

# 16.317: Microprocessor Systems Design I

Fall 2012

## Lecture 27: Key Questions

November 19, 2012

1. Translate these x86 operations to PIC code. Assume that there are registers defined for each x86 register (e.g. AL, AH, BL, BH, etc.). 16-bit values (e.g., AX) must be dealt with as individual bytes
  - `MOVZX AX, BL`
  
  
  
  
  
  
  
  
  
  
  - `MOVSX AX, BL`
  
  
  
  
  
  
  
  
  
  
  - `INC AX`
  
  
  
  
  
  
  
  
  
  
  - `SUB BX, AX`
  
  
  
  
  
  
  
  
  
  
  - `RCL AX, 5`

1. Describe the operation of the given subroutine, which implements a 10 ms delay loop.

```
.*****  
;  
; TenMs subroutine and its call inserts a delay of exactly ten milliseconds  
; into the execution of code.  
; It assumes a 4 MHz crystal clock. One instruction cycle = 4 * Tosc.  
; TenMsH equ 13 ; Initial value of TenMs Subroutine's counter  
; TenMsL equ 250  
; COUNTH and COUNTL are two variables  
TenMs  
    nop ; one cycle  
    movlw TenMsH ; Initialize COUNT  
    movwf COUNTH  
    movlw TenMsL  
    movwf COUNTL  
Ten_1  
    decfsz COUNTL,F ; Inner loop  
    goto Ten_1  
    decfsz COUNTH,F ; Outer loop  
    goto Ten_1  
    return
```

2. Describe the operation of the given subroutine, which toggles a series of 3 LEDs in sequence, assuming those LEDs are attached to bits 0-2 of Port D.

**BlinkTable**

```
movf    PORTD, W      ; Copy present state of LEDs into W
andlw   B'00000111'   ; and keep only LED bits
addwf   PCL,F         ; Change PC with PCLATH and offset in W
retlw   B'00000001'   ; (000 -> 001) reinitialize to green
retlw   B'00000011'   ; (001 -> 010) green to yellow
retlw   B'00000110'   ; (010 -> 100) yellow to red
retlw   B'00000010'   ; (011 -> 001) reinitialize to green
retlw   B'00000101'   ; (100 -> 001) red to green
retlw   B'00000100'   ; (101 -> 001) reinitialize to green
retlw   B'00000111'   ; (110 -> 001) reinitialize to green
retlw   B'00000110'   ; (111 -> 001) reinitialize to green
```

*In calling program*

```
call    BlinkTable ; get bits to change into W
xorwf   PORTD, F   ; toggle them into PORTD
```