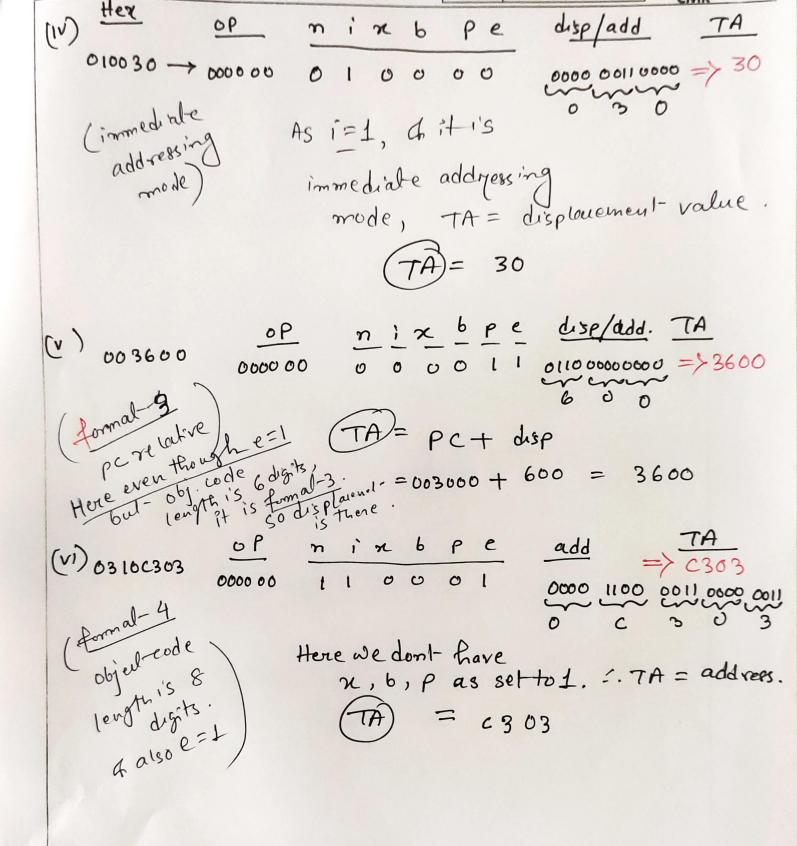
## TA calculation Problem

\* Compute the TA for the following m/c instructions. Griver;  $\chi = 000690$ , B = 006030, PC = 603000 (1) 032600, (1) 03C300 (11) 022030 (12) 010030 (12) 003600 (12) 0310C303

1	( ) ( ) ( ) ( ) ( )			
		208300	208 101 (U)	
. 10	Hex	Bineres	Color Color	value loaded into
-3	632600 OP(6)	nixbe	e displadd(12) 7	A. A A
(1)	032600 -> 600000		1 0 0110 0000 0000	=> 3600
,	Rets of essi	3 2	F-3 6 0 0	7 3000
	as it is perelative, add pervalue			
69	cec de)	coith d	isp (TA) disp	+ PC
A ria	Charles de		600	+ 003000
32	Based on the		~ 36	.00
(ים	4 4 6 6 6 6 1		e displadd (co)	
The same	Those to cock	1 1 1 0	F-3 3 0 0	=> 6390
1) 614	(indexed mode)			(1. )
		TA:	(Base) +(X) +1 006000 + 000090 -	(disp)
			= 6390	
(11)	022030 -> op (6)	ninb	pe displadd (12)	TA
	0000 00	1000	10 0000 0011 0000	=>>> 0.0
	1 Hel-		~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	73630
	(indited- tpc)	(TF	F) = disp + pc	
	mode/		030 003	000
			2 3630	

3630



Tongel-Address Calculation TA calculation Indication/Flags Mode TA = (B) + displacement (O < disp < 4095) 6=1,P=0 Base Melative Program Counter
Me latire b=0, P=1 TA = (PC) + displacement X=1, bor P=1 \ (-2048 \ disp \ 2047)

TA = disp + Pc or B + X Base/PC relative X=1, bor P=1 \ TA = disp+ pc or B+;

d Indexed also

Flogs/bits x, b, P: used to calculate the target
address value materials address using relative, diquell-and indexed addressing mode. Flags/bits i and n: says how to use the target-(any of these can ofth in formal-3 instruction is taken addressing combined on to be the target addressing. -> board P = 20 both if set to 0, disp field indexed addressing. to be the targel-address.

indexed addressing for a formal-4, b and Pit 0,

if x = 1, x value is for a formal-4, b and Pit 0,

added for targel-add.

20 bil- address is the targel-address. A : if x is sel-to 1, x register value is added for TA calulation.

-> i=1, n=0, immediate addressing. Theoperand TA: Targel-address is used as the value enclosed operand value (symbol address), no almeady enclosed by memory reference. i =0, n=1, indiquel-addyessing the operand The world at the TA is fetched, value value points the world at the TA is taken as the address that the address that address the address the address the address the operand value. The operand 1 =0, n=0 (or) i=1, n=1 : Simple addressing TA is taken as the address of the operand operand address goes (x, b, Pallsel-to 0)!