LAB #5: WRITING SUBROUTINES AND USING BUFFALO I/O ROUTINES

OBJECTIVE

Introduce students to writing subroutines in HC11 assembly language and using the BUFFALO I/O routines to display results.

ASSIGNMENT

Write a subroutine to swap the first row of a matrix MAT with the last row, the second row with the second-to-last row, etc. The matrix MAT is NxM and is stored in row-major order. The starting address of MAT and its dimensions (N and M) are passed to this subroutine in the stack in this order: matrix base address, N, and M (that is, the matrix base address is pushed onto the stack first, followed by N and M). The matrix elements are 8-bit. Write a main program to test this subroutine, including the following features:

- 1) Call the Buffalo monitor I/O subroutine OUTSTRG to output the message "The original matrix is as follows: " and call the routine OUTCLRF to move the cursor to the next line.
- 2) Call the Buffalo monitor I/O subroutines OUTLHLF and OUTRHLF to output the matrix elements, one row per line. Elements should be separated by one space.
- 3) Call the matrix swap subroutine to swap the rows of the matrix.
- 4) Call the Buffalo monitor I/O subroutine OUTSTRG to output the message "The swapped matrix is as follows: " and call the routine OUTCLRF to move the cursor to the next line.
- 5) Call the Buffalo monitor I/O subroutines OUTLHLF and OUTRHLF to output the elements of the swapped matrix, one row per line.

Test your code with a 4x5 matrix that you enter starting at memory location \$0100 (your code should work with matrices of any size and not just 4x5). Your main program should be stored in EEPROM starting at memory location \$B600. You can check examples 3.4 and 3.5 of your textbook (pages 121-125) for help on writing your code. Also, a skeleton of the code is shown below in the Program Skeleton section.

PRE-LAB

- 1) Write and debug your code.
- 2) Generate the listing and S-record of your code. Bring a copy of your list file with you to the lab.

IN-LAB

1) Download the S-record of your code to the EVBU board.

- 2) Demonstrate your code to the lab instructor.
- 3) Modify the value of your input matrix (using the MM Buffalo command) and re-run your code.

PROGRAM SKELETON

```
EQU 3
                           ; Number of matrix rows
                           ; Number of matrix columns
Μ
           EQU 4
                           ; Address of OUTA Buffalo subroutine
         EQU $FFB8
OUTA
                           ; Address of OUTSTRG Buffalo subroutine
         EQU $FFC7
OUTSTRG
OUTLHLF
         EQU $FFB2
                           ; Address of OUTLHLF Buffalo subroutine
OUTRHLF EQU $FFB5
                           ; Address of OUTRHLF Buffalo subroutine
OUTCRLF
         EQU $FFC4
                           ; Address of OUTCRLF Buffalo subroutine
           ORG $100
Matrix
           FCB . . .
                           ; Enter matrix elements here.
                           ; "
           FCB . . .
           FCB . . .
                           ; Allocate memory for variables if needed
           ORG $B600
                           ; Save code in EPROM
**** START OF MAIN PROGRAM ****
           LDS #$01FF ; Initialize SP
Main
           . . .
           LDX #MSG1
                         ; Load X with base address of MSG1
           JSR OUTSTRG
                           ; Call subroutine to print MSG1
           BSR PRINTMAT ;Call subroutine to print original matrix
           . . .
           BSR SWAPMAT ; Call subroutine to swap matrix columns
                           ; Load X with base address of MSG2
           LDX #MSG2
                           ; Call subroutine to print MSG2
           JSR OUTSTRG
                           ;Call subroutine to print modified matrix
           BSR PRINTMAT
                            ; return to Buffalo monitor
           SWT
**** CODE FOR SUBROUTINES GOES HERE ****
PRINTMAT
                           ; code for printing the matrix
          . . .
                            ; "
           . . .
                           ; Return from subroutine
           RTS
SWAPMAT
                           ; code for swapping the matrix columns
           . . .
                           ; "
           . . .
           RTS
                           ; Return from subroutine
**** DEFINE MESSAGES ****
          FCC "The original matrix is as follows:", $04
MSG1
MSG2
         FCC "The modified matrix is as follows:", $04
```