

## 1. Kernel7.asm

```
;Calculate
mov r1,#4 ;input
mov sp,$1000 ;make room on the stack
mov r0,r1
bl FACTORIAL
mov r7,r0 ;store answer
```

```
BASE = $3F000000 ;RP2 and RP3 ;GPIO_SETUP
GPIO_OFFSET = $200000
mov r0,BASE
bl SETUP_LED
```

```
loop$:
    mov r1,#1
    lsl r1,#18
    str r1,[r0,#28] ;turn LED on
    mov r2,$0F0000 ;not using r2 for anything else so no need to push/pop
    bl TIMER
    mov r1,#1
    lsl r1,#18
    str r1,[r0,#40] ;turn LED off
    mov r2,$0F0000
    bl TIMER
    sub r7,#1
    cmp r7,#0
    bne loop$ ;end of outer loop. Runs r7 times
wait:
    b wait
include "TIMER.asm"
include "factorialj.asm"
```

```
SETUP_LED:    ;Step 1
    orr r0,GPIO_OFFSET
    mov r1,#1
    lsl r1,#24
    str r1,[r0,#4] ;set GPIO18 to output
    bx lr
```

## 2. Kernel7.asm

```
;Calculate
mov r1,#4 ;input
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```

```
bl FACTORIAL
mov r7,r0 ;store answer
```

```
BASE = $3F000000 ;RP2 and RP3 ;GPIO_SETUP
GPIO_OFFSET = $200000
mov r0,BASE
bl SETUP_LED
```

```
push {r0,r1}
mov r0,BASE
mov r1,r7
bl FLASH
pop {r0,r1}
```

```
wait:
b wait
include "TIMER.asm"
include "factorialj.asm"
```

```
SETUP_LED:    ;Step 1
orr r0,GPIO_OFFSET
mov r1,#1
lsl r1,#24
str r1,[r0,#4] ;set GPIO18 to output
bx lr
```

```
FLASH:
orr r0,GPIO_OFFSET
mov r7,r1
```

```
loop$:
mov r1,#1
lsl r1,#18
str r1,[r0,#28] ;turn LED on
mov r2,$0F0000 ;not using r2 for anything else so no need to push/pop
bl TIMER
mov r1,#1
lsl r1,#18
str r1,[r0,#40] ;turn LED off
mov r2,$0F0000
bl TIMER
sub r7,#1
cmp r7,#0
bne loop$ ;end of outer loop. Runs r7 times
bx lr
```

---

3. kernel7.asm

```
;Calculate
mov r1,#4 ;input
mov sp,$1000 ;make room on the stack
mov r0,r1
bl FACTORIAL
mov r7,r0 ;store answer
```

```
BASE = $3F000000 ;RP2 and RP3 ;GPIO_SETUP
```

```
mov r0,BASE
bl SETUP_LED
```

```
mov r0,BASE
bl SETUP_LED
mov r0,BASE
mov r1,r7
bl FLASH
wait:
b wait
```

```
include "TIMER.asm"
include "factorialj.asm"
include "gpio.asm"
```

4. kernel7.asm

5.

```
;Calculate
mov r1,#4 ;input
mov sp,$1000 ;make room on the stack
mov r0,r1
bl FACTORIAL
mov r7,r0 ;store answer
```

```
BASE = $3F000000 ;RP2 and RP3 ;GPIO_SETUP
```

```
mov r0,BASE
bl SETUP_LED
```

```
mov r0,BASE
bl SETUP_LED
mov r0,BASE
mov r1,r7
bl FLASH
wait:
```

b wait

```
include "timer2_2Param.asm"  
include "factorialj.asm"  
include "gpio.asm"
```