

**Microprocessor and Computer Architecture Laboratory**  
**COURSE CODE :UE19CS256**  
**4th Semester, Academic Year 2020-21**

Date:08/02/2021

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**Week#3**

**Program Number: 1**

**Title : Write an ALP to add two 64 bit numbers loaded from memory and store the result in memory.**

I. ARM Assembly Code for the program.

```

. data
    a: .word 12213443,
    b: .word 98764532,
    c: .word 0,0
.text
    LDR r0,=a
    LDR r1,=b
    LDR r3,=c
    LDR r4,[r0]
    LDR r5,[r1]
    ADD r4,r4,r5
    STR r4,[r3]
    ADD r0,r0,#4
    ADD r1,r1,#4
    ADD r3,r3,#4
    LDR r4,[r0]
    LDR r5,[r1]
    ADD r6,r4,r5
    STR r6,[r3]
    SWI 0x11
.end

```

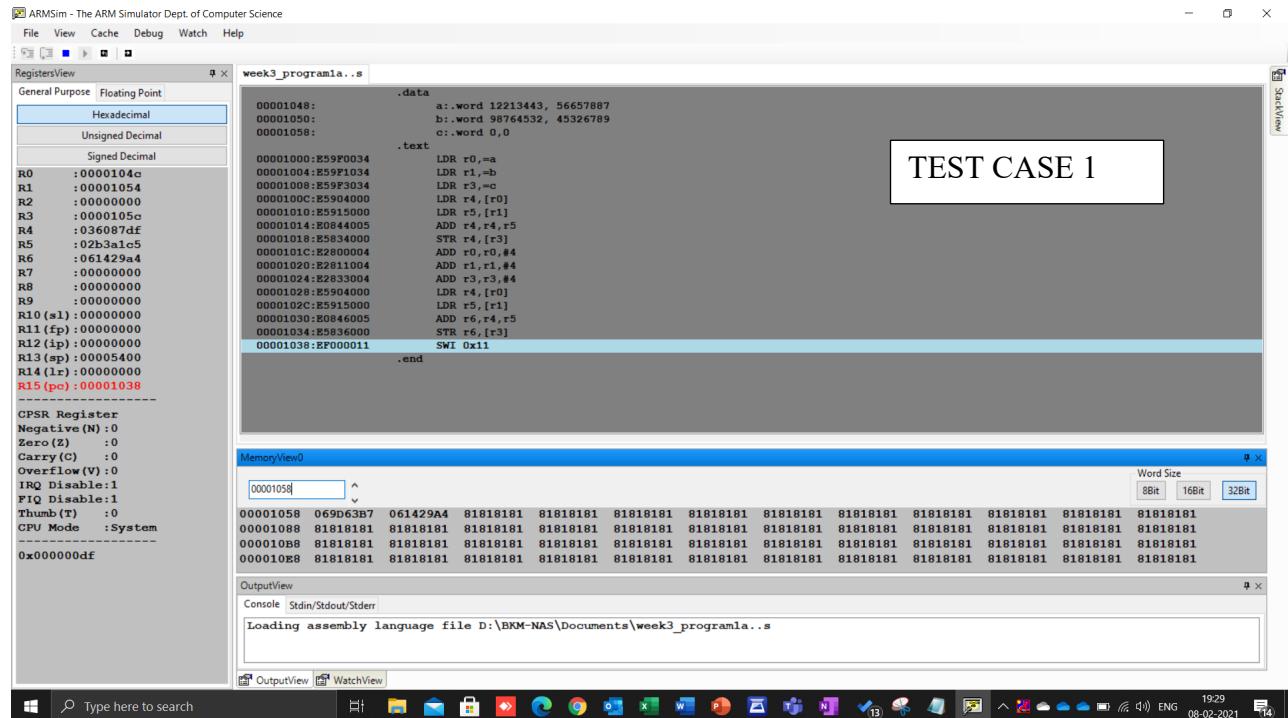
TEST CASE 1

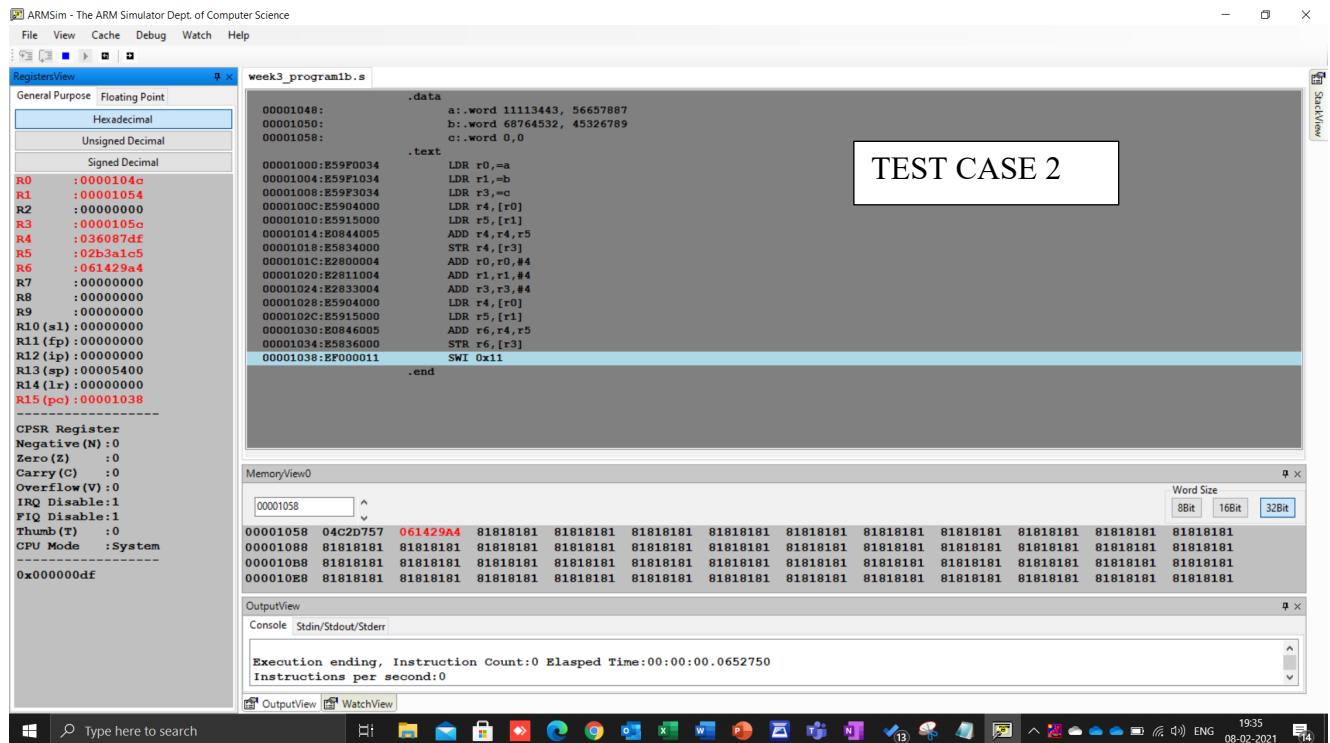
```

.data
    a:.word 11113443, 56657887
    b:.word 68764532, 45326789
    c:.word 0,0
.text
    LDR r0,=a    TEST CASE 2
    LDR r1,=b
    LDR r3,=c
    LDR r4,[r0]
    LDR r5,[r1]
    ADD r4,r4,r5
    STR r4,[r3]
    ADD r0,r0,#4
    ADD r1,r1,#4
    ADD r3,r3,#4
    LDR r4,[r0]
    LDR r5,[r1]
    ADD r6,r4,r5
    STR r6,[r3]
    SWI 0x11
.end

```

## II. Output Screen Shot





### III. Output Table for the program

<b>TEST CASE 1</b>	<b>a: .word 12213443, 56657887 b: .word 98764532, 45326789</b>	
	<b>Upper 32 bits</b>	<b>Lower 32 bits</b>
<b>a: .word</b>	56657887 <b>(036087DF)</b>	12213443 <b>(00BA5CC3)</b>
<b>b: .word</b>	45326789 <b>(02B3A1C5)</b>	98764532 <b>(05E306F4)</b>
<b>c: .word</b>	101984676 <b>(061429A4)</b>	110977975 <b>(069D63B7)</b>

TEST CASE 2	a: .word 11113443, 56657887 b: .word 68764532, 45326789	
	Upper 32 bits	Lower 32 bits
a: .word	56657887 <b>(036087DF)</b>	12213443 <b>(00A993E3)</b>
b: .word	45326789 <b>(02B3A1C5)</b>	98764532 <b>(04194374)</b>
c: .word	101984676 <b>(061429A4)</b>	110977975 <b>(04C2D757)</b>

**Week#3****Program Number: 2**

**Title :Write an ALP to copy n numbers from Memory Location A to Memory Location B**

I. ARM Assembly Code for the program.

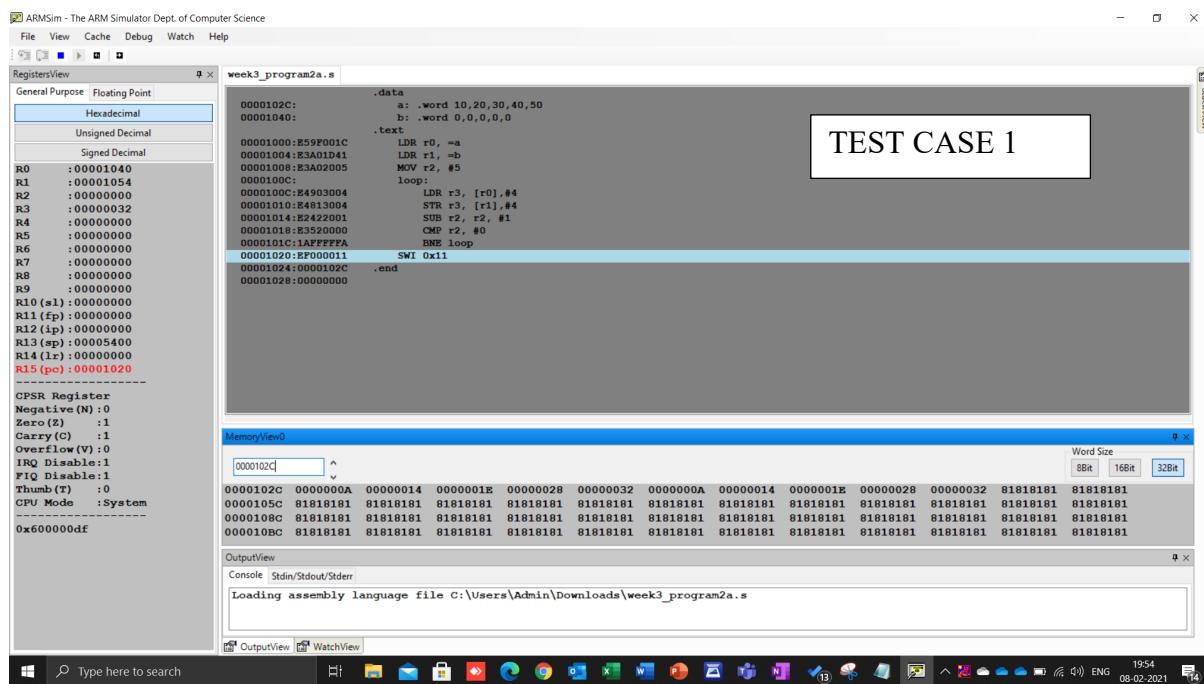
```
|.data
    a: .word 10,20,30,40,50
    b: .word 0,0,0,0,0
.text
    LDR r0, =a          TEST CASE 1
    LDR r1, =b
    MOV r2, #5
    loop:
        LDR r3, [r0],#4
        STR r3, [r1],#4
        SUB r2, r2, #1
        CMP r2, #0
        BNE loop
    SWI 0x11
.end
```

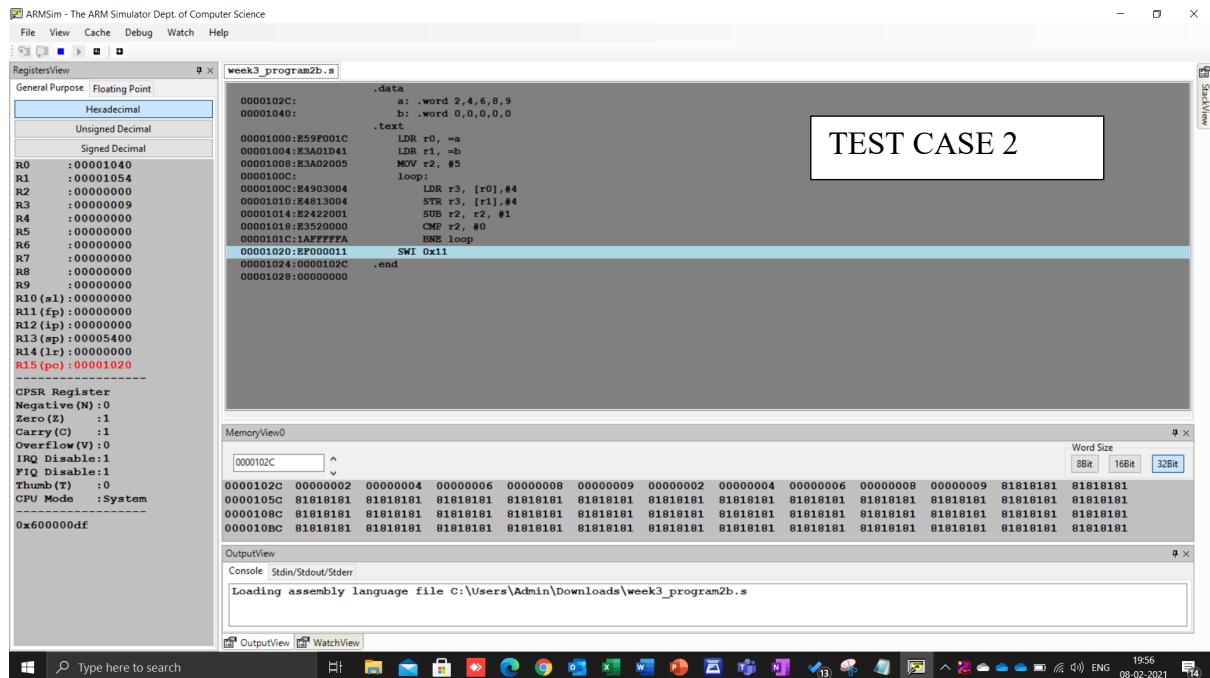
```

.data
    a: .word 2,4,6,8,9
    b: .word 0,0,0,0,0
.text
    LDR r0, =a
    LDR r1, =b
    MOV r2, #5
    loop:
        LDR r3, [r0],#4
        STR r3, [r1],#4
        SUB r2, r2, #1
        CMP r2, #0
        BNE loop
        SWI 0x11
.end

```

## II. Output Screen Shot





### III. Output Table for the program

.data a: .word 10, 20, 30, 40, 50 b: .word 0, 0, 0, 0, 0

TEST CASE 1

1 <sup>st</sup> Iteration	a: .word 0A, 14, 1E, 28,32 b: .word 0A, 0, 0, 0,0
2 <sup>nd</sup> Iteration	a: .word 0A, 14, 1E, 28,32 b: .word 0A, 14, 0, 0,0
3 <sup>rd</sup> Iteration	a: .word 0A, 14, 1E, 28,32 b: .word 0A, 14, 1E, 0,0
4 <sup>th</sup> Iteration	a: .word 0A, 14, 1E, 28,32 b: .word 0A, 14, 1E, 28,0
5 <sup>th</sup> Iteration	a: .word 0A, 14, 1E, 28,32 b: .word 0A, 14, 1E, 28,32

.data a: .word 2, 4,6,8,9 b: .word 0, 0, 0, 0, 0

TEST CASE 2

1 <sup>st</sup> Iteration	a: .word 02, 04, 06, 08,09 b: .word 02, 0, 0, 0,0
2 <sup>nd</sup> Iteration	a: .word 02, 04, 06, 08,09 b: .word 02, 04, 0, 0,0

3 <sup>rd</sup> Iteration	a: .word 02, 04, 06, 08,09 b: .word 02, 04, 06, 0,0
4 <sup>th</sup> Iteration	a: .word 02, 04, 06, 08,09 b: .word 02, 04, 06, 08,00
5 <sup>th</sup> Iteration	a: .word 02, 04, 06, 08,09 b: .word 02, 04, 06, 08,09

Week#3

ProgramNumber:3

Title: Write an ALP to find smallest number in an array of n 32 bit numbers

I. ARM Assembly Code for the program.

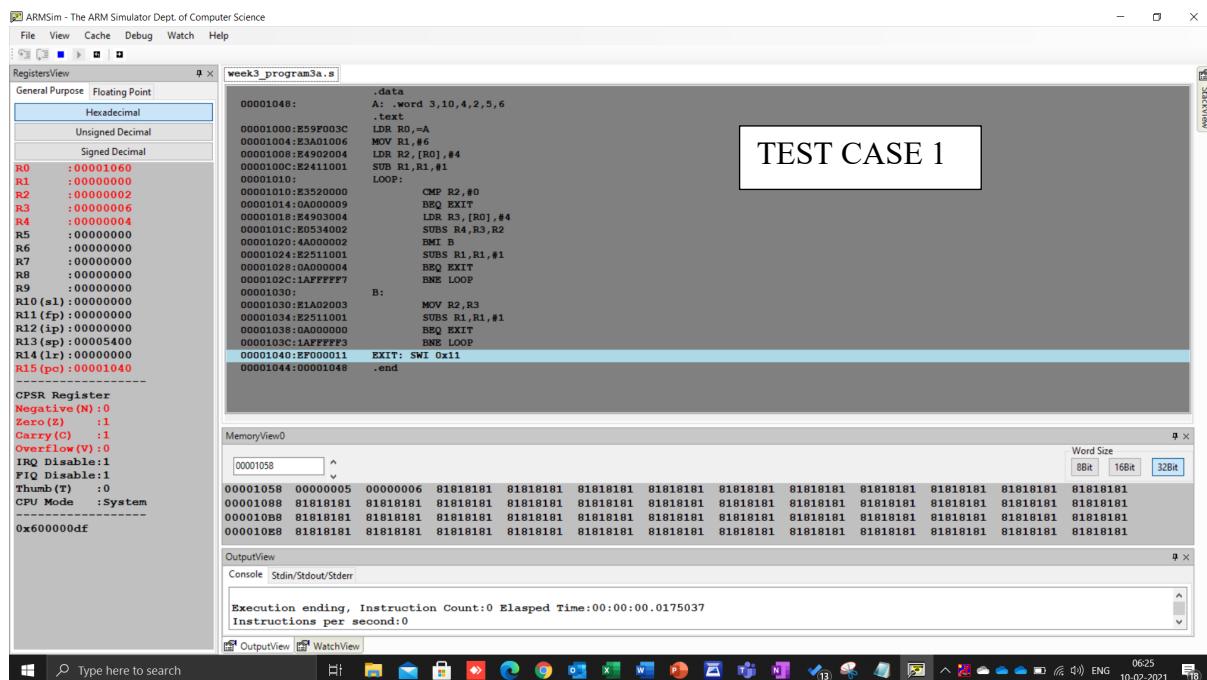
```
● ● ●
.data
A: .word 3,10,4,2,5,6
.text
LDR R0,=A      TEST CASE 1
MOV R1,#6
LDR R2,[R0],#4
SUB R1,R1,#1
LOOP:
    CMP R2,#0
    BEQ EXIT
    LDR R3,[R0],#4
    SUBS R4,R3,R2
    BMI B
    SUBS R1,R1,#1
    BEQ EXIT
    BNE LOOP
B:
    MOV R2,R3
    SUBS R1,R1,#1
    BEQ EXIT
    BNE LOOP
EXIT: SWI 0x11
.end
```

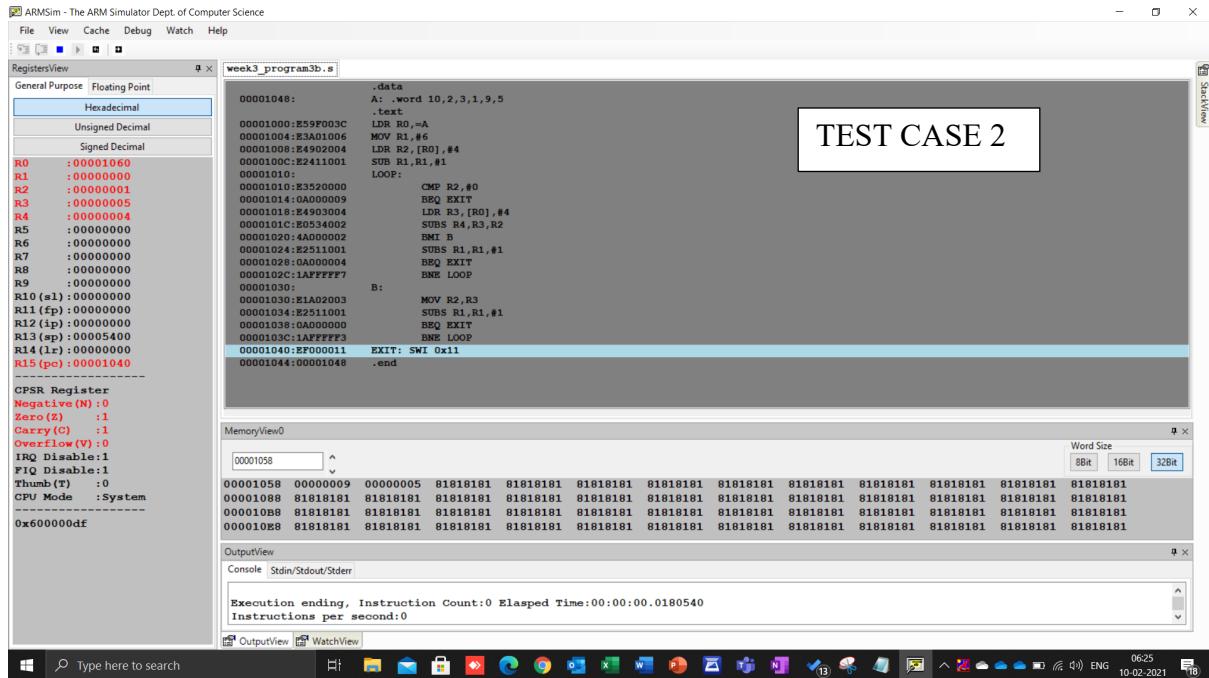
```

|.data
A: .word 10,2,3,1,9,5
.text
LDR R0,=A           TEST CASE 2
MOV R1,#6
LDR R2,[R0],#4
SUB R1,R1,#1
LOOP:
    CMP R2,#0
    BEQ EXIT
    LDR R3,[R0],#4
    SUBS R4,R3,R2
    BMI B
    SUBS R1,R1,#1
    BEQ EXIT
    BNE LOOP
B:
    MOV R2,R3
    SUBS R1,R1,#1
    BEQ EXIT
    BNE LOOP
EXIT: SWI 0x11
.end

```

## II. Output Screen Shot





### III. Output Table for the program

a: .word 3,10,4,2, 5, 6		TEST CASE 1
1 <sup>st</sup> Iteration		R2=3, R3=10 (R3>R2)
2 <sup>nd</sup> Iteration		R2=3, R3=4 (R3>R2)
3 <sup>rd</sup> Iteration		R2=3, R3=2 (R3<R2)
4 <sup>th</sup> Iteration		R2=2, R3=5 (R3>R2)
5 <sup>th</sup> Iteration		R2=2, R3=6 (R3>R2)
Smallest number is present in R2		

a: .word 10,2,3,1,9,5		TEST CASE 2
1 <sup>st</sup> Iteration		R2=10, R3=2 (R3<R2)
2 <sup>nd</sup> Iteration		R2=2, R3=3 (R3>R2)
3 <sup>rd</sup> Iteration		R2=2, R3=1 (R3<R2)
4 <sup>th</sup> Iteration		R2=1, R3=9 (R3>R2)
5 <sup>th</sup> Iteration		R2=1, R3=5 (R3>R2)
Smallest number is present in R2		

## Week#3

## Program Number: 4a

**Title :Write an ALP to count the number of 1's and 0's in a given 32 bit number.**

### I. ARM Assembly Code for the program.

```

.TEXT
LDR R0,=0b11110000101001011111000010100100
MOV R1,#32
MOV R2,#0
MOV R3,#0
L1:
    SUB R1,R1,#1
    MOVS R0,R0,LSR #1
    BCS L2
    BCC L3
L5:
    CMP R1,#0
    BEQ L4
    BNE L1
L2:
    ADD R2,R2,#1
    B L5
L3:
    ADD R3,R3,#1
    B L5
L4: SWI 0x11
.end

```

```

.TEXT
LDR R0,=0b1001100010110101001100101011010
MOV R1,#32
MOV R2,#0
MOV R3,#0
L1:
    SUB R1,R1,#1
    MOVS R0,R0,LSR #1
    BCS L2
    BCC L3
L5:
    CMP R1,#0
    BEQ L4
    BNE L1
L2:
    ADD R2,R2,#1
    B L5
L3:
    ADD R3,R3,#1
    B L5
L4: SWI 0x11
.end

```

### II. Output Screen Shot

**TEST CASE 1**

```

RegistersView
File View Cache Debug Watch Help
week3_program4a.a.s
General Purpose Floating Point
Hexadecimal
Unsigned Decimal
Signed Decimal
R0 :00000000
R1 :00000000
R2 :0000000F
R3 :00000011
R4 :00000000
R5 :00000000
R6 :00000000
R7 :00000000
R8 :00000000
R9 :00000000
R10 (s1) :00000000
R11 (fp) :00000000
R12 (ip) :00000000
R13 (sp) :00005400
R14 (lr) :00000000
R15 (pc) :0000103c
CPFSR Register
Negative (N) :0
Zero (Z) :1
Carry (C) :1
Overflow (V) :0
IRQ Disable:1
FIQ Disable:1
Thumb (T) :0
CPU Mode :System
0x600000df

.text
00001000:E59F0038 LDR R0,-0b1111000010100101111000010100100
00001004:E3A01020 MOV R1,#32
00001008:E3A02000 MOV R2,#0
0000100C:E3A03000 MOV R3,#0
L1: SUB R1,R1,#1
00001010:E2411001 MOVVS R0,R0,LSR #1
00001014:E1B000A0 BCS L2
00001018:2A000003 BCC L3
0000101C:3A000004
00001020: L5: CMP R1,#0
00001024:0A000004 BEQ L4
00001028:1AFFFFFB BNE L1
0000102C:E2822001 ADD R2,R2,#1
00001030:EAF7FFF8 B L5
00001034: L3: ADD R3,R3,#1
00001038:EAF7FFF8 B L5
0000103C:EF000001 L4: SWI 0x11
00001040:F0A5F0A4 .end

```

**TEST CASE 2**

```

RegistersView
File View Cache Debug Watch Help
week3_program4a.a.s
General Purpose Floating Point
Hexadecimal
Unsigned Decimal
Signed Decimal
R0 :00000000
R1 :00000000
R2 :00000010
R3 :00000010
R4 :00000000
R5 :00000000
R6 :00000000
R7 :00000000
R8 :00000000
R9 :00000000
R10 (s1) :00000000
R11 (fp) :00000000
R12 (ip) :00000000
R13 (sp) :00005400
R14 (lr) :00000000
R15 (pc) :0000103c
CPFSR Register
Negative (N) :0
Zero (Z) :1
Carry (C) :1
Overflow (V) :0
IRQ Disable:1
FIQ Disable:1
Thumb (T) :0
CPU Mode :System
0x600000df

.text
00001000:E59F0038 LDR R0,-0b1001100001010010100100101010101
00001004:E3A01020 MOV R1,#32
00001008:E3A02000 MOV R2,#0
0000100C:E3A03000 MOV R3,#0
L1: SUB R1,R1,#1
00001010:E2411001 MOVVS R0,R0,LSR #1
00001014:E1B000A0 BCS L2
00001018:2A000003 BCC L3
0000101C:3A000004
00001020: L5: CMP R1,#0
00001024:0A000004 BEQ L4
00001028:1AFFFFFB BNE L1
0000102C:E2822001 ADD R2,R2,#1
00001030:EAF7FFF8 B L5
00001034: L3: ADD R3,R3,#1
00001038:EAF7FFF8 B L5
0000103C:EF000001 L4: SWI 0x11
00001040:98B532B5 .end

```

### III. Output Table for the program

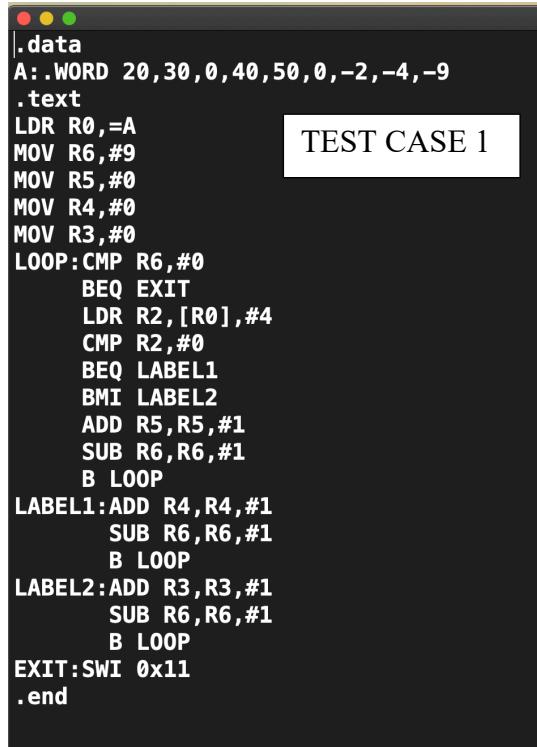
<b>r0, =0b11110000101001011111000010100100</b>		
<b>r1</b>	<b>32</b>	
<b>r2</b>	<b>After execution</b>	<b>15 (=0F in hex)</b>
<b>r3</b>	<b>After execution</b>	<b>17 (=11 in hex)</b>

<b>r0, =0b10011000101101010011001010110101</b>	
<b>After execution r2</b>	<b>16 (=10 in hex)</b>
<b>After execution r3</b>	<b>16 (=10 in hex)</b>

**Week#3****Program Number: 4b**

**Title:Write an ALP to find the number of zeroes, positive and negative numbers in a given array**

I. ARM Assembly Code for the program.



The screenshot shows an ARM assembly code editor window. The code is as follows:

```
.data
A:.WORD 20,30,0,40,50,0,-2,-4,-9
.text
LDR R0,=A
MOV R6,#9
MOV R5,#0
MOV R4,#0
MOV R3,#0
LOOP:CMP R6,#0
    BEQ EXIT
    LDR R2,[R0],#4
    CMP R2,#0
    BEQ LABEL1
    BMI LABEL2
    ADD R5,R5,#1
    SUB R6,R6,#1
    B LOOP
LABEL1:ADD R4,R4,#1
    SUB R6,R6,#1
    B LOOP
LABEL2:ADD R3,R3,#1
    SUB R6,R6,#1
    B LOOP
EXIT:SWI 0x11
.end
```

A white rectangular box labeled "TEST CASE 1" is overlaid on the right side of the assembly code.

```

.data
A:.WORD 1,2,3,4,0,0,0,0,-1,-2
.text
LDR R0,=A
MOV R6,#10
MOV R5,#0
MOV R4,#0
MOV R3,#0
LOOP:CMP R6,#0
    BEQ EXIT
    LDR R2,[R0],#4
    CMP R2,#0
    BEQ LABEL1
    BMI LABEL2
    ADD R5,R5,#1
    SUB R6,R6,#1
    B LOOP
LABEL1:ADD R4,R4,#1
    SUB R6,R6,#1
    B LOOP
LABEL2:ADD R3,R3,#1
    SUB R6,R6,#1
    B LOOP
EXIT:SWI 0x11
.end

```

## II. Output Screen Shot

The screenshot shows the ARMSim interface with the following windows:

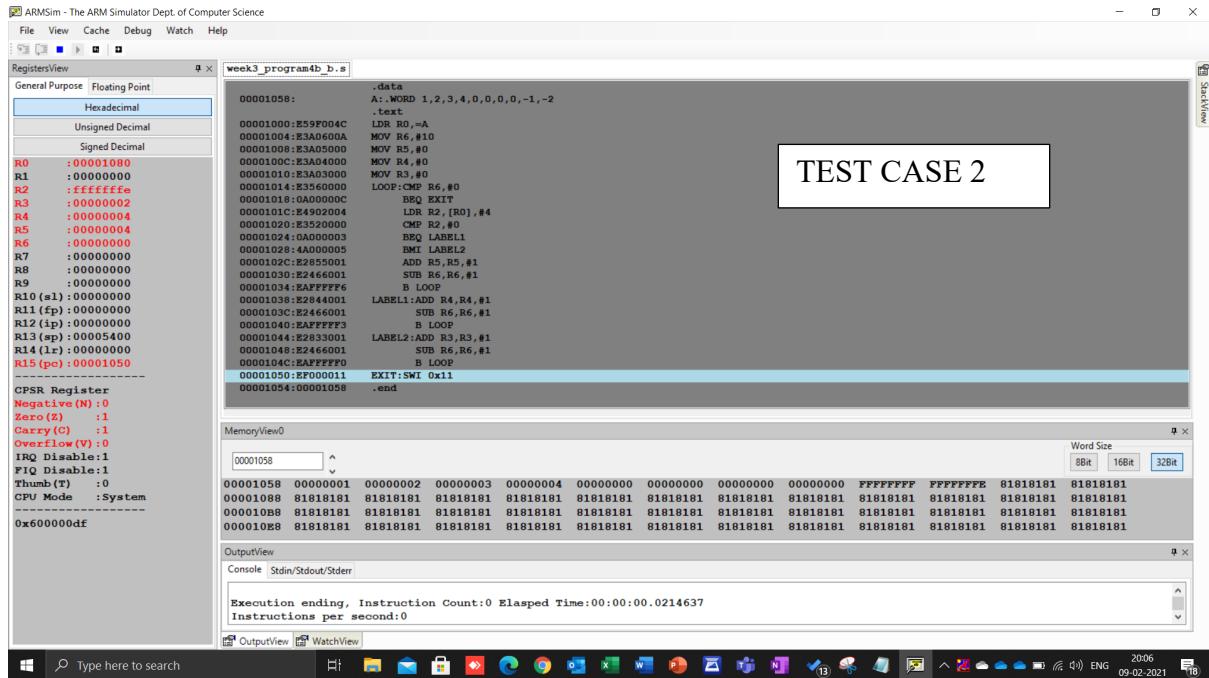
- RegistersView**: Shows the ARM register state. Key values include R0: 0000107c, R1: 00000000, R2: ffffffff, R3: 00000003, R4: 00000002, R5: 00000004, R6: 00000000, R7: 00000000, R8: 00000000, R9: 00000000, R10 (s1): 00000000, R11 (fp): 00000000, R12 (ip): 00000000, R13 (sp): 00005400, R14 (lr): 00000000, R15 (pc): 00001050.
- week3\_program4b\_a.s**: Assembly code window showing the program's source code.
- MemoryView0**: Memory dump window showing memory starting at address 00001058.
- OutputView**: Console output window showing the end of execution.

**TEST CASE 1**

```

Execution ending, Instruction Count:0 Elapsed Time:00:00:00.0201205
Instructions per second:0

```



### III. Output Table for the program

a::word 20,30,0,40,50,0,-2,-4,-9

TEST  
CASE 1

R3	3
R4	2
R5	4

a::word 1,2,3,4,0,0,0,0,-1,-2

TEST  
CASE 2

R3	2
R4	4
R5	4

## Week#3

## Program Number:5

**Title:** Write an ALP to check whether a given number is present in array using Linear Search (Without SWI 0x02), if found move +1 to R6 and key position to R7 else move -1 to R6 (if number not found)

### I. ARM Assembly Code for the program.

```
.data
a: .word 10,20,30,40,50
.text
LDR r0, =a      TEST
MOV r3, #5      CASE 1
loop:
MOV r2,#30
LDR r1, [r0]
ADD r0, r0, #4
CMP r1, r2
BEQ l1
SUBS r3, r3, #1
BNE loop
MOV r6, #-1
SWI 0x11
l1:
RSB r7,r3,#6
SWI 0x11
.end
```

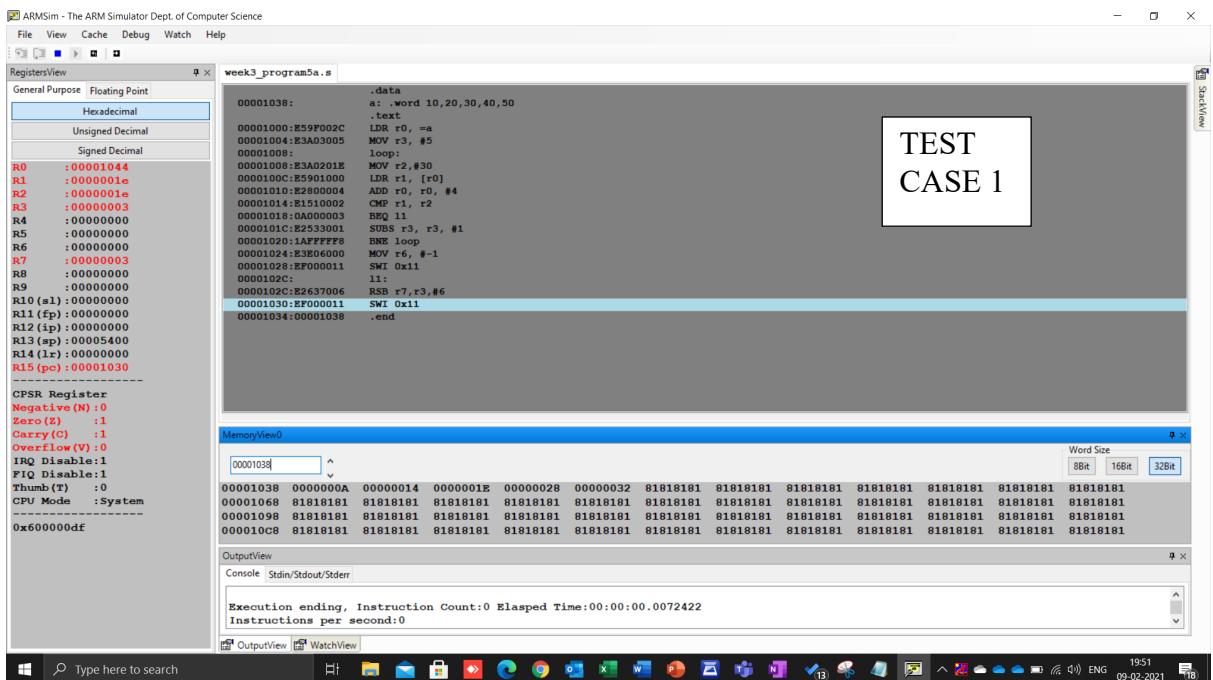
```
.data
a: .word 10,20,30,40,50
.text
LDR r0, =a      TEST
MOV r3, #5      CASE 2
loop:
MOV r2,#20
LDR r1, [r0]
ADD r0, r0, #4
CMP r1, r2
BEQ l1
SUBS r3, r3, #1
BNE loop
MOV r6, #-1
SWI 0x11
l1:
RSB r7,r3,#6
SWI 0x11
.end
```

```

.data
a: .word 10,20,30,40,50
.text
LDR r0, =a      TEST
MOV r3, #5      CASE 3
loop:
MOV r2,#200
LDR r1, [r0]
ADD r0, r0, #4
CMP r1, r2
BEQ l1
SUBS r3, r3, #1
BNE loop
MOV r6, #-1
SWI 0x11
l1:
RSB r7,r3,#6
SWI 0x11
.end

```

## II. Output Screen Shot



**TEST CASE 2**

```

RegistersView
File View Cache Debug Watch Help
RegistersView Floating Point
General Purpose Hexadecimal
Unsigned Decimal
Signed Decimal
R0 : 00000000
R1 : 00000014
R2 : 00000014
R3 : 00000004
R4 : 00000000
R5 : 00000000
R6 : 00000000
R7 : 00000002
R8 : 00000000
R9 : 00000000
R10 (s1) : 00000000
R11 (fp) : 00000000
R12 (ip) : 00000000
R13 (sp) : 00005400
R14 (lr) : 00000000
R15 (pc) : 00001030

CPSR Register
Negative (N) : 0
Zero (Z) : 1
Carry (C) : 1
Overflow (V) : 0
IRQ Disable:1
FIQ Disable:1
Thumb (T) : 0
CPU Mode : System
0x600000df

week3_program5b.s
.data
00001038: a: .word 10,20,30,40,50
.text
00001000:E59F002C LDR r0, =a
00001004:E3A03005 MOV r3, #5
00001008:10000000 LDR r1, [r0]
0000100C:E5901000 ADD r0, r0, #4
00001010:E2800004 CMP r1, r2
00001014:E1510002 CMP r1, r2
00001018:0A000003 BEQ l1
0000101C:E2533001 SUBS r3, r3, #1
00001020:1AFFFFFF8 BNE loop
00001024:E3E06000 MOV r6, #-1
00001028:EF000011 SWI 0x11
0000102C:11: RSB r7,r3,#6
00001030:EF000011 SWI 0x11
00001034:00001038 .end

```

**TEST CASE 3**

```

RegistersView
File View Cache Debug Watch Help
RegistersView Floating Point
General Purpose Hexadecimal
Unsigned Decimal
Signed Decimal
R0 : 00001040
R1 : 00000002
R2 : 00000008
R3 : 00000000
R4 : 00000000
R5 : 00000000
R6 : FFFFFFFE
R7 : 00000000
R8 : 00000000
R9 : 00000000
R10 (s1) : 00000000
R11 (fp) : 00000000
R12 (ip) : 00000000
R13 (sp) : 00005400
R14 (lr) : 00000000
R15 (pc) : 00001028

CPSR Register
Negative (N) : 0
Zero (Z) : 1
Carry (C) : 1
Overflow (V) : 0
IRQ Disable:1
FIQ Disable:1
Thumb (T) : 0
CPU Mode : System
0x600000df

week3_program5c.s
.data
00001038: a: .word 10,20,30,40,50
.text
00001000:E59F002C LDR r0, =a
00001004:E3A03005 MOV r3, #5
00001008:10000000 LDR r1, [r0]
0000100C:E5901000 ADD r0, r0, #4
00001010:E2800004 CMP r1, r2
00001014:E1510002 CMP r1, r2
00001018:0A000003 BEQ l1
0000101C:E2533001 SUBS r3, r3, #1
00001020:1AFFFFFF8 BNE loop
00001024:E3E06000 MOV r6, #-1
00001028:EF000011 SWI 0x11
0000102C:11: RSB r7,r3,#6
00001030:EF000011 SWI 0x11
00001034:00001038 .end

```

### III. OUTPUT TABLE

<b>TEST CASE 1:</b>		<b>HEX value</b>
<b>A:WORD 10,20,30,40,50</b>		
R2	KEY =30	1E
R3	COUNT =5	
R0	Address of A	00001038
R3	After Execution =3	Position of key element =3
<b>TEST CASE 2:</b>		<b>HEX value</b>
<b>A:WORD 10,20,30,40,50</b>		
R2	KEY =20	1E
R3	COUNT =5	
R0	Address of A	00001038
R3	After Execution =2	Position of key element =2
<b>TEST CASE 2:</b>		<b>HEX value</b>
<b>A:WORD 10,20,30,40,50</b>		
R2	KEY =20	1E
R3	COUNT =5	
R0	Address of A	00001038
R3	After Execution =2	Position of key element =2

**Week#3****Program Number: 6**

**Title:Write an ALP to generate Fibonacci Series and store them in an array**

**I.ARM ASSEMBLY CODE**

```
● ● ● .data  
a: .word  
.text  
MOV r0,#6  
LDR r1,=a  
MOV r2,#0  
MOV r3,#1  
STR r2,[r1]  
ADD r1, r1, #4  
STR r3, [r1]  
  
loop:  
ADD r4, r2, r3  
ADD r1, r1, #4  
STR r4, [r1]  
MOV r2, r3  
MOV r3, r4  
SUB r0, r0, #1  
CMP r0,#0  
BNE loop  
.end
```

TEST  
CASE 1

```

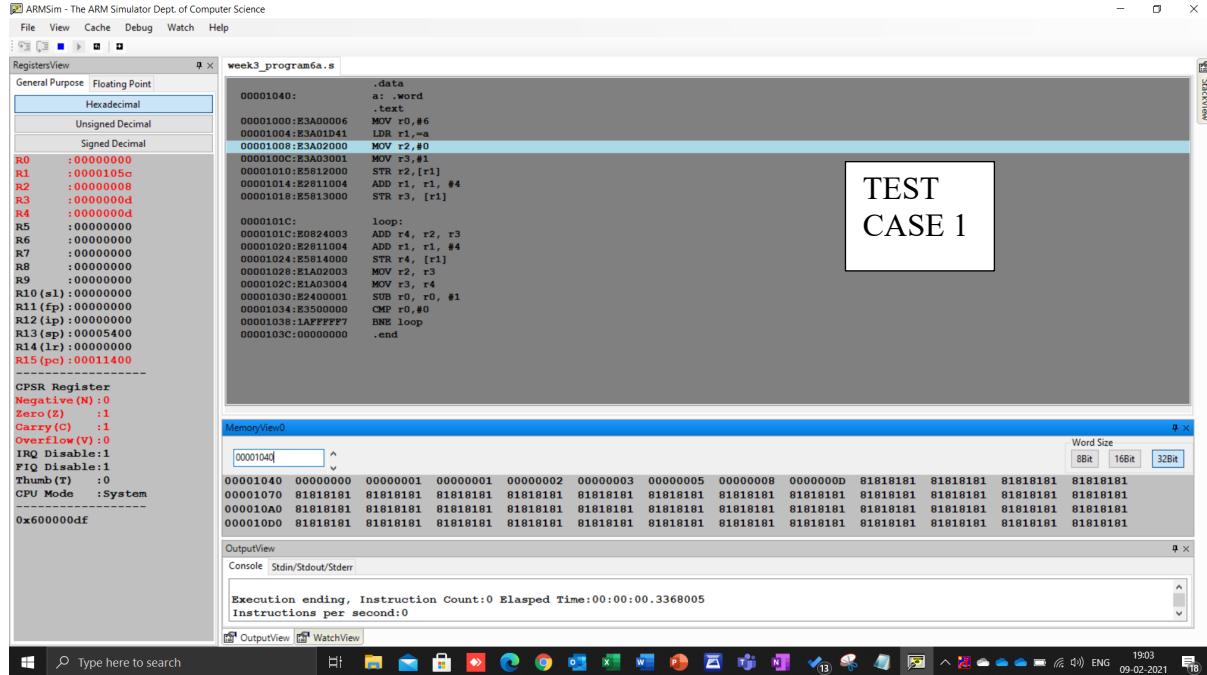
|.data
a: .word
.text
MOV r0,#4
LDR r1,=a
MOV r2,#0
MOV r3,#1
STR r2,[r1]
ADD r1, r1, #4
STR r3, [r1]

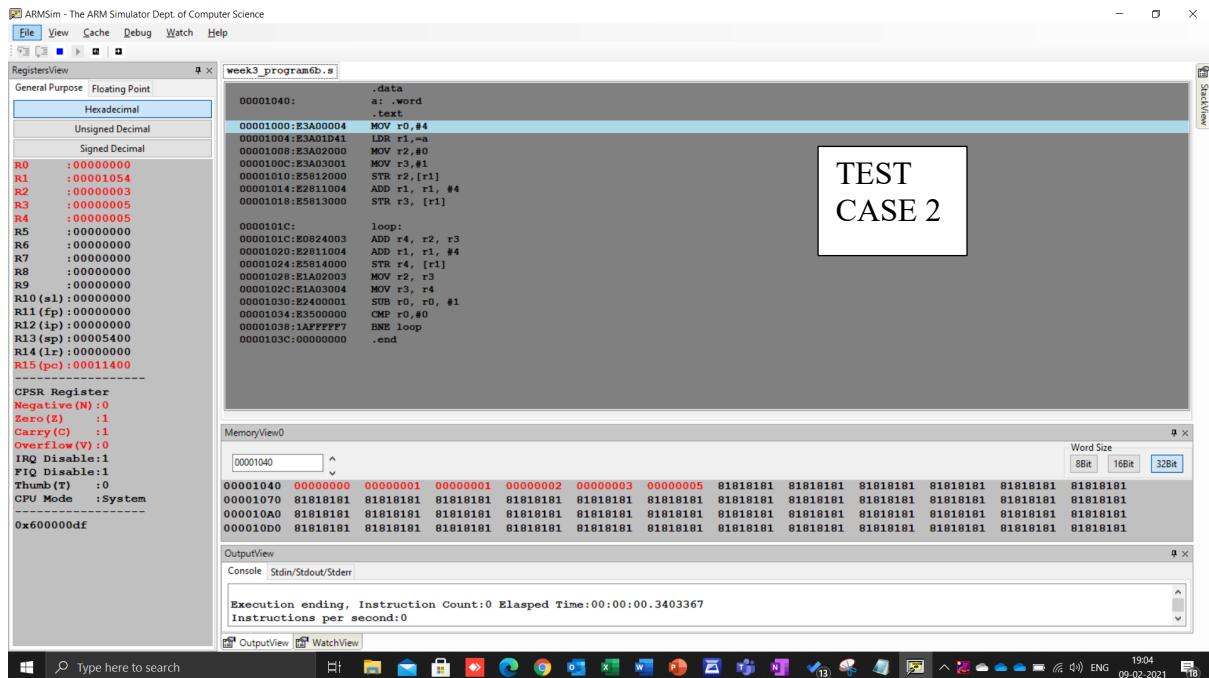
loop:
ADD r4, r2, r3
ADD r1, r1, #4
STR r4, [r1]
MOV r2, r3
MOV r3, r4
SUB r0, r0, #1
CMP r0,#0
BNE loop
.end

```

TEST  
CASE 2

## II. OUTPUT SCREENSHOT





### III. OUTPUT TABLE

R0	Fibonacci Count	6
R1	Address of A	
R2	Initially 0	
R3	Initially 1	
R4	1 <sup>st</sup> Iteration	0+1=1
R4	2 <sup>nd</sup> Iteration	1+1=2
R4	3 <sup>rd</sup> Iteration	2+1=3
R4	4 <sup>th</sup> Iteration	3+2=5
R4	5 <sup>th</sup> Iteration	5+3=8
R4	6 <sup>th</sup> Iteration	8+5=13 =0D

R0	Fibonacci Count	4
R1	Address of A	
R2	Initially 0	
R3	Initially 1	
R4	1 <sup>st</sup> Iteration	$0+1=1$
R4	2 <sup>nd</sup> Iteration	$1+1=2$
R4	3 <sup>rd</sup> Iteration	$2+1=3$
R4	4 <sup>th</sup> Iteration	$3+2=5$

**Disclaimer:**

- The programs and output submitted is duly written, verified and executed by me.
- I have not copied from any of my peers nor from the external resource such as internet.
- If found plagiarized, I will abide with the disciplinary action of the University.

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