10/19/16 Assembly

Class Notes

Overview

* If
* If/else
* While
* Do while
* Functions

If statement

* Asm
  + When comparing(cmp) values, use opposite signs to ensure accuracy
    - Ex) C++: x > y

Asm : x <= y

Asl vs lsl

* lsl does not stores sign bit
* asl does store sign bit

Registry purposes

* r0-r3
  + Argument registries
* r4-r12
  + General purpose

Using add sum function

* Mov r0, r1

Mov r1, = n

Mov r1, [r1]

Bl add\_range