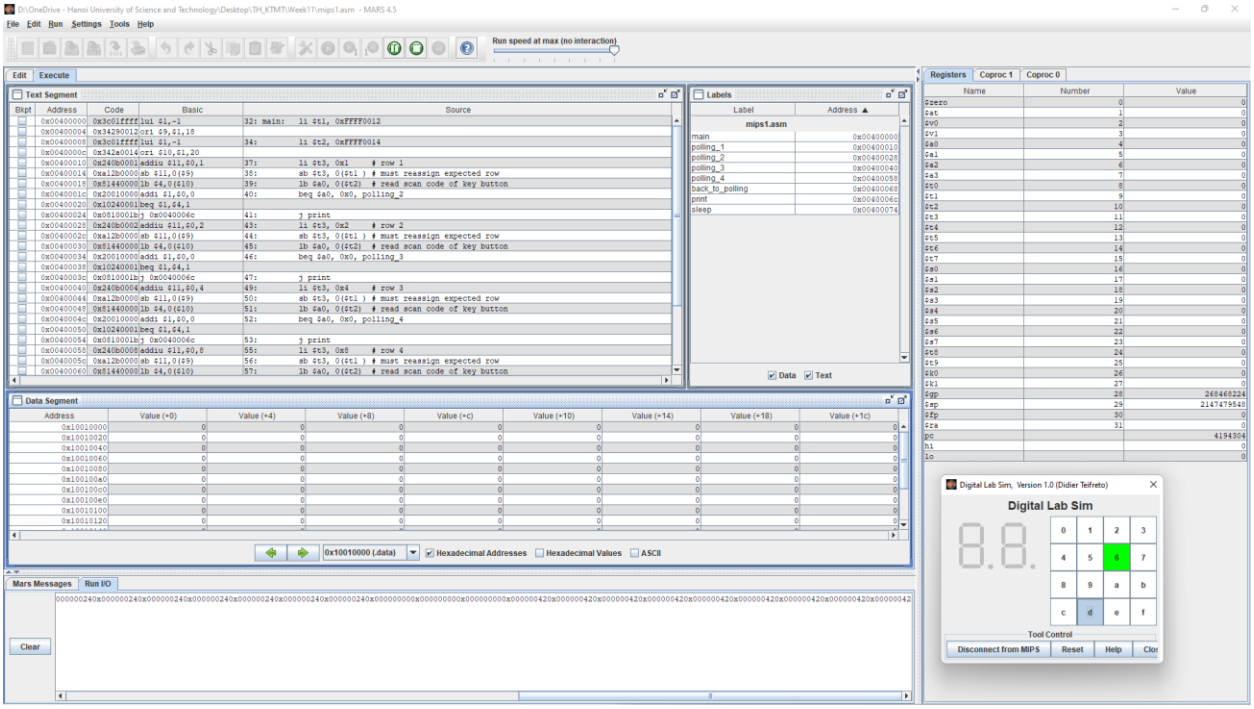
BÀI TẬP TUẦN 11

Assignment 1:

- *Chương trình:*

```
#-----------------------------------------------------
#               col 0x1 col 0x2 col 0x4 col 0x8
#
# row 0x1       0       1       2       3
#               0x11    0x21    0x41    0x81
#
# row 0x2       4       5       6       7
#               0x12    0x22    0x42    0x82
#
# row 0x4       8       9       a       b
#               0x14    0x24    0x44    0x84
#
# row 0x8       c       d       e       f
#               0x18    0x28    0x48    0x88
#
#-----------------------------------------------------
# command row number of hexadecimal keyboard (bit 0 to 3)
# Eg. assign 0x1, to get key button 0,1,2,3
# assign 0x2, to get key button 4,5,6,7
# NOTE must reassign value for this address before reading,
# eventhough you only want to scan 1 row

.eqv IN_ADRESS_HEXA_KEYBOARD 0xFFFF0012

# receive row and column of the key pressed, 0 if not key pressed
# Eg. equal 0x11, means that key button 0 pressed.
# Eg. equal 0x28, means that key button D pressed.

.eqv OUT_ADRESS_HEXA_KEYBOARD 0xFFFF0014
.text

main:   li $t1, IN_ADRESS_HEXA_KEYBOARD

        li $t2, OUT_ADRESS_HEXA_KEYBOARD

polling_1:
        li $t3, 0x1     # row 1
        sb $t3, 0($t1 ) # must reassign expected row
        lb $a0, 0($t2)  # read scan code of key button
        beq $a0, 0x0, polling_2
        j print

polling_2:
        li $t3, 0x2     # row 2
        sb $t3, 0($t1 ) # must reassign expected row
        lb $a0, 0($t2)  # read scan code of key button
        beq $a0, 0x0, polling_3
        j print
 polling_3:
        li $t3, 0x4     # row 3
        sb $t3, 0($t1 ) # must reassign expected row
        lb $a0, 0($t2)  # read scan code of key button
        beq $a0, 0x0, polling_4
        j print
 polling_4:
        li $t3, 0x8     # row 4
        sb $t3, 0($t1 ) # must reassign expected row
        lb $a0, 0($t2)  # read scan code of key button
        j print
back_to_polling:
        j polling_1     # continue polling

 print:
        li $v0, 34      # print integer (hexa)
        syscall
 sleep:
        li $a0, 1000    # sleep 1000ms
        li $v0, 32
        syscall
        j back_to_polling
```

- *Kết quả:*

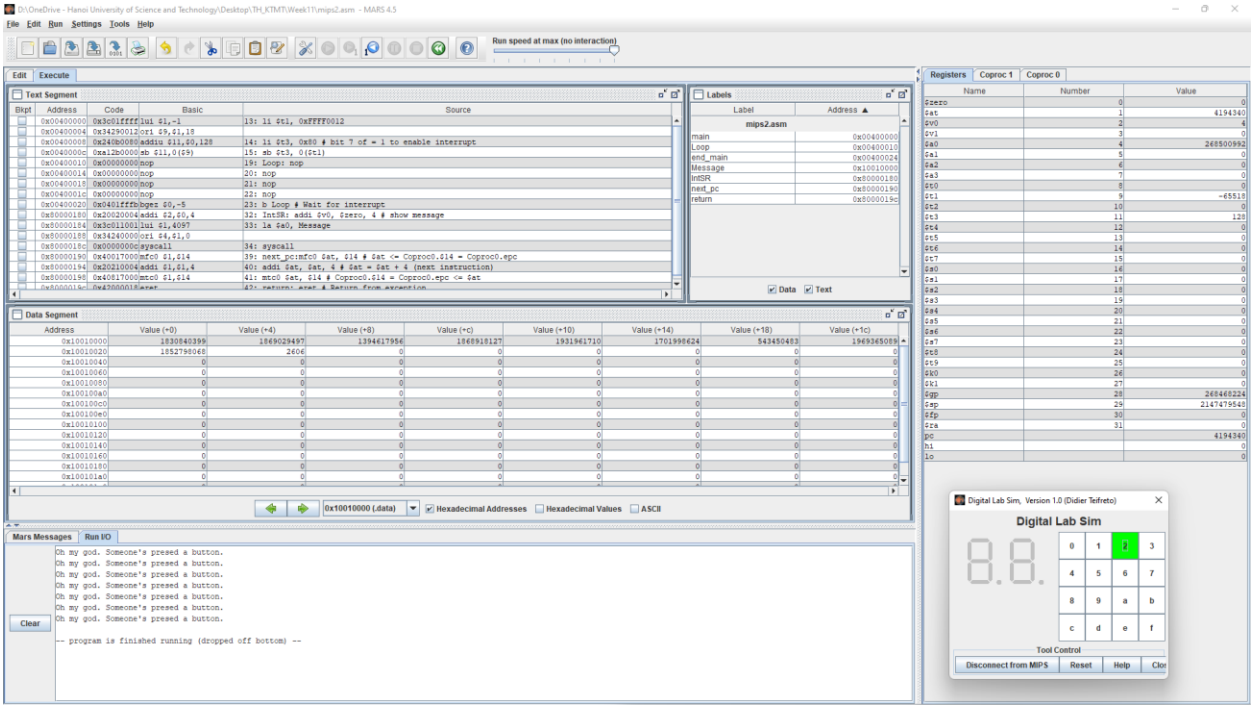


Assignment 2:

- *Chương trình:*

```
.eqv IN_ADDRESS_HEXA_KEYBOARD 0xFFFF0012
.data
Message: .asciiz "Oh my god. Someone's presed a button.\n"
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# MAIN Procedure
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
.text
main:
#-----------------------------------------------------------
# Enable interrupts you expect
#-----------------------------------------------------------
# Enable the interrupt of Keyboard matrix 4x4 of Digital Lab Sim
li $t1, IN_ADDRESS_HEXA_KEYBOARD
li $t3, 0x80 # bit 7 of = 1 to enable interrupt
sb $t3, 0($t1)
#-----------------------------------------------------------
# No-end loop, main program, to demo the effective of interrupt
#-----------------------------------------------------------
Loop: nop
nop
nop
nop
b Loop # Wait for interrupt
end_main:
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
# GENERAL INTERRUPT SERVED ROUTINE for all interrupts
#~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
.ktext 0x80000180
#-----------------------------------------------------------
# Processing
#-----------------------------------------------------------
IntSR: addi $v0, $zero, 4 # show message
la $a0, Message
syscall
#-----------------------------------------------------------
# Evaluate the return address of main routine
# epc <= epc + 4
#-----------------------------------------------------------
next_pc:mfc0 $at, $14 # $at <= Coproc0.$14 = Coproc0.epc
addi $at, $at, 4 # $at = $at + 4 (next instruction)
mtc0 $at, $14 # Coproc0.$14 = Coproc0.epc <= $at
return: eret # Return from exception
```

- *Kết quả:*



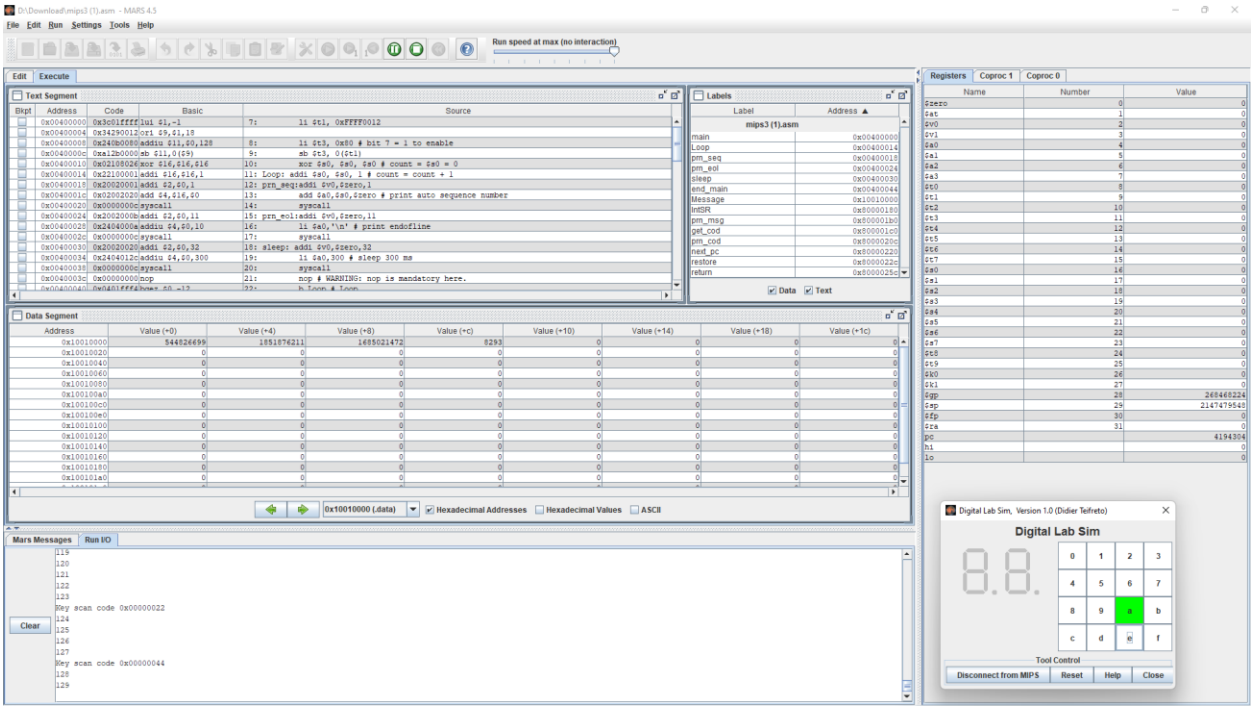
Assignment 3:

- *Chương trình:*

```
.eqv IN_ADDRESS_HEXA_KEYBOARD 0xFFFF0012
.eqv OUT_ADDRESS_HEXA_KEYBOARD 0xFFFF0014
.data
Message: .asciiz "Key scan code "
.text
main:
        li $t1, IN_ADDRESS_HEXA_KEYBOARD
        li $t3, 0x80            # bit 7 = 1 to enable
        sb $t3, 0($t1)
        xor $s0, $s0, $s0       # count = $s0 = 0
Loop: addi $s0, $s0, 1          # count = count + 1
prn_seq:addi $v0,$zero,1
        add $a0,$s0,$zero       # print auto sequence number
        syscall
prn_eol:addi $v0,$zero,11
        li $a0,'\n'             # print endofline
        syscall
sleep: addi $v0,$zero,32
        li $a0,300              # sleep 300 ms
        syscall
        nop                     # WARNING: nop is mandatory here.
        b Loop                  # Loop
end_main:


.ktext 0x80000180
IntSR: addi $sp,$sp,4           # Save $ra because we may change it later
        sw $ra,0($sp)
        addi $sp,$sp,4          # Save $at because we may change it later
        sw $at,0($sp)
        addi $sp,$sp,4          # Save $sp because we may change it later
        sw $v0,0($sp)
        addi $sp,$sp,4          # Save $a0 because we may change it later
        sw $a0,0($sp)
        addi $sp,$sp,4          # Save $t1 because we may change it later
        sw $t1,0($sp)
        addi $sp,$sp,4          # Save $t3 because we may change it later
        sw $t3,0($sp)
```

```
prn_msg:addi $v0, $zero, 4
        la $a0, Message
        syscall
get_cod:li $t2, IN_ADDRESS_HEXA_KEYBOARD
        li $t3, 0x81            # check row 4 and re-enable bit 7
        sb $t3, 0($t2)          # must reassign expected row
        li $t1, OUT_ADDRESS_HEXA_KEYBOARD
        lb $a0, 0($t1)
        bne     $a0, $0, prn_cod
        li $t3, 0x82            # check row 4 and re-enable bit 7
        sb $t3, 0($t2)          # must reassign expected row
        lb $a0, 0($t1)
        bne $a0, $0, prn_cod
        li $t3, 0x84            # check row 4 and re-enable bit 7
        sb $t3, 0($t2)          # must reassign expected row
        lb $a0, 0($t1)
        bne $a0, $0, prn_cod
        li $t3, 0x88            # check row 4 and re-enable bit 7
        sb $t3, 0($t2)          # must reassign expected row
        lb $a0, 0($t1)
prn_cod:li $v0,34
        syscall
        li $v0,11
        li $a0,'\n'             # print endofline
        syscall
next_pc:mfc0 $at, $14           # $at <= Coproc0.$14 = Coproc0.epc
        addi $at, $at, 4        # $at = $at + 4 (next instruction)
        mtc0 $at, $14           # Coproc0.$14 = Coproc0.epc <= $at
restore:lw $t3, 0($sp)          # Restore the registers from stack
        addi $sp,$sp,-4
        lw $t1, 0($sp)          # Restore the registers from stack
        addi $sp,$sp,-4
        lw $a0, 0($sp)          # Restore the registers from stack
        addi $sp,$sp,-4
        lw $v0, 0($sp)          # Restore the registers from stack
        addi $sp,$sp,-4
        lw $ra, 0($sp)          # Restore the registers from stack
        addi $sp,$sp,-4
        lw $ra, 0($sp)          # Restore the registers from stack
        addi $sp,$sp,-4
return: eret                    # Return from exception
```

- *Kết quả:*

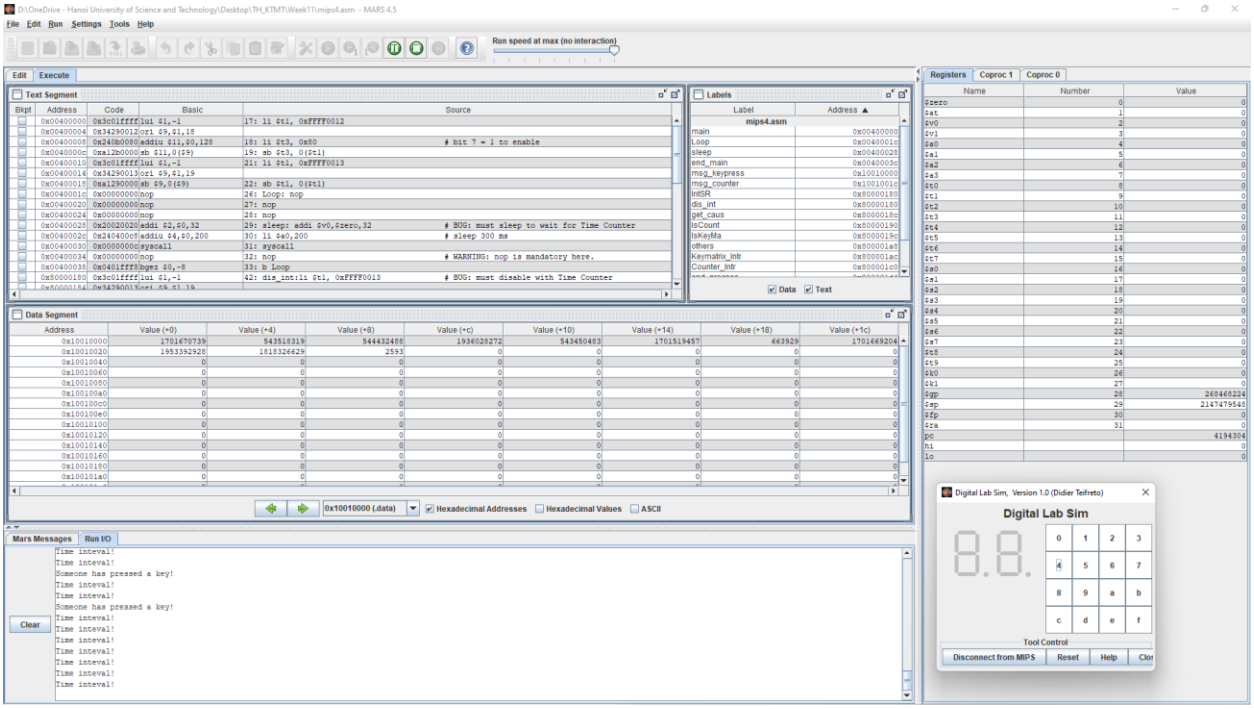


Assignment 4:

- *Chương trình:*

```
.eqv IN_ADDRESS_HEXA_KEYBOARD 0xFFFF0012
.eqv COUNTER 0xFFFF0013                 # Time Counter
.eqv MASK_CAUSE_COUNTER 0x00000400      # Bit 10: Counter interrupt
.eqv MASK_CAUSE_KEYMATRIX 0x00000800    # Bit 11: Key matrix interrupt
.data
msg_keypress: .asciiz "Someone has pressed a key!\n"
msg_counter: .asciiz "Time inteval!\n"
#-----------------------------------------------------------------
# MAIN Procedure
#-----------------------------------------------------------------
.text
main:
#-----------------------------------------------------
# Enable interrupts you expect
#-----------------------------------------------------
# Enable the interrupt of Keyboard matrix 4x4 of Digital Lab Sim
li $t1, IN_ADDRESS_HEXA_KEYBOARD
li $t3, 0x80                            # bit 7 = 1 to enable
sb $t3, 0($t1)
# Enable the interrupt of TimeCounter of Digital Lab Sim
li $t1, COUNTER
sb $t1, 0($t1)
#-----------------------------------------------------
# Loop a print sequence numbers
#-----------------------------------------------------
Loop: nop
nop
nop
sleep: addi $v0,$zero,32                # BUG: must sleep to wait for Time Counter
li $a0,200                              # sleep 300 ms
syscall
nop                                     # WARNING: nop is mandatory here.
b Loop
end_main:
#-----------------------------------------------------------------
# GENERAL INTERRUPT SERVED ROUTINE for all interrupts
#-----------------------------------------------------------------
.ktext 0x80000180
IntSR: #-----------------------------------------------------


# Temporary disable interrupt
#-----------------------------------------------------
dis_int:li $t1, COUNTER                 # BUG: must disable with Time Counter
sb $zero, 0($t1)
# no need to disable keyboard matrix interrupt
#-----------------------------------------------------
# Processing
#-----------------------------------------------------
get_caus:mfc0 $t1, $13                  # $t1 = Coproc0.cause
IsCount:li $t2, MASK_CAUSE_COUNTER      # if Cause value confirm Counter..
and $at, $t1,$t2
beq $at,$t2, Counter_Intr
IsKeyMa:li $t2, MASK_CAUSE_KEYMATRIX    # if Cause value confirm Key..
and $at, $t1,$t2
beq $at,$t2, Keymatrix_Intr
others: j end_process                   # other cases
Keymatrix_Intr: li $v0, 4               # Processing Key Matrix Interrupt
la $a0, msg_keypress
syscall
j end_process
Counter_Intr: li $v0, 4                 # Processing Counter Interrupt
la $a0, msg_counter
syscall
j end_process
end_process:
mtc0 $zero, $13                         # Must clear cause reg
en_int: #-----------------------------------------------------
# Re-enable interrupt
#-----------------------------------------------------
li $t1, COUNTER
sb $t1, 0($t1)
#-----------------------------------------------------
# Evaluate the return address of main routine
# epc <= epc + 4
#-----------------------------------------------------
next_pc:mfc0 $at, $14                   # $at <= Coproc0.$14 = Coproc0.epc
addi $at, $at, 4                        # $at = $at + 4 (next instruction)
mtc0 $at, $14                           # Coproc0.$14 = Coproc0.epc <= $at
return: eret                            # Return from exception
```

- *Kết quả:*

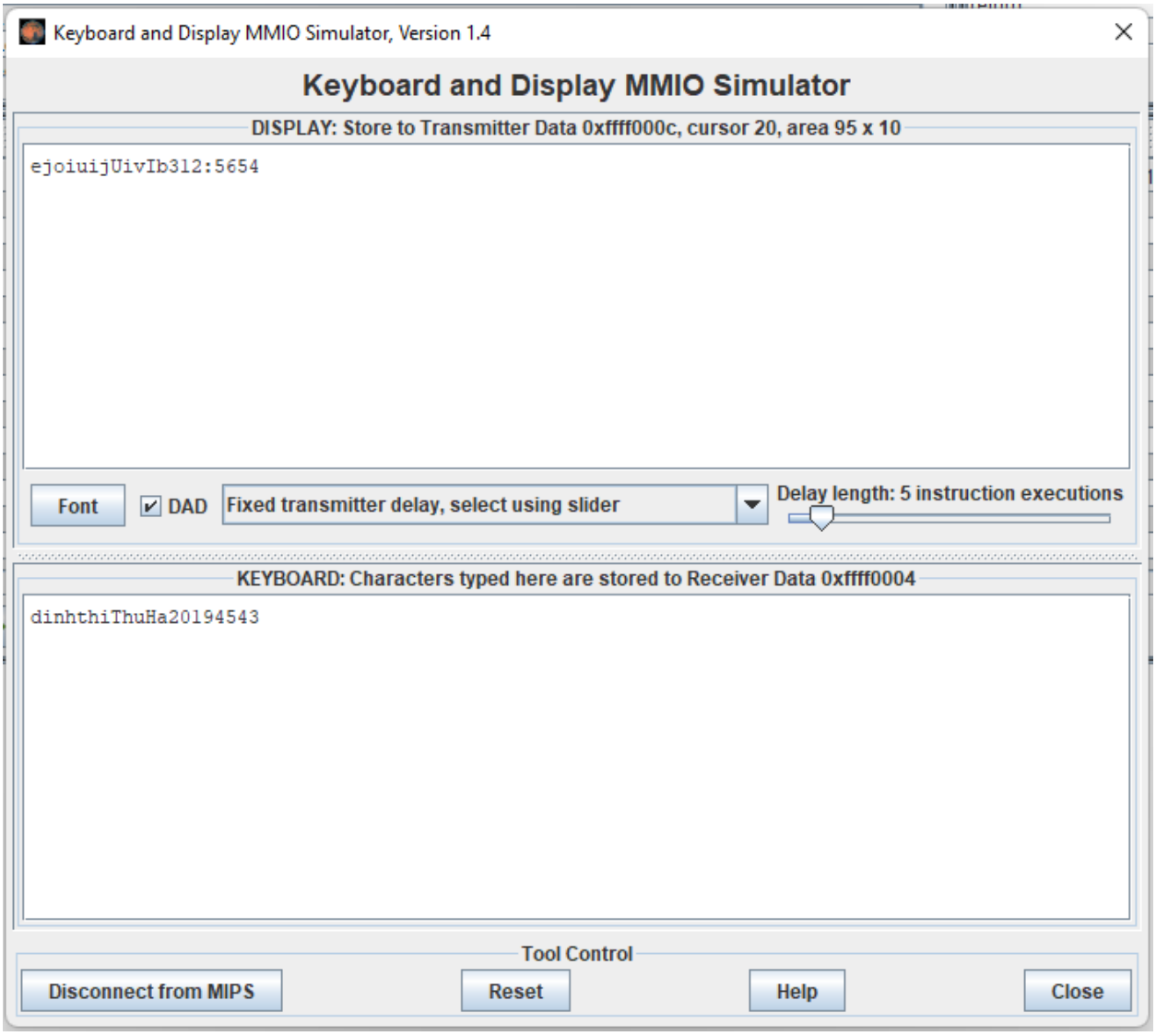


Assignment 5:

- *Chương trình:*

```
.eqv KEY_CODE 0xFFFF0004                # ASCII code from keyboard, 1 byte
.eqv KEY_READY 0xFFFF0000               # =1 if has a new keycode ?
# Auto clear after lw
.eqv DISPLAY_CODE 0xFFFF000C            # ASCII code to show, 1 byte
.eqv DISPLAY_READY 0xFFFF0008           # =1 if the display has already to do
# Auto clear after sw
.eqv MASK_CAUSE_KEYBOARD 0x0000034      # Keyboard Cause
.text
li $k0, KEY_CODE
li $k1, KEY_READY
li $s0, DISPLAY_CODE
li $s1, DISPLAY_READY
loop: nop
WaitForKey: lw $t1, 0($k1)              # $t1 = [$k1] = KEY_READY
beq $t1, $zero, WaitForKey              # if $t1 = 0 then Polling
MakeIntR: teqi $t1, 1                   # if $t1 = 1 then raise an Interrupt
j loop
#---------------------------------------------------------------
# Interrupt subroutine
#---------------------------------------------------------------
.ktext 0x80000180
get_caus: mfc0 $t1, $13                 # $t1 = Coproc0.cause
IsCount: li $t2, MASK_CAUSE_KEYBOARD    # if Cause value confirm
Keyboard..
and $at, $t1,$t2
beq $at,$t2, Counter_Keyboard
j end_process
Counter_Keyboard:
ReadKey: lw $t0, 0($k0)                 # $t0 = [$k0] = KEY_CODE
WaitForDis: lw $t2, 0($s1)              # $t2 = [$s1] = DISPLAY_READY
beq $t2, $zero, WaitForDis              # if $t2 == 0 then Polling
Encrypt: addi $t0, $t0, 1               # change input key
ShowKey: sw $t0, 0($s0)                 # show key
nop
end_process:
next_pc: mfc0 $at, $14                  # $at <= Coproc0.$14 = Coproc0.epc
addi $at, $at, 4                        # $at = $at + 4 (next instruction)
mtc0 $at, $14                           # Coproc0.$14 = Coproc0.epc <= $at
return: eret                            # Return from exception
```

- *Kết quả:*


Keyboard and Display MMIO Simulator, Version 1.4
Keyboard and Display MMIO Simulator
DISPLAY: Store to Transmitter Data 0xffff000c, cursor 20, area 95 x 10
ejoiuijUivIb312:5654
Font
DAD
Fixed transmitter delay, select using slider
Delay length: 5 instruction executions
KEYBOARD: Characters typed here are stored to Receiver Data 0xffff0004
dinhthiThuHa20194543
Tool Control
Disconnect from MIPS
Reset
Help
Close