

PALAYIL

ALAN

7935

1) ✓

2) ✓

3) ✓

4) ✓

5) ✓

6) ✓

7) ✓

Q1: 12/15

Q2: 16/20

Q3: 10/10

Q4: 15/20

53/65



Problem 1)  
a)

$$\begin{aligned} 9 &= (1001)_2 \\ 6 &= (0110)_2 \\ 2 &= (0010)_2 \\ F &= (1111)_2 \\ 0 &= (1000)_2 \\ 0 &= (0000)_2 \\ 0 &= (0000)_2 \\ 0 &= (0000)_2 \end{aligned}$$

$$S = 0 \quad ; \quad (-1)^S \times (1 + \text{Fraction}) \times 2^E$$

$$= (-1)^0 \times (1.0010110010111000000000000000)_2 \times 2^{30}$$

$$\text{Fraction} = 0010111001011100000000$$

$$\begin{aligned} \text{Exp} &= 31 + 127 \\ &= 158 \\ &= (10011110)_2 \end{aligned}$$

Thus, the IEEE number is  $S \quad \text{Exp} \quad \text{Fraction}$

$$= 0 \quad 10011110 \quad 0010111001011100000000$$

b)  $-15_{10}$  to a 16-bit sign-magnitude representation is:  
 $(1\ 000\ 0000\ 0000\ 1111)_2$

c)  $-15_{10}$  to a 16-bit 2's complement representation is:

$| -15_{10} | \rightarrow 1111$   
1's complement  $\rightarrow 0000$   
2's complement  $\rightarrow 0001$

$\therefore (0001)_2$

d) a) Z will be 0  
N will be 1  
C will be 1  
X is usually set same as C so its 1.

b) T will be 0.  
S will be 1.

c) Since its higher than 3  
 $I_2$  is 0 and  $I_1$  &  $I_0$  will set  
according to level of interrupt.

combine all  
next time



## Problem 2

a) ADD.W \$8002, D1

D1  $\rightarrow$  \$0006

Thus ADD.W will add 0002 to 0006

$\therefore$  D1  $\rightarrow$  \$0008

b) MOVE.B D3, (A3)+

Move the byte value of D3 to address location of (A3) + 1, so A3 shows \$8004, the byte will be stored in the \$8005.

\$8004  $\rightarrow$  \$C005.

c) CLR.L -(AS)

Clears the address preceding address location of AS.

So AS represents \$800E, thus \$800A will be cleared in longword form.

\$800A  $\rightarrow$  0000

\$800C  $\rightarrow$  0000

d) MOVEA.W #\$100, A6.

In this instruction, A6 is updated with the immediate hex data of \$100 in word size

So, A6  $\rightarrow$  \$0100

Register	Current	New
D0	\$A452	
D1	\$0006	<del>\$0008</del>
D2	\$0002	
D3	\$0005	
D4	\$A6AA	
D5	\$8422	
D6	\$A124	
D7	\$8FD2	

Register	Current	New
A0	\$8002	
A1	\$800F	
A2	\$800A	
A3	\$8004	X
A4	\$8010	
A5	\$800E	X
A6	\$8002	\$0100 ✓
A7	\$8000	

Memory	Current	New
\$8000	\$A832	
\$8002	\$B302	
\$8004	\$C020	<del>\$0005</del>
\$8006	\$800A	
\$8008	\$0002	
\$800A	\$BCDE	0000
\$800C	\$FFFE	0000
\$800E	\$1022	

	Status Register				
x	X	N	Z	V	C
a)	0	<del>1</del>	0	0	0
b)	-	0	0	0	0
c)	-	0	1	0	0
d)	-	-	-	-	-

-4



Question 3)

a) The instruction would be RTS which is return from Subroutine and the instruction format is 0100, 1110, 0111, 0101.  
The PC & SP will be updated and no other registers.

b) (i) MOVEB is used to transfer an immediate 8-bit data value to a register using less cycles.

eg) MOVEB #0, D1  
will move the immediate value 0 to D1 <sup>(1 cycle)</sup> lower bit while if it was MOVE.W it would transfer (.....0000) to D1 which would take more cycles.

(ii) ADDB the same logic is used as ADDB adds the immediate 8-bit data to the destination using less cycles.

eg) ADDB #1, D1  
will add 1 to D1 in 1 cycle (word) while ADD #1, D1 would first select the instruction mode and then transfer the data as 2<sup>nd</sup> cycle (word).

c) An address register can hold upto 32 bits, but in the MC68000 there are only 24 bits for the address registers and allowed via address/control lines. Thus, the upper 8 bits of address register values are 0.

Question 4)

Address location

\$1000

BEQ

HOME

\$1002

ADD.L

D1, D2

\$1006

HOME

MOVE.W

\$6A4, \$9500

Machine code for BEQ HOME is:

01101 0111 0000 0100  
6 7 0 4

(670X)<sub>16</sub>

-1

Displacement = PC<sub>new</sub> - PC<sub>old</sub>  
= 1006 - 1002  
= 4

Machine code for ADD.L D1, D2 is:

1101 001 0100 0010

(D282)<sub>16</sub>

-1

Machine code for MOVE.W \$6A4, \$9500 is:

0011 0011 11 11 1000

(19F8)<sub>16</sub>

958

06A4

9500

-2

-1