Graphical user interface, application

Description automatically generated

THUMB ; Marks the THUMB mode of operation

StackSize EQU 0x00000100 ; Define stack size of 256 bytes

AREA STACK, NOINIT, READWRITE, ALIGN=3

MyStackMem SPACE StackSize

AREA RESET, READONLY

EXPORT \_\_Vectors

\_\_Vectors

DCD MyStackMem + StackSize ; stack pointer for empty stack: 0x2000.0100

DCD Reset\_Handler ; reset vector 0x0000.0008-0009

AREA MYCODE, CODE, READONLY

ENTRY

EXPORT Reset\_Handler

Reset\_Handler

MOV R0, #0 ; initialize value of sum

MOV R1, #2 ; First even number

MOV R2, #5 ; Counter for the loop iterations

lbegin

CBZ R2, lend ; Terminate loop if counter is zero

ADD R0, R1 ; Build the sum

ADD R1, #2 ; Generate next even number

SUB R2, #1 ; Decrement the number

B lbegin

lend

B lend

END

I learned how to use Keil uVersion’s simulation control buttons, also how to run a program on Keil uVersion. Moreover, I learned some of the keyword for the Keil uVersion, like StackSize EQU 0x00000100 is same as setting a const for the stack size. And AREA is to define new section.