

Problem 6: [16 points]  
Filename: hwAprob6.asm

```
1      .ORG $2000
2 Y    .DW $0
3      .DW $0
4      .DW $0
5      .DW $0
6      .DW $0
7      .DW $0
8      .DW $0
9      .DW $0
10
11     .ORG $1000
12 init MV R7, R0 ; 0 out error counter
13     MV R6, R0 ; 0 out index counter
14     LI R2, $1 ; set enable
15     SW R0, R2, $0012 ; set just enable bit
16
17 wait LI R2, $3 ; load enable and read bit
18     SW R0, R2, $0012 ; set enable + read bit
19     SLTI R0, R6, $10 ; check if index has hit 8 yet
20     BRN skip
21     MV R6, R0 ; 0 out index counter
22 skip SLTI R0, R7, $3 ; check for 3 errors in parity bit in a row
23     BRZ bad
24     LW R2, R0, $0014 ; check if data is ready
25     BRN check ; branch if data is ready
26     BRA wait ; wait again if not ready
27 check LI R2, $D ; load ack = 11, enable = 1
28     SW R0, R2, $0012 ; set enable = 1, ack = 11
29     MV R3, R0 ; 0 out the parity checker
30     MV R5, R0 ; 0 out the loop counter
31     LW R2, R0, $0020 ; load datapayload into R2
32 loop LI R1, $1 ; load 1 into R1 to AND with 2
33     AND R1, R1, R2 ; get last bit of R2
34     XOR R3, R3, R1 ; XOR r3 with r1, running xor
35     ADDI R5, R5, $1 ; add 1 to our counter
36     SRLI R2, R2, $1 ; shift right by 1 to get next bit
37     SLTI R0, R5, $8 ; if R5 = 8, then set Z; else, set N
38     BRN loop
39     SW R0, R0, $0014 ; 0 out the data ready bit
40     SLTI R0, R3, $1 ; check if parity is 1 (which is odd)
41     BRN good ; parity 0 then good, parity 1 then bad
42     LI R2, $5 ; store ack = 01, enable in $0012
43     SW R0, R2, $0012 ;
44     ADDI R7, R7, $1 ; increment our error counter
45     BRA wait
46 good LW R2, R0, $0020 ; get good copy of payload back
47     SW R6, R2, Y ; store in array at offset
48     ADDI R6, R6, $2 ; add 2 to r6 offset
49     MV R7, R0 ; re-zero r7
50     LI R2, $1 ; set ack = 00, enable in $0012
51     SW R0, R2, $0012 ;
52     BRA wait
53 bad  LI R2, $FF ; got 3 errors, so we load FF into R2
54     SW R6, R2, Y ; put FF in the array
55     ADDI R6, R6, $2 ; add 2 to r6 offset
56     LI R2, $9 ; set ack = 10, enable
57     SW R0, R2, $0012 ;
58     MV R7, R0 ; reset the error counter
59     BRA wait
60
61
62
63
64
65
66
67
```