

1-Editer et simuler le programme assembleur suivant :

```
-----
                ORG      $1000
START:          MOVE.L  #$27F12481,D0
                MOVE.L  D0,$1080
                MOVE.W  D0,$1090
                MOVE.B  D0,$10A0
                MOVE   D0,$10B0
                MOVE.L  #$11111111,D0
                MOVE.L  #$22222222,D1
                ADD  D0,D1
                MOVE.L  #$11111111,D0
                MOVE.L  #$22222222,D1
                ADD.W  D0,D1
                MOVE.L  #$11111111,D0
                MOVE.L  #$22222222,D1
                ADD.L  D0,D1
                MOVE.L  #$11111111,D0
                MOVE.L  #$22222222,D1
                ADD.B  D0,D1
                SIMHALT                      ; halt simulator
                * Put variables and constants here
                END      START                ; last line of source
-----
```

2-Vérifier l'effet de chaque instruction sur la mémoire et les registres du µp68000.

3-Simuler le programme assembleur suivant :

```
-----
                ORG      $1000
START  MOVE  #14,D0      ; first instruction of program
                MOVE.L  #$12345678,D1
                MOVE.W  D1,D0
                ADD.L  D1,D0
                MOVE.L  #$1030,A1
                MOVE.L  #$ABCDEF00,$1030
                MOVE.L  A1,D1
                MOVE.L  (A1),D1
                SIMHALT                      ; halt simulator
                * Put variables and constants here
                END  START  ; last line of source START
-----
```

4-Que fait le programme assembleur ci-dessous ?

```
-----  
                ORG $1000  
START:          MOVE.W #45,D1    ; first instruction of program  
                ADD.W #12,D1  
                ADD.W #-48,D1  
                ADD.W #18,D1  
                MOVE.B #3,D0  
                TRAP #15 ; halt simulator  
*Variables and Strings  
                END START ; last line of source  
-----
```