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ACA LAB EXAM

- 1. Assume a 32-bit number in 40000004H. Add nibble4 and nibble0 and store the result in 4000000CH.**

PROGRAM:

AREA nibble, CODE, READONLY

ENTRY

Main

LDR r0, Value

LDR r1, [r0] ; getting the contents of value1

LDR r2, Mask0 ; moving mask 0 value i.e. 0000000F value to r2

LDR r3, Mask4 ; moving mask 4 value i.e. 000F0000 value to r3

AND r4, r1, r2 ; masking other bits other than nibble0 using mask0

AND r5, r1, r3 ; masking other bits other than nibble4 using mask4

MOV r5, r5, LSR #16 ; shifting the nibble 4 value to LSB

ADD r6, r4, r5 ; adding nibble0 and nibble4

LDR r7, Result ; storing the result

STR r6, [r7]

Value DCD &40000004

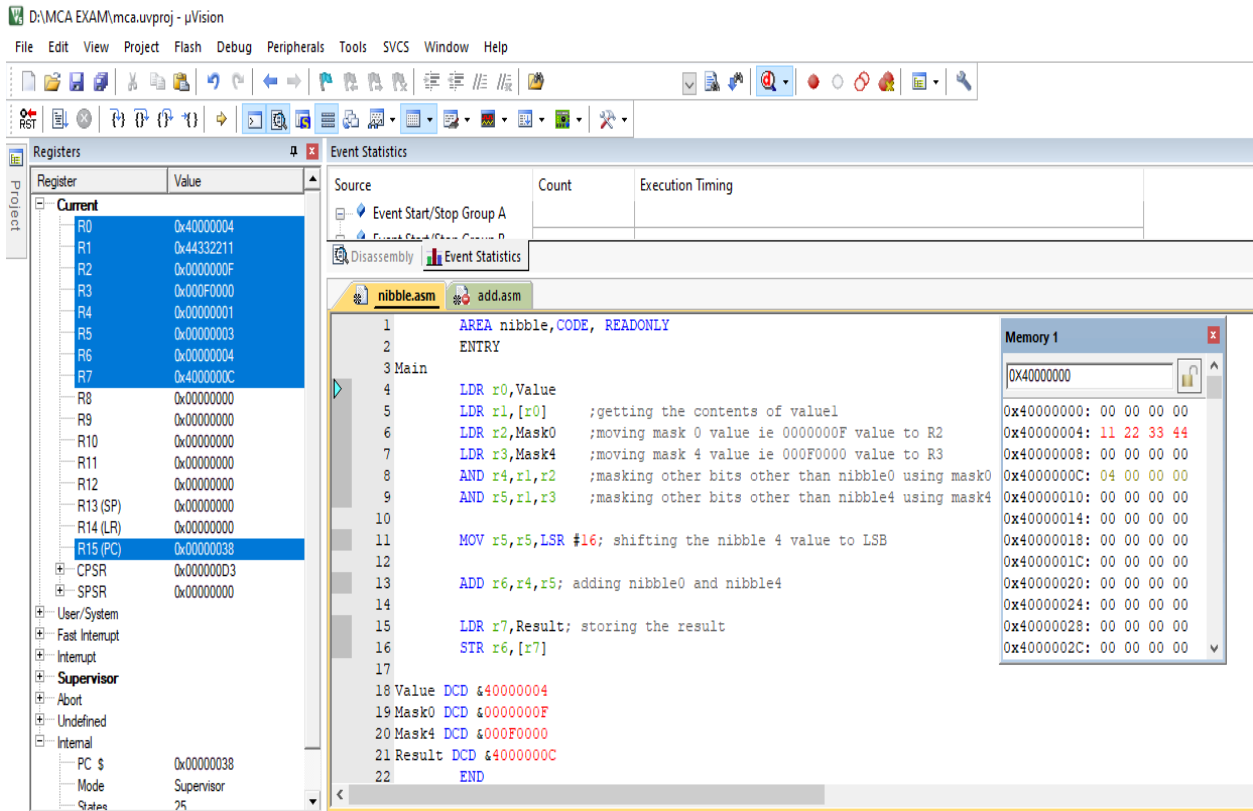
Mask0 DCD &0000000F

Mask4 DCD &000F0000

Result DCD &4000000C

END

OUTPUT :



2. Consider an array of number present from 40000000H. Add only if the numbers are positive. 40000000H has the count of the array.

PROGRAM:

```
AREA add_positive, CODE, READONLY
ENTRY

Main

LDR r0, Value
LDR r2, [r0] ; count present at r0 is loaded to r2
EOR r3, r3, r3 ; perform XOR to clearing the r3

Loop
CMP r2, #0 ; count is compared with 0
BEQ Done ; if equal loop done and store the result
LDR r1, [r0, #4]!; load r1 with r0+4 address, address where array elements starts
CMP r1, #0 ; checking if the number is positive
```

```

BMI Loop1          ; Branch if negative go to the label Loop1
ADD r3, r3, r1;
SUB r2, r2, #1      ; decrementing count
B Loop

Loop1              SUB r2, r2, #1      ; decrementing count
                   CMP r2, #0         ; checking if count is zero if so move to done
                   BEQ Done
                   BNE Loop          ; if count is not zero go to Loop and repeat

Done               LDR r4, Result      ; store the result in the location
                   STR r3, [r4]

STOP B STOP

Value DCD &40000000 ; count is present in 40000000 and then array starts from 40000004
Result DCD &4000003C ; storing the result at memory location

END

```

OUTPUT :

The screenshot displays the uVision IDE interface. The main window shows the assembly code for 'add.asm' with the following instructions:

```

12 LDR r1, [r0, #4]! ; load R1 with R0+4 address , address where array elements starts
13 CMP r1, #0        ; checking if the number is positive
14
15 BMI Loop1         ; Branch if negative go to the label GotoNext
16
17 ADD r3, r3, r1;
18 SUB r2, r2, #1    ; decrementing count
19 B Loop
20 Loop1             SUB r2, r2, #1    ; decrementing count
21 CMP r2, #0        ; checking if count is zero if so move to done
22 BEQ Done
23 BNE Loop          ; if count is not zero go to Loop and repeat
24
25 Done             LDR r4, Result      ; store the result in the location
26 STR r3, [r4]
27
28 STOP B STOP
29
30 Value DCD &40000000 ; count is present in 40000000 and then array starts from 40000004
31 Result DCD &40000020 ; storing the result at memory location
32 END

```

The 'Registers' window on the left shows the current state of registers R0 through R15, CPSR, and SPSR. The 'Event Statistics' window is also visible. A 'Memory 1' window on the right shows the memory dump starting from address 0x40000000:

Address	Value
0x40000000	03 00 00 00
0x40000004	12 11 10 80
0x40000008	07 05 06 23
0x4000000C	13 10 08 16
0x40000010	00 00 00 00
0x40000014	00 00 00 00
0x40000018	00 00 00 00
0x4000001C	00 00 00 00
0x40000020	1A 15 0E 39
0x40000024	00 00 00 00
0x40000028	00 00 00 00
0x4000002C	00 00 00 00