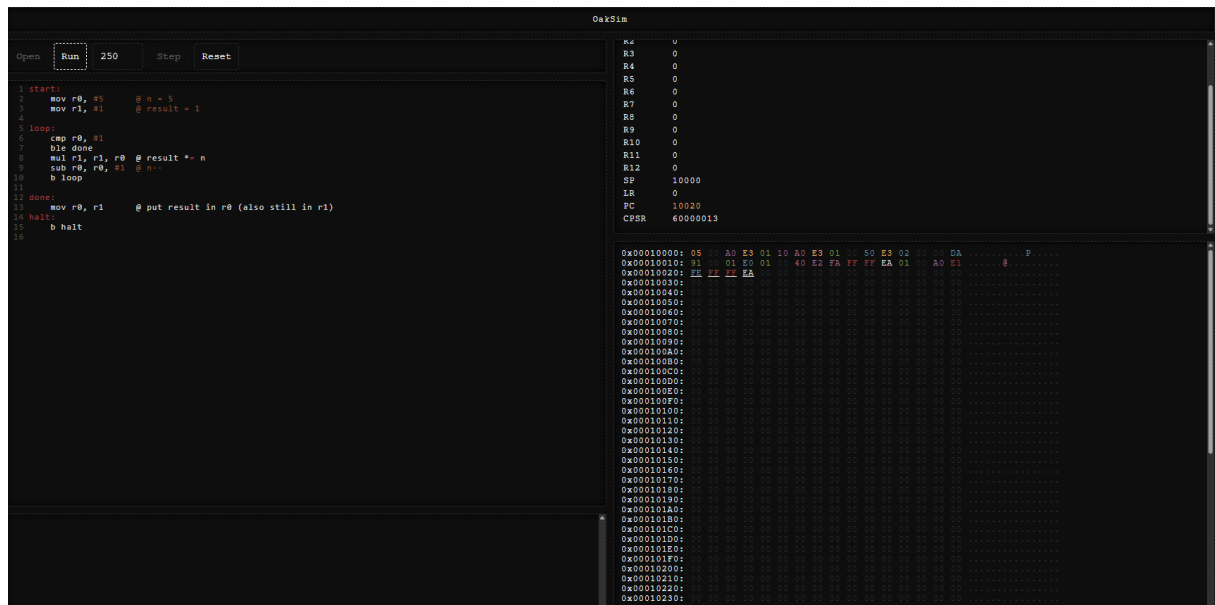


Template Week 4 – Software

Student number: 593201

Assignment 4.1: ARM assembly

Screenshot of working assembly code of factorial calculation:



The screenshot shows the DaxSim ARM simulator interface. On the left, the assembly code is displayed, and on the right, the register and memory state is shown.

```
1 start:
2   mov r0, #5      @ n = 5
3   mov r1, #1      @ result = 1
4
5 loop:
6   cmp r0, #1
7   bne done
8   mul r1, r1, r0   @ result *= n
9   sub r0, r0, #1   @ n--
10  b loop
11
12 done:
13   mov r0, r1      @ put result in r0 (also still in r1)
14 halt:
15   b halt
16
```

Registers (R0-R15) and SP are shown on the right, with R0 containing 5 and R1 containing 1. The PC is 10020 and CPSR is 60000013.

Memory dump (0x00010000 to 0x00010230) is shown on the right, with the first few lines containing the instruction stream.

Assignment 4.2: Programming languages

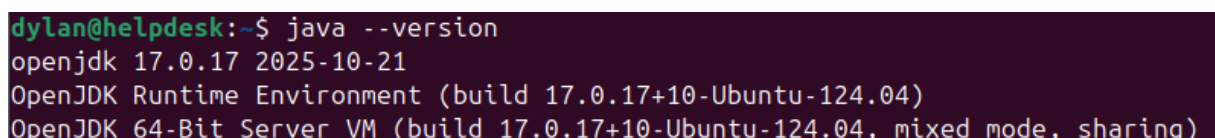
Take screenshots that the following commands work:

javac --version



```
dylan@helpdesk:~$ javac --version
javac 17.0.17
dylan@helpdesk:~$ S
```

java --version



```
dylan@helpdesk:~$ java --version
openjdk 17.0.17 2025-10-21
OpenJDK Runtime Environment (build 17.0.17+10-Ubuntu-124.04)
OpenJDK 64-Bit Server VM (build 17.0.17+10-Ubuntu-124.04, mixed mode, sharing)
```

gcc --version

```
dylan@helpdesk:~$ gcc --version
gcc (Ubuntu 13.3.0-6ubuntu2~24.04) 13.3.0
Copyright (C) 2023 Free Software Foundation, Inc.
This is free software; see the source for copying conditions. There is NO
warranty; not even for MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
```

python3 --version

```
dylan@helpdesk:~$ python3 --version
Python 3.12.3
dylan@helpdesk:~$
```

bash --version

```
dylan@helpdesk:~$ bash --version
GNU bash, version 5.2.21(1)-release (x86_64-pc-linux-gnu)
Copyright (C) 2022 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>

This is free software; you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
```

Assignment 4.3: Compile

Which of the above files need to be compiled before you can run them?

- Java (.java): Yes, compile first (with javac) before you run it (with java).
- C (.c): Yes, compile first (with gcc) before you can run it.
- Python (.py): No, typically run directly with the interpreter.
- Bash (.sh): No, run directly with the shell.

Which source code files are compiled into machine code and then directly executable by a processor?

- **C (.c)** → compiled by gcc into **native machine code** (a binary executable).

Which source code files are compiled to byte code?

- **Java (.java)** → compiled by javac into **bytecode** (.class), run by the JVM.

Which source code files are interpreted by an interpreter?

- **Python (.py)** → interpreted by python3 (often compiled to bytecode internally, but you run it via the interpreter).
- **Bash (.sh)** → interpreted by bash.

These source code files will perform the same calculation after compilation/interpretation. Which one is expected to do the calculation the fastest?

Usually: C (native machine code) is fastest.

Then typically Java (JIT-compiled by the JVM) can be close.

Then Python, then Bash is usually slowest for computation-heavy work.

How do I run a Java program?

- javac Program.java
- java Program

How do I run a Python program?

- python3 program.py

How do I run a C program?

- gcc program.c -o program
- ./program

How do I run a Bash script?

- chmod +x script.sh
- ./script.sh

Or

- bash script.sh

If I compile the above source code, Java: yes → creates Program.class (and possibly multiple .class files)

- **Java:** yes → creates **Program.class** (and possibly multiple .class files)
- **C:** yes → creates an **executable binary** (e.g. program) and optionally intermediate .o files
- **Python:** not usually by you, but it may create **__pycache__/program.cpython-*.pyc**
- **Bash:** no compiled output file created (unless you explicitly generate something yourself)

Take relevant screenshots of the following commands:

- Compile the source files where necessary
- Make them executable
- Run them
- Which (compiled) source code file performs the calculation the fastest?

```
Running C program:
Fibonacci(19) = 4181
Execution time: 0.23 milliseconds
```

```
Running Java program:
Fibonacci(19) = 4181
Execution time: 0.47 milliseconds
```

```
Running Python program:
Fibonacci(19) = 4181
Execution time: 0.92 milliseconds
```

```
Running BASH Script
Fibonacci(19) = 4181
Execution time 13949 milliseconds
```

```
dylan@helpdesk:~/Desktop/code$
```

Assignment 4.4: Optimize

Take relevant screenshots of the following commands:

- a) Figure out which parameters you need to pass to **the gcc** compiler so that the compiler performs a number of optimizations that will ensure that the compiled source code will run faster. **Tip!** The parameters are usually a letter followed by a number. Also read **page 191** of your book, but find a better optimization in the man pages. Please note that Linux is case sensitive.
- b) Compile **fib.c** again with the optimization parameters
- c) Run the newly compiled program. Is it true that it now performs the calculation faster?
- d) Edit the file **runall.sh**, so you can perform all four calculations in a row using this Bash script. So the (compiled/interpreted) C, Java, Python and Bash versions of Fibonacci one after the other.

```
Running C program:
Fibonacci(19) = 4181
Execution time: 0.000 milliseconds
```

```
Running Java program:
Fibonacci(19) = 4181
Execution time: 0.56 milliseconds
```

```
Running Python program:
Fibonacci(19) = 4181
Execution time: 0.95 milliseconds
```

```
Running BASH Script
Fibonacci(19) = 4181
Execution time 15689 milliseconds
```

```
dylan@helpdesk:~/Desktop/code$ ^C
dylan@helpdesk:~/Desktop/code$ ./runall.sh
```

Assignment 4.5: More ARM Assembly

Like the factorial example, you can also implement the calculation of a power of 2 in assembly. For example you want to calculate $2^4 = 16$. Use iteration to calculate the result. Store the result in r0.

Main:

```
mov r1, #2      @ base = 2
mov r2, #4      @ exponent = 4
mov r0, #1      @ result = 1
```

Loop:

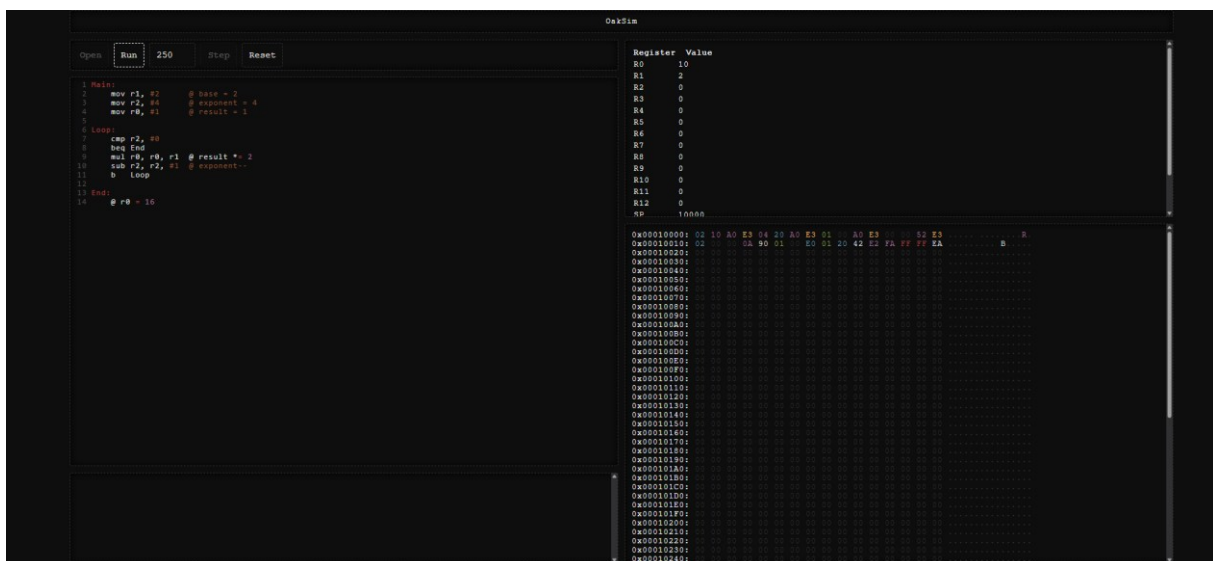
```
cmp r2, #0
beq End
mul r0, r0, r1  @ result *= 2
sub r2, r2, #1  @ exponent--
b   Loop
```

End:

```
@ r0 = 16
```

Complete the code. See the PowerPoint slides of week 4.

Screenshot of the completed code here.



Ready? Save this file and export it as a pdf file with the name: [week4.pdf](#)