

- 1. a.** Write and execute assembly program to illustrate push and pop instructions

```
PRESERVE8
    THUMB
    AREA |.text|,CODE,READONLY
    EXPORT __main
__main
    MOV R0,#5
    PUSH {R0}
    POP {R1}
stop    B      stop
END
```

- b.** Write a C program to light a LED connected to port C15 using an interrupt.

```
#include <stdio.h>
#include "NUC1xx.h"
#include "Driver\DrvGPIO.h"
#include "Driver\DrvUART.h"
#include "Driver\DrvSYS.h"

void EINT1Callback(void)
{ DrvGPIO_ClrBit(E_GPC, 15);
  DrvSYS_Delay(100000);
  DrvGPIO_SetBit(E_GPC, 15);
  DrvSYS_Delay(100000);
}

int main (void)
{ UNLOCKREG();
  DrvSYS_Open(48000000);
  LOCKREG();
  DrvGPIO_Open(E_GPC, 15, E_IO_OUTPUT);
  DrvGPIO_Open(E_GPB, 15, E_IO_INPUT);
  DrvGPIO_EnableEINT1(E_IO_BOTH_EDGE, E_MODE_EDGE,
    EINT1Callback);
  while(1) { }
}
```

2.	<p><b>a.</b> Write and execute assembly program to clear the bits from 15 to 18 and extract the bits from 24 to 26 in a 32 bit data.</p> <pre> PRESERVE8          THUMB          AREA  .text ,CODE,READONLY          EXPORT __main  __main          LDR R0,=0xFFFFFFFF         LDR R1,=0xFFFFFFFF          MOVS R3,#15         MOVS R4,#13          RORS R0,R0,R3         LSRS R0,R0,#4         RORS R0,R0,R4         LSLS R1,R1,#5         LSRS R1,R1,#29          stop B stop          END </pre>
	<p><b>b.</b> Write a C program to scan the key board and display the key that is pressed on LCD or 7-segment.</p> <pre> #include &lt;stdio.h&gt;  #include "NUC1xx.h" #include "DrvSYS.h" #include "DrvGPIO.h" #include "scankey.h" #include "NUC1xx-LB_002\LCD_Driver.h" </pre>

	<pre> int main (void) {     int8_t number;     char TEXT0[16]="Smpl_LCD_Keypad";     char TEXT1[16]="Keypad:    ";     UNLOCKREG();     DrvSYS_Open(48000000);     LOCKREG();     Initial_panel();     clr_all_panel();     OpenKeyPad();     print_lcd(0,TEXT0);     while(1)     {         number = Scankey();         sprintf(TEXT1+8,"%d",number);         print_lcd(1, TEXT1);         DrvSYS_Delay(5000);     } } </pre>
<b>3.</b>	<p><b>a.</b> Write and execute assembly program to swap 10 bytes of data, the locations starts from 20000100 to 20000200.</p> <pre> PRESERVE8     THUMB     AREA  .text ,CODE,READONLY     EXPORT __main __main     LDR R0,=0x20000100 </pre>

	<pre> LDR R1,=0x20000200 MOV R2,#0 swap LDRB R3,[R0,R2] LDRB R4,[R1,R2] STRB R3,[R1,R2] STRB R4,[R0,R2] ADD R2,R2,#1 CMP R2,#10 BLT swap stop B stop END </pre>
	<p><b>b.</b> Write a C program to light a LED connected to port C14 using an interrupt.</p> <pre> #include &lt;stdio.h&gt; #include "NUC1xx.h" #include "Driver\DrvGPIO.h" #include "Driver\DrvUART.h" #include "Driver\DrvSYS.h"  void EINT1Callback(void) {     DrvGPIO_ClrBit(E_GPC, 15);     DrvSYS_Delay(100000);     DrvGPIO_SetBit(E_GPC, 15);     DrvSYS_Delay(100000); }  int main (void) </pre>

	<pre> { UNLOCKREG();  DrvSYS_Open(48000000);  LOCKREG();  DrvGPIO_Open(E_GPC, 15, E_IO_OUTPUT);  DrvGPIO_Open(E_GPB, 15, E_IO_INPUT);  DrvGPIO_EnableEINT1(E_IO_BOTH_EDGE, E_MODE_EDGE, EINT1Callback);  while(1) { }  } </pre>
4.	<p><b>a.</b> Write and execute assembly program to illustrate the usage of functions (in UDF calculate <math>y=2x+9</math>).</p> <pre> PRESERVE8      THUMB      AREA  .text ,CODE,READONLY      EXPORT __main  func      MOVS R1,#2      MOVS R3,#9      MULS R0,R1,R0      ADDS R0,R0,R3      BX lr  __main      MOV R0,#4      BL func  stop B stop      END </pre> <p><b>b.</b> Write a C program to toggle RGB LEDs in sequence.</p> <pre> #include &lt;stdio.h&gt; </pre>

```
#include "NUC1xx.h"

#include "Driver\DrvGPIO.h"

#include "Driver\DrvUART.h"

#include "Driver\DrvSYS.h"


void Init_LED()
{
    DrvGPIO_Open(E_GPA, 12, E_IO_OUTPUT);
    DrvGPIO_Open(E_GPA, 13, E_IO_OUTPUT);
    DrvGPIO_Open(E_GPA, 14, E_IO_OUTPUT);
    DrvGPIO_SetBit(E_GPA, 12);
    DrvGPIO_SetBit(E_GPA, 13);
    DrvGPIO_SetBit(E_GPA, 14);
}

int main (void)
{
    UNLOCKREG();
    DrvSYS_Open(48000000);
    LOCKREG();
    Init_LED();
    while(1)
    {
        DrvGPIO_ClrBit(E_GPA,12);
        DrvSYS_Delay(1000000);
        DrvGPIO_SetBit(E_GPA,12);
        DrvGPIO_ClrBit(E_GPA,13);
        DrvSYS_Delay(1000000);
        DrvGPIO_SetBit(E_GPA,13);
        DrvGPIO_ClrBit(E_GPA,14);
        DrvSYS_Delay(1000000);
    }
}
```

	<pre> DrvGPIO_SetBit(E_GPA,14);      DrvSYS_Delay(1000000);      }  } </pre>
5.	<p><b>a.</b> Write and execute assembly program to find factorial of N number.</p> <pre> PRESERVE8  THUMB  AREA  .text , CODE, READONLY  EXPORT __main  __main      MOVS R0,#5      MOVS R1,#1  loop      MULS R1,R0,R1      SUBS R0,R0,#1      BNE loop      NOP      END </pre> <p><b>b.</b> Write a C program to display a string on LCD when interrupt 'A' arrives and display on 7-segment a digit '77' when interrupt 'B' arrives.</p> <pre> #include &lt;stdio.h&gt;  #include "NUC1xx.h"  #include "Driver\DrvUART.h"  #include "Driver\DrvGPIO.h"  #include "Driver\DrvSYS.h"  #include "LCD_Driver.h" </pre>

```

#include "Seven_Segment.h"

void EINT0Callback()
{
    print_lcd(1,"Interrupt A");
}

void EINT1Callback()
{
    print_lcd(3,"Interrupt B");
    close_seven_segment();
    show_seven_segment(0,7);
    show_seven_segment(1,7);
    DrvSYS_Delay(500000);
}

int main()
{
    char TEXT[16];
    UNLOCKREG();
    DrvSYS_Open(48000000);
    LOCKREG();
    Initial_panel();
    clr_all_panel();
    print_lcd(0,"Smpl_GPIO_Intr");
    DrvGPIO_Open(E_GPA, 14, E_IO_INPUT);
    DrvGPIO_EnableEINT0(E_IO_BOTH_EDGE, E_MODE_EDGE,
EINT0Callback);
    DrvGPIO_Open(E_GPB, 15, E_IO_INPUT);
    DrvGPIO_EnableEINT1(E_IO_BOTH_EDGE, E_MODE_EDGE,
EINT1Callback);

```



	<pre> while(1) { } } </pre>
6.	<p><b>a.</b> Write and execute assembly program to find sum of N array elements, the array locations starts from 20000100 and store the result at the address 20000500.</p> <pre> PRESERVE8  THUMB  AREA  .text ,CODE,READONLY  EXPORT __main  __main      LDR R0,=0x20000100     LDR R1,=0x20000500     MOVS R2,#0     MOVS R4,#0  sum     LDRB R3,[R0,R2]     ADDS R4,R4,R3     ADDS R2,R2,#1     CMP R2,#10     BLT sum     STR R4,[R1,#0]  stop B stop  END </pre> <p><b>b.</b> Write a C program to display Ring counter on LEDs.</p> <pre> #include &lt;stdio.h&gt;  #include "NUC1xx.h" </pre>

```
#include "Driver\DrvGPIO.h"

#include "Driver\DrvUART.h"

#include "Driver\DrvSYS.h"

int main (void)
{
    UNLOCKREG();
    DrvSYS_Open(48000000);
    LOCKREG();
    DrvGPIO_Open(E_GPC, 15, E_IO_OUTPUT);
    DrvGPIO_Open(E_GPC, 14, E_IO_OUTPUT);
    DrvGPIO_Open(E_GPC, 13, E_IO_OUTPUT);
    DrvGPIO_Open(E_GPC, 12, E_IO_OUTPUT);
    DrvGPIO_SetBit(E_GPC, 15);
    DrvGPIO_SetBit(E_GPC, 14);
    DrvGPIO_SetBit(E_GPC, 13);
    DrvGPIO_SetBit(E_GPC, 12);
    while(1)
    {
        DrvGPIO_ClrBit(E_GPC, 15);
        DrvSYS_Delay(100000);
        DrvGPIO_SetBit(E_GPC, 15);
        //DrvSYS_Delay(100000);
        DrvGPIO_ClrBit(E_GPC, 14);
        DrvSYS_Delay(100000);
        DrvGPIO_SetBit(E_GPC, 14);
        //DrvSYS_Delay(100000);
        DrvGPIO_ClrBit(E_GPC, 13);
        DrvSYS_Delay(100000);
    }
}
```

	<pre>         DrvGPIO_SetBit(E_GPC, 13);          //DrvSYS_Delay(100000);          DrvGPIO_ClrBit(E_GPC, 12);          DrvSYS_Delay(100000);          DrvGPIO_SetBit(E_GPC, 12);          //DrvSYS_Delay(100000);      }  }</pre>
7.	<p><b>a.</b> Write and execute assembly program to illustrate nested functions.</p> <pre> PRESERVE8      THUMB      AREA  .text ,CODE,READONLY      EXPORT func      EXTERN func1  func      MOVS R1,#5      BL func1  stop B stop      END  +++++      PRESERVE8      THUMB      AREA  .text ,CODE,READONLY      EXPORT func1  func1      MOVS R0,#10</pre>

```

        BX LR
stop B stop
        END

+++++

        PRESERVE8
        THUMB
        AREA |.text|,CODE,READONLY
        EXPORT __main
        EXTERN func
__main
        MOVS R0,#1
        BL func
stop B stop
        END

```

**b.** Write a C program to display a string “welcome to msrit” on LCD interface.

```

#include <stdio.h>
#include "NUC1xx.h"
#include "Driver\DrvSYS.h"
#include "Driver\DrvGPIO.h"
#include "NUC1xx-LB_002\LCD_Driver.h"

int main(void)
{
    UNLOCKREG();
    DrvSYS_Open(48000000);

```

	<pre> LOCKREG();  Initial_panel();  clr_all_panel();  print_lcd(0, "Welcome to MSRIT ");  } </pre>
<b>8.</b>	<p><b>a.</b> Write and execute assembly program to implement switch-case.</p> <pre> PRESERVE8  THUMB  AREA  .text ,CODE,READONLY  EXPORT __main  __main      MOVS R0,#3      CMP R0,#3      BHI default_case      MOVS R2,#4      MUL R0,R2,R0      LDR R1,=BranchTable      LDR R2,[R1,R0]      BX R2      ALIGN 4  BranchTable      DCD Test0      DCD Test1      DCD Test2      DCD Test3 </pre>

	<pre> default_case     MOVS R0,#1 stop B stop Test0     MOVS R0,#2 stop1 B stop1 Test1     MOVS r0,#3 stop2 B stop2 Test2     MOVS R0,#4 stop3 B stop3 Test3     MOVS R0,#5 stop4 B stop4     END </pre>
	<p><b>b.</b> Write a C program to beep a buzzer connected to port b11 using an interrupt.</p> <pre> #include &lt;stdio.h&gt; #include "NUC1xx.h" #include "Driver\DrvGPIO.h" #include "Driver\DrvUART.h" #include "Driver\DrvSYS.h"  void EINT1Callback(void) { DrvGPIO_ClrBit(E_GPB,11);   DrvSYS_Delay(1000);   DrvGPIO_SetBit(E_GPB,11); </pre>

	<pre> DrvSYS_Delay(1000);  }  int main(void) { UNLOCKREG(); DrvSYS_Open(48000000); LOCKREG(); DrvGPIO_Open(E_GPB, 11, E_IO_OUTPUT); DrvGPIO_Open(E_GPB, 15, E_IO_INPUT); DrvGPIO_EnableEINT1(E_IO_BOTH_EDGE, E_MODE_EDGE, EINT1Callback); while(1) { } } </pre>
9.	<p><b>a.</b> Write and execute assembly program to compute <math>y=2x^2+x+3</math>.</p> <pre> PRESERVE8      THUMB      AREA  .text ,CODE,READONLY      EXPORT __main  __main      MOVS R0,#5     MOVS R1,#5     MOVS R2,#2     MUL R1,R1,R0     MUL R1,R2,R1     ADDS R1,R1,R0     ADDS R1,R1,#3  stop B stop      END </pre> <p><b>b.</b> Write a C program to scan the keyboard and to beep buzzer (b11) when key 3 is pressed and light LED (c12) for a brief period when key 2 is pressed.</p>

```
include <stdio.h>

#include "NUC1xx.h"
#include "DrvSYS.h"
#include "DrvGPIO.h"
#include "scankey.h"
#include "NUC1xx-LB_002\LCD_Driver.h"


int main (void)
{ int8_t number;
char TEXT0[16]="Smpl_LCD_Keypad";
char TEXT1[16]="Keypad:    ";
UNLOCKREG();
DrvSYS_Open(48000000);
LOCKREG();
Initial_panel();
clr_all_panel();
OpenKeyPad();
print_lcd(0,TEXT0);
DrvGPIO_Open(E_GPB, 11, E_IO_OUTPUT);
DrvGPIO_Open(E_GPC, 12, E_IO_OUTPUT);
DrvGPIO_SetBit(E_GPC, 12);
while(1)
{  number = Scankey();
printf(TEXT1+8,"%d",number);
print_lcd(1, TEXT1);
DrvSYS_Delay(5000);
```



	<pre> if(number==3)  { DrvGPIO_ClrBit(E_GPB,11);  DrvSYS_Delay(1000);  DrvGPIO_SetBit(E_GPB,11);  DrvSYS_Delay(1000);  }  else if(number==2)  { DrvGPIO_ClrBit(E_GPC, 12);  DrvSYS_Delay(3000000);  DrvGPIO_SetBit(E_GPC, 12);  DrvSYS_Delay(3000000);  }  }  } </pre>
<b>10.</b>	<p><b>a.</b> Write and execute assembly program to copy 10 bytes, the source address starts from 20000000 and the destination address starts from 20000200.</p> <pre> PRESERVE8          THUMB          AREA  .text ,CODE,READONLY          EXPORT __main  __main          LDR R0,=0x20000000          LDR R1,=0x20000200          MOV R2,#0  swap          LDRB R3,[R0,R2]          STRB R3,[R1,R2] </pre>

	<pre> ADD R2,R2,#1  CMP R2,#10  BLT swap  stop B stop  END </pre>
	<p><b>b.</b> Write a C program to light a LED connected to port C12 using an interrupt.</p> <pre> #include &lt;stdio.h&gt; #include "NUC1xx.h" #include "Driver\DrvSYS.h" #include "Seven_Segment.h" #include "DrvGPIO.h" #include "DrvSYS.h"  void seg_display(int16_t value) {     int8_t digit;     digit = value / 1000;     close_seven_segment();     show_seven_segment(3,digit);     DrvSYS_Delay(5000);     value = value - digit * 1000;     digit = value / 100;     close_seven_segment();     show_seven_segment(2,digit);     DrvSYS_Delay(5000);     value = value - digit * 100;     digit = value / 10;     close_seven_segment(); } </pre>

```

        show_seven_segment(1,digit);

        DrvSYS_Delay(5000);

        value = value - digit * 10;

        digit = value;

        close_seven_segment();

        show_seven_segment(0,digit);

        DrvSYS_Delay(5000);

    }

int32_t main (void)
{
    int val = 0000;

    UNLOCKREG();

    DrvSYS_Open(48000000);

    LOCKREG();

    while(1)
    {
        DrvSYS_Delay(500);

        val++;

        seg_display(val);

        if(val==9999)
            val=0000;

    }

}

```