# PROGRAMS ON ARITHMETIC AND LOGICAL INSTRUCTIONS

## Write an assembly program to multiply two 32 bit numbers

## **Objectives**

- Identify and use the instructions required to perform multiplication, division and logical operations
- Debug and trace the programs

```
AREA RESET, DATA, READONLY
     EXPORT Vectors
    Vectors
     DCD 0x40001000; stack pointer value when stack is empty
     DCD Reset Handler; reset vector
     ALIGN
     AREA mycode, CODE, READONLY
     ENTRY
     EXPORT Reset Handler
 Reset Handler
     LDR R1, =VALUE1
     LDR R2,=VALUE2
     UMULL R3, R4, R2, R1
     LDR R2, =RESULT
     STR R4, [R2]
     ADD R2, #4
      STR R3, [R2]; store result in memory
STOP
     B STOP
      VALUE1 DCD 0X54000000; First 32 bit number
      VALUE2 DCD 0X10000002; Second 32 bit number
      AREA data, DATA, READWRITE
```

RESULT DCD 0

;pointer to the first value1 ;pointer to the second value ;Multiply the values from R1 and R2 and store ;least significant 32 bit number into R3 and most ;significant 32 bit number into R4.

**Note:** If the result within 32 bits, use MUL instruction.

### Lab Exercises:

Write a program to multiply two 32 bit numbers using repetitive addition
Hint: If two numbers are in R0 and R1 Registers then use following algorithm
Sum=0;
do { sum=sum+R0; R1--; ;Use ADDS instruction for addition and use ADD
;instruction to increment a register by 1
if carry then
R2++; ;Increment carry value by one.
} while(R1!=0); ;Use Compare instruction to check greater
;than or not. And Brach instructions for loop
Result= R2 and R0

- 2. Repeat the above program for BCD multiplication
- 3. Find the sum of 'n' natural numbers using MLA instruction.
- 4. Write an assembly language program to find GCD of two numbers Hint:
  While(a!=b)
  {
  If(a>b)
  a=a-b;
  else
  b=b-a;
- 5. Write an assembly language program to find LCM of two numbers

## **Additional Exercises:**

} Return (a);

- 1. Write an assembly language program to generate Fibonacci series.
- 2. Write an assembly language program to divide a 32-bit number by 16-bit number by repetitive subtraction
- 3. Check whether a given number is even or odd.

```
AREA PROGRAM, CODE, READONLY
    ENTRY
MAIN
    LDR R1, VALUE IT
    LDR R2, VALUE2
    MOV RO, #0x00000000
LOOP
    ADD RO, RO, R1
    SUBS R2, R2, #1
    BNE LOOP
    MOV R3, R0
    AREA PROGRAM, DATA, READONLY
VALUE1 DCD &00000002
VALUE2 DCD &00000003
    END
```