z) : 1
Carry (C) : 1
Overflow (V) : 0
IRQ Disable : 1

5b_FES1UG19CS019.s

```
.data
00001048:      A: .WORD 5
0000104C:      B: .WORD 5
00001050:      C: .WORD 0

.text
00001000:E59F0034      LDR R0,=A      ;Storing address of A in R0
00001004:E59F1034      LDR R1,=B      ;Storing address of B in R1
00001008:E59F4034      LDR R4,=C      ;Storing address of C in R4

0000100C:E5902000      LDR R2,[R0]     ;Storing value of A in R2
00001010:E5913000      LDR R3,[R1]     ;Storing value of B in R3

00001014:E1520003      LABEL2: CMP R2,R3 ;Check if R2=R3
00001018:0A000005      BEQ LABEL0      ;If both are equal,end execution
0000101C:4A000000      BMI LABEL1      ;If R3 > R2, branch to LABEL1
00001020:EA000001      B LABEL3        ;If R2 > R3, branch to LABEL3

00001024:E0433002      LABEL1: SUB R3,R3,R2 ;R3 = R3-R2
00001028:EAF0FFF9      B LABEL2        ;Again compare values

0000102C:E0422003      LABEL3: SUB R2,R2,R3 ;R2 = R2-R3
00001030:EAF0FFF7      B LABEL2        ;Again compare values

00001034:E5842000      LABEL0: STR R2,[R4] ;Store the value of R2(GCD) in memory (C)
00001038:EF000011      SWI 0x011

.end
```

MemoryView7

Address	Value
00001050	00000005
00001080	81818181
000010B0	81818181

OutputView

Console Stdin/Stdout/Stderr

Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0069479
Instructions per second:0

Microprocessor and Computer Architecture Laboratory

UE19CS256

4th Semester, Academic Year 2020-21

Date: 02/02/2021

Name : Abhishek Aditya BS	SRN: PES1UG19CS019	Section : A
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Week# 2 Program Number: 6

Title of the Program

a) Write an ALP to add an array of ten 32 bit numbers from memory.

I. ARM Assembly Code for each program

.data

A: .WORD 1,22,34,45,56,26,99,67,70,51

.text

LDR R0,=A ;Storing address of A in R0

MOV R1,#10 ;R1 stores the no. of elements

MOV R3,#0 ;R3 stores the final sum

```
    LOOP: LDR R2,[R0] ;Store the element of array  
in R2
```

```
    ADD R0,R0,#4      ;Move R0 to refer to next  
element in the array
```

```
    ADD R3,R2,R3      ;R3 = R2 + R3
```

```
    SUB R1,R1,#1      ;Decrement the no. of elements  
to be added
```

```
    CMP R1,#0
```

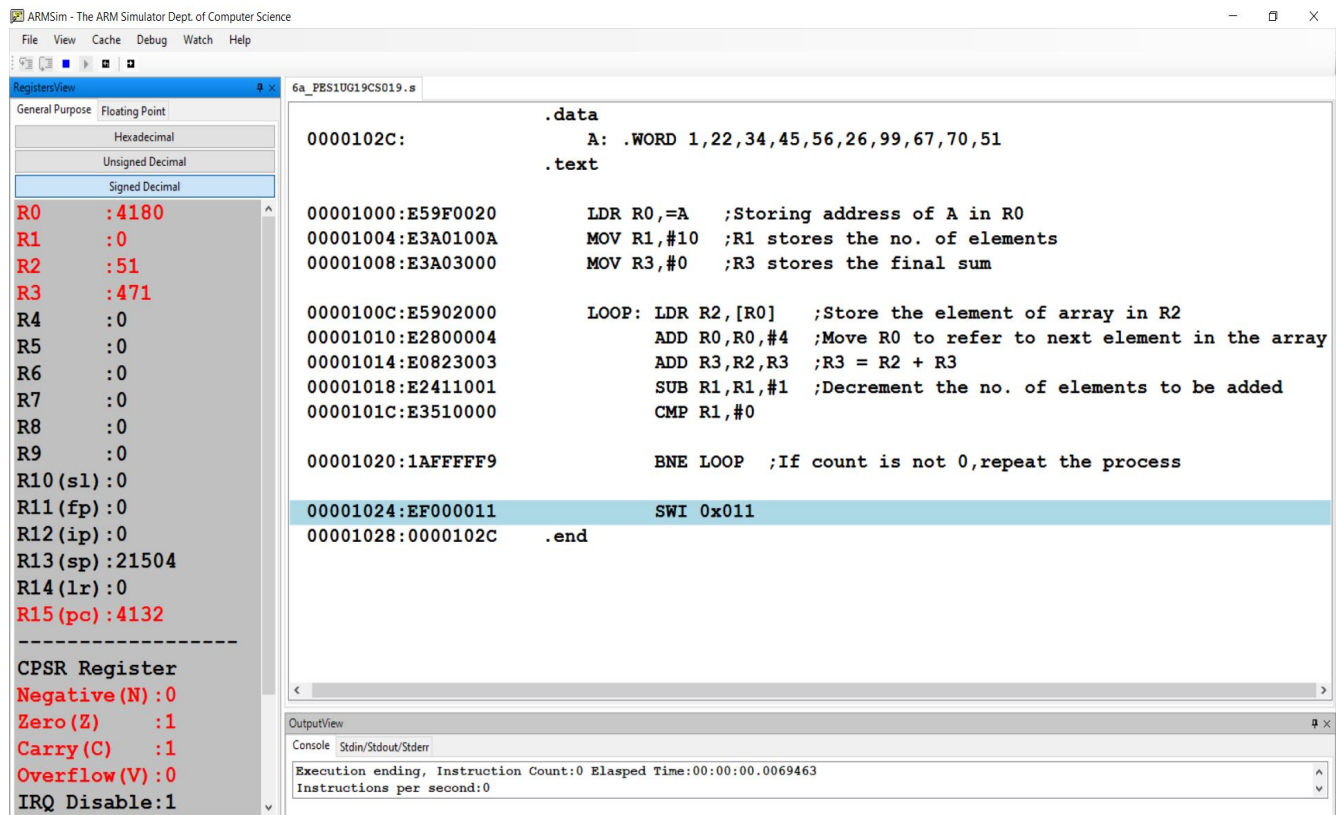
```
    BNE LOOP          ;If count is not 0,repeat the  
process
```

```
    SWI 0x011
```

```
.end
```

ii. Final Output Screen Shot

Test case : Array of ten 32 bit numbers
1,22,34,45,56,26,99,67,70,51



b) Write an ALP to add array of ten 8 bit numbers taking data from memory location stored as byte data (use .byte to store the data instead of .word)

I. ARM Assembly Code for each program

.data

A: .BYTE 17,28,39,41,5,61,77,1,92,100

.text

LDR R0,=A ;Storing address of A in R0

MOV R1,#10 ;R1 stores the no. of elements

MOV R3,#0 ;R3 stores the final sum

;Store the element of array in R2 and move R0 to refer to next element

```
LOOP: LDRB R2,[R0],#1
```

```
ADD R3,R2,R3 ;R3 = R2 + R3
```

```
SUB R1,R1,#1 ;Decrement the no. of  
elements to be added
```

```
CMP R1,#0
```

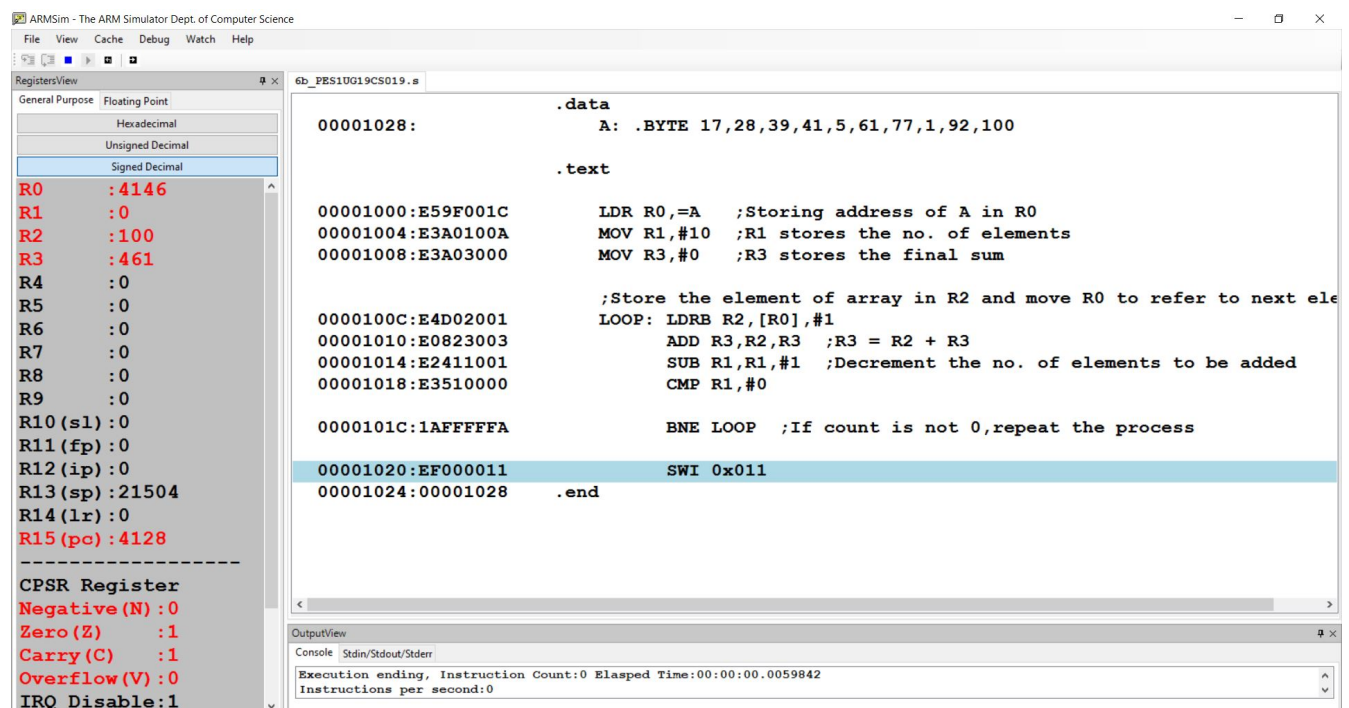
```
BNE LOOP ;If count is not 0,repeat the  
process
```

```
SWI 0x011
```

.end

II. Final Output Screen Shot

Test case : Array of ten 8 bit numbers
17,28,39,41,5,61,77,1,92,100



Microprocessor and Computer Architecture Laboratory

UE19CS256

4th Semester, Academic Year 2020-21

Date: 02/02/2021

Name : Abhishek Aditya BS	SRN: PES1UG19CS019	Section : A
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Week# 2 Program Number: 7

Title of the Program

Write an ALP to multiply using a barrel shifter.

35*R0

I. ARM Assembly Code for each program

.text

MOV R0,#5 ;Store value 5 in R0

MOV R1,#0

ADD R1,R1,R0,LSL #5 ;R1 = R1 + 32*R0

ADD R1,R1,R0,LSL #1 ;R1 = R1 + 2*R0

ADD R1,R1,R0,LSL #0 ;R1 = R1 + 1*R0

SWI 0X11

.end

II. Final Output Screen Shot

Test case : 5 in R0 ($35 * 5$)

ARMSim - The ARM Simulator Dept. of Computer Science

File View Cache Debug Watch Help

Registers View

General Purpose Floating Point

Hexadecimal
Unsigned Decimal
Signed Decimal

R0 : 5
R1 : 175
R2 : 0
R3 : 0
R4 : 0
R5 : 0
R6 : 0
R7 : 0
R8 : 0
R9 : 0
R10 (s1) : 0
R11 (fp) : 0
R12 (ip) : 0
R13 (sp) : 21504
R14 (lr) : 0
R15 (pc) : 4116

CPSR Register
Negative (N) : 0
Zero (Z) : 0
Carry (C) : 0
Overflow (V) : 0
IRQ Disable : 1

7_PES1UG19CS019.s

```
.text
00001000:E3A00005  MOV R0,#5 ;Store value 5 in R0
00001004:E3A01000  MOV R1,#0
00001008:E0811280  ADD R1,R1,R0,LSL #5 ;R1 = R1 + 32*R0
0000100C:E0811080  ADD R1,R1,R0,LSL #1 ;R1 = R1 + 2*R0
00001010:E0811000  ADD R1,R1,R0,LSL #0 ;R1 = R1 + 1*R0
00001014:EF000011  SWI 0X11
.end
```

OutputView

Console Stdin/Stdout/Stderr

Execution starting ...

Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0049875
Instructions per second:0

Microprocessor and Computer Architecture Laboratory

UE19CS256

4th Semester, Academic Year 2020-21

Date: 02/02/2021

Name : Abhishek Aditya BS	SRN: PES1UG19CS019	Section : A
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Week# 2 Program Number: 8

Title of the Program

Write an ALP to evaluate the expression $(A+B) + (3*B)$, where A and B are memory locations.

I. ARM Assembly Code for each program

```
.data

    A: .WORD 10

    B: .WORD 15

.text

    LDR R0,=A      ;Storing address of A in R0

    LDR R1,=B      ;Storing address of B in R1


    LDR R2,[R0]    ;Storing the value of R0 in R2

    LDR R3,[R1]    ;Storing the value of R1 in R3


    ADD R4,R2,R3    ;R4 = R2+R3 = A+B

    ADD R5,R3,R3,LSL #1 ;R5 = R3+2*R3 = 3*R3 (3*B)

    ADD R4,R4,R5    ;R4 = R4+R5 = (A+B)+(3*B) = Result


    SWI 0x011

.end
```

II. Final Output Screen Shot

Test case : $A = 10$, $B = 15$

$$(A+B)+(3*B) = (10+15) + (3*15) = 70$$

The screenshot shows the ARMSim interface with the following components:

- RegistersView:** A table showing the state of 16 registers. R0 is 4136, R1 is 4140, R2 is 10, R3 is 15, R4 is 70, R5 is 45, and R15 (PC) is 4124. Other registers (R6-R14) are 0.
- Assembly Code:** The main window displays assembly code for a program that calculates $(A+B) + (3*B)$. It includes data declarations for A (10) and B (15), and text instructions for loading, adding, and shifting values to produce the final result in R4.
- OutputView:** A console window at the bottom showing the execution progress, including the start and end of execution, instruction count (0), elapsed time (00:00:00.0049557), and instructions per second (0).

Disclaimer:

- The programs and output submitted is duly written, verified and executed by me.
- I have not copied from any of my peers nor from the external resource such as internet.
- If found plagiarized, I will abide with the disciplinary action of the University.

Signature : Abhishek Aditya BS

Date : 02/02/2021

Name : Abhishek Aditya BS

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