EE/CSE 469 Computer Architecture I Brayden Lam, Christopher Andrade HW 2

## 1. Write the following strings using ASCII encoding. Write your final answers in hexadecimal.

(a) SOS

DECIMAL ASCII: 83, 79, 83, 00 HEX ASCII (32-bit): 0x534F5300

(b) Cool

DECIMAL ASCII: 67, 111, 111, 108 HEX ASCII (32-bit): 0x436F6F6C

(c) boo!

DECIMAL ASCII: 98, 111, 111, 33 HEX ASCII (32-bit): 0x626F6F21

Show how the strings are stored in a byte-addressable memory on a little-endian machine starting at memory address 0x00001050C. Clearly indicate the memory address of each byte.

Word Address	Data (HEX)				Word Number
	Byte Address(HEX)				
0x000010514	62	6F	6F	21	Word 2 (boo!)
	0x000010517	0x000010516	0x000010515	0x000010514	
0x000010510	43	6F	6F	6C	Word 1 (Cool)
	0x000010513	0x000010512	0x000010511	0x000010510	
0x00001050C	53	4F	53	00	Word 0 (SOS)
	0x00001050F	0x00001050E	0x00001050D	0x00001050C	

2. Convert the following ARM assembly code into machine language. Write the instructions in hexadecimal.

1110 0011 1010 0000 1010 0000 0011 1111

0xE3A0A03F

**ADD R1, R3, R4** 1110 00 0 0100 0 0011 0001 00000 00 0 0100

1110 0000 1000 0011 0001 0000 0000 0100

0xE0831004

**STR R4, [R11, R8]** 1110 01 111000 1011 0100 00000 00 0 1000

1110 0111 1000 1011 0100 0000 0000 1000

0xE78B4008

0xE3A0A03F 0xE0831004 0xE78B4008

3. Convert the following program from machine language into ARM assembly language. The numbers on the left are the instruction addresses in memory, and the numbers on the right give the instruction at that address.

## 0x00008008 0xE3A02000

1110 0011 1010 0000 0010 0000 0000 0000

Cond: 1110 Op: 00 I: 1

Cmd: 1101

S: 0 Rn: 0 Rd: 2 Rot: 0000

Imm: 00000000

MOV R2, #0

```
0x0000800C 0xE1A03001
      1110 0001 1010 0000 0011 0000 0000 0001
      Cond: 1110
      Op: 00
      I: 0
      Cmd: 1101
      S: 0
      Rn: 0
      Rd: 3
      Sh: 00
      Instr 11:4 = 0
      Rm: 1
      MOV R3, R1
0x00008018 0xE2822001
      1110 0010 1000 0010 0010 0000 0000 0001
      Cond: 1110
      Op: 00
      l: 1
      Cmd: 0100
      S: 0
      Rn: 2
      Rd: 2
      Rot: 0
      Imm: 1
      ADD R2, R2, #1
0x0000801C 0xE0811003
      1110 0000 1000 0001 0001 0000 0000 0011
      Cond: 1110
      Op: 00
      I: 0
      Cmd: 0100
      S: 0
      Rn: 1
      Rd: 1
      Rm: 3
      ADD R1, R1, R3
```

## 0x00008020 0xEAFFFFA

1110 1010 1111 1111 1111 1111 1111 1010

Cond: 1110 Op: 10 BRANCH

L: 0 lmm24: B #0xFFFFA