ARM Assembly Programming:

Part 1:

We started the assembly programming by opening a terminal, then opened a third.s file to write our program. We used the directive, .data, to indicate that we were going to declare some variables. We created a 2-byte signed memory size at location **a** initialized with -2. We then loaded the registers with some signed hexadecimal integers.

```
@Third program
.section .data
a:.shalfword -2

.section .text
.globl _start
_start:

mov r0, #0x1
mov r1, #0xFFFFFFFF
mov r2, #0xFF
mov r2, #0xFF
mov r3, #0x101
mov r4, #0x400

mov r7, #1
svc #0
.end
```

After we created the program, we tried to assemble it to get an object file and link, unfortunately, we couldn't assemble it because there was an error in the program with the following message:

```
pi@raspberrypi:~ $ nano third.s
pi@raspberrypi:~ $ as -g -o third.o third.s
third.s: Assembler messages:
third.s:3: Error: unknown pseudo-op: `.shalfword'
pi@raspberrypi:~ $ [
```

This error indicated that the 'shalfword' wasn't a keyword and therefore can't be used as a memory size. We fixed this error using the following program:

```
@Third program
.section .data
a:.hword -2
.section .text
.globl _start
_start:

mov ro, #0x1
mov r1, #0xFFFFFFFF
mov r2, #0xFF
mov r3, #0x101
mov r4, #0x400

mov r7, #1
svc #0
.end
```

After the fix, we assembled and linked the program again, fortunately, it was able to assemble and link. We launched the gdb debugger for third.

We ran the **list** command to make sure our program was correct.

```
pi@raspberrypi:~ $ as -g -o third.o third.s
pi@raspberrypi:~ $ ld -o third third.o
pi@raspberrypi:~ $ gdb third
```

```
(gdb) list
1    @Third program
2    .section .data
3    a:.hword -2
4
5    .section .text
6    .globl _start
7    _start:
8
9    mov r0,#0x1
10    mov r1,#0xFFFFFFF
(gdb)    □
```

Since we didn't load the variable **a** into any register, it didn't matter where we set the breakpoint as long as it is outside the **.data section**. We set a breakpoint at line 14 using the syntex **b** 14 to avoid stepping an instruction each time since we will be showing the content of the registers too. After that, we ran the program using **run**. After the program was successfully executed, we checked the memory location to make sure that the integer initialized (-2) was present in the 2-byte sized memory. We used both **x/1xh** and **x/1xsh** accompaning with the address of **a** (&**a**) to display the content of the memory in hexadecimal.

We observed that viewing the content of the memory using the halfword (x/1xh) is different from the signed halfword (x/1xsh), however, they both seem to provide us with the 2-byte memory with the integer -2 in hexadecimal.

We also examine the content of the registers to make sure that everything that we loaded stayed in the registers.

```
(gdb) info registers
                  0x1
-0
1
2
3
4
5
6
                  0xffffffff
                                          4294967295
                                           255
                  0x101
                                           257
                  0x400
                                          1024
                                          0
                  0x0
                                          0
                  0x0
                                          0
                  0x0
-8
                                          0
                  0x0
-9
                                          0
                  0x0
10
                                          0
                  0x0
11
                                          0
                  0x0
12
                  0x0
                                          0x7efff3c0
                  0x7efff3c0
sp
                  0 \times 0
                  0x10088
                                          0x10088 <_start+20>
                  0x10
                                          16
cpsr
                                           0
                  0x0
```