

# SUBROUTINAS RECURSIVAS

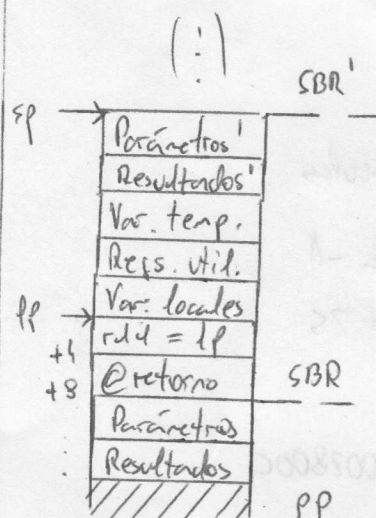
# PILA / BLOQUE DE ACTIV.

# ASM - C

```

sub sp, sp, #hn
PUSH {r4}
bl etiq
etiq PUSH {r4, r11}
mov r11, sp
PUSH {r4}
ldr r1, [r11, #hn]
; Tratamiento TRIVIAL / REGRESO
str r1, [r11, #hn]
POP {r4, r11, pc}
add sp, sp, #hn
POP {r4, r11, pc}

```



char n → ldrb/strb  
int n → ldr/str

f(x, y, z) →

@ret
z
y
x
Resul.

Valor → Datos  
Referencia → Dirección

Parámetros → r0-r3, resto en pila  
Resultados → r0-r3, resto en mem (r11)

## ROUTINAS DE SERVICIO

```

LDR r0, =VICVectAddr0 ; = 0xFFFF400
LDR r1, =perit-50
mov r2, #n ; n = IRQn
ldr r3, [r0, r2, LSL #2]
str r3, [r1]

```

```

LDR r1, =RST-perit
str r1, [r0, r2, LSL #2]

```

```

LDR r0, =VICIntEnable ; = 0xFFFF004
mov r1, #2-1000...0
str r1, [r0]

```

; Bucle principal

```

LDR r0, =VICIntEnClr ; = 0xFFFF000
mov r1, #2-1000...0
str r1, [r0]

```

```

LDR r0, =VICVectAddr0
LDR r1, =perit-50
ldr r1, [r1]
mov r2, #n
str r1, [r0, r2, LSL #2]

```

fin b fin

```

RST-perit sub dr, dr, #4
PUSH {r4}
mrs r14, spsr
PUSH {r11}
mrs cpsr_c, #2-01010010 / 0x52
PUSH {r4}

```

; Transferencia de información  
; Si es necesario, señales de control y/o <sup>bajera</sup> prioridad  
; Si conveniente, tratar información

```

POP {r4, r11}
mrs cpsr_c, #2-01010010 0x52
POP {r4}
mrs spsr_c, r14
LDR r14, =VICVectAddr ; @FFFF020
str r14, [r14]
POP {pc}

```

# PERIFERICOS

## TECLADO (UART 1) (IRQ 7)

Prologo

LDR r0, =RDAT\_UART1 ; 0xE0040000

MOVB r1, [r0]

Tratamiento de la letra

BIC r1, r1, #0x20 ; Mayusculas

SUB r1, r1, #65 ; Tecla - A

CMP r1, #25 ; >= 25

BHI eq

LDR r0, =IOCLR ; 0xE007800C

MVN r2, #0 ; = -1

STR r2, [r0]

LDR r0, =IOSET ; 0xE0078004

MVN r2, #1

MVN r2, r1, LSL r1 ; r2 [tecla] = 1

STR r2, [r0]

Epilogo

## TIMER (TIMER0) (IRQ4)

Prologo

LDR r0, =TO\_IR ; 0xE0040000

MVN r1, #1 ; = 1

STR r1, [r0] ; TO\_IR[0] = 1

Tratamiento del tick

Epilogo