

1]

```
AREA MULT, CODE, READONLY
ENTRY
LDR    R1, =ARR
LDRH   R2, [R1], #2    ; Load first 16-bit value, then auto-increment R1
LDRH   R3, [R1]        ; Load second 16-bit value
MUL    R4, R2, R3
LDR    R5, =RESULT
STR    R4, [R5]
STOP   B    STOP
AREA DATA, DATA, READWRITE
ARR    DCW    2_1010, 2_10    ; 10 * 2
RESULT DCD    0
END
```

2]

```
AREA ADDITION, CODE, READONLY
ENTRY
START
MOV R0, #10    ; R0 = 10 ? acts as a counter
MOV R1, #0     ; R1 = 0 ? accumulator (final sum)
MOV R2, #1     ; R2 = 1 ? current number to add
NEXT
ADD R1, R1, R2 ; R1 = R1 + R2 (add current number to sum)
ADD R2, #1     ; R2 = R2 + 1 (increment current number)
SUBS R0, #1    ; R0 = R0 - 1 (decrement counter), sets flags
BNE NEXT      ; If R0 != 0 ? repeat the loop
STOP
NOP           ; Do nothing (acts as placeholder)
END           ; End of program
```

**3]**

AREA FACT, CODE, READONLY

ENTRY

MOV R0, #5 ; Number to find factorial of

MOV R1, #1 ; R1 will hold the result

LOOP

MUL R2, R1, R0 ; Use R2 to avoid unpredictable behavior

MOV R1, R2

SUBS R0, R0, #1

BNE LOOP ; Repeat if R0 != 0

NOP

END

**4]**

AREA ADDITION, CODE, READONLY

ENTRY

LDR R0, =ARRAY ; R0 ? base of array

LDR R5, =SUM ; R5 ? address to store result

MOV R1, #10 ; R1 = counter (10 elements)

MOV R2, #0 ; R2 = accumulator (32-bit sum)

LOOP

LDRH R3, [R0], #2 ; Load 16-bit value from array and increment R0

ADD R2, R2, R3 ; Add to accumulator

SUBS R1, R1, #1 ; Decrement counter, update flags

BNE LOOP ; If not zero, continue

STR R2, [R5] ; Store final 32-bit sum

STOP B STOP ; Infinite loop (halt)

```

        AREA DATASEG1, DATA, READONLY
ARRAY   DCW 0x0011,0x0022,0x0033,0x0044,0x0055,0x0066,0x0077,0x0088,0x0099,0x00AA

        AREA DATASEG2, DATA, READWRITE
SUM      DCD 0

        END

```

5]

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        AREA SQUARE, CODE, READONLY
ENTRY

START

        LDR R0, =TABLE1      ; R0 = base address of square table
        MOV R1, #7           ; R1 = index (7)
        MOV R1, R1, LSL #2   ; R1 = offset in bytes ( $7 \times 4 = 28$ ) because each DCD is 4 bytes
        ADD R0, R0, R1       ; R0 = address of TABLE1[7]
        LDR R3, [R0]         ; R3 = square of 7 ( $0x00000031 = 49$ )

XSS      B XSS              ; Infinite loop

; Square lookup table ( $0^2$  to  $10^2$ )
TABLE1
        DCD 0x00000000      ;  $0^2$ 
        DCD 0x00000001      ;  $1^2$ 
        DCD 0x00000004      ;  $2^2$ 
        DCD 0x00000009      ;  $3^2$ 
        DCD 0x00000010      ;  $4^2$ 
        DCD 0x00000019      ;  $5^2$ 
        DCD 0x00000024      ;  $6^2$ 
        DCD 0x00000031      ;  $7^2$ 
        DCD 0x00000040      ;  $8^2$ 

```

DCD 0x00000051 ; 9<sup>2</sup>

DCD 0x00000064 ; 10<sup>2</sup>

AREA DATA1, DATA, READWRITE

RESULT DCD 0x00000000

END

**6]**

AREA LARGEST, CODE, READONLY

ENTRY

START

MOV R5, #6 ; Number of elements in the array

LDR R1, =VALUE1 ; Load base address of array

LDR R2, [R1], #4 ; Load first element into R2, increment pointer by 4 bytes

LOOP

LDR R4, [R1], #4 ; Load next element into R4, increment pointer

CMP R2, R4 ; Compare current max (R2) with new element (R4)

BHI SKIP ; If R2 > R4, skip updating max

MOV R2, R4 ; Else, update max to new element (R4)

SKIP

SUBS R5, R5, #1 ; Decrement loop counter

CMP R5, #0 ; Check if end of array

BNE LOOP ; If not zero, continue loop

LDR R4, =RESULT ; Load address of RESULT

STR R2, [R4] ; Store the largest number in RESULT

XSS B XSS ; Infinite loop to stop program

; Array of 6 numbers to check

VALUE1

DCD 0x44444444

DCD 0x22222222

DCD 0x11111111

DCD 0x33333333

DCD 0xAAAAAAAA

DCD 0x88888888

; (You can add more if needed)

AREA DATA1, DATA, READWRITE

RESULT DCD 0x00000000 ; Result storage

END