

CS1021 Tutorial #5 Solution

More Pseudo-code and Flow Control

1 Translating Pseudo-code into ARM Assembly Language

Translate each of the following pseudo-code programs into ARM Assembly Language.

(a) ARM Assembly

```
1    CMP R8, #100
2    BLT endif
3    CMP R9, #10
4    BLT endif
5    ADD R8, R8, R9
6    endif
```

(b) ARM Assembly

```
1    CMP R2, #5
2    BEQ if
3    CMP R3, #15
4    BNE endif
5    if ADD R3, R3, #1
6    endif
```

(c) ARM Assembly

```
1    CMP R3, #'a'
2    BEQ ifvowel
3    CMP R3, #'e'
4    BEQ ifvowel
5    CMP R3, #'i'
6    BEQ ifvowel
7    CMP R3, #'o'
8    BEQ ifvowel
9    CMP R3, #'u'
10   BNE eifvowel
11   ifvowel
12       ADD R1, R1, #1
13   eifvowel
```

(d) ARM Assembly

```
1    CMP R0, #'a'
2    BLO notlc
3    CMP R0, #'z'
4    BLS ifalpha
5    notlc
6    CMP R0, #'A'
7    BLO eifalpha
8    CMP R0, #'Z'
9    BHI eifalpha
10   ifalpha
11    ADD R1, R1, #1
12   eifalpha
```

(e) ARM Assembly

```
1    CMP R6, #'+ '
2    BNE elifmns
3    ADD R0, R7, R8
4    B    endifop
5    elifmns
6    CMP R6, #'- '
7    BNE elifmul
8    SUB R0, R7, R8
9    B    endifop
10   elifmul
11   CMP R6, #'* '
12   BNE elsop
13   MUL R0, R7, R8
14   B    endifop
15   elsop
16   MOV R0, #0
17   endifop
```

2 Reading User Input

(a) Pseudo-code

```
value = 0;
ch = getchar();

// process character and read next character
// until RETURN key is pressed
while (ch != 0x0D)
{
    sendchar(ch);

    // splitting this deliberately for clarity!
    value = value * 10;
    value = value + (ch - '0');

    // this could be moved to the top of the
    // loop, avoiding the need for the first
    // getchar(), bit again I'm leaving it here
```

```
    // for clarity!  
    ch = getchar();  
}
```

(b) ARM Assembly

```
1  MOV R10, #10      ; multiplier = 10;  
2  MOV R4, #0        ; value = 0  
3  BL  getchar  
4  whdigits          ; while (ch != 0x0D)  
5      CMP R0, #0x0D ; {  
6      BEQ ewhdigits ;  
7      BL  sendchar  ; sendchar(ch);  
8      MUL R4, R10, R4 ; value = value * 10;  
9      SUB R0, R0, #'0' ; ch = ch - '0';  
10     ADD R4, R4, R0 ; value = value + ch;  
11     BL  getchar    ; ch = getchar();  
12     B   whdigits   ; }  
13 ewhdigits
```