16.317: Microprocessor Systems Design I

Summer 2012

Homework 3 Due Friday, 8/10/12

<u>Note:</u> Since we do not have a lecture on the due date, you may turn in your homework in to my office before 1:30 PM, or via e-mail directly to me.

1. *(30 points)* Show the values of all changed registers (SFRs or GPRs) for each of the PIC 16F684 instruction sequences below.

a.	cblock A	0x20	b.	cblock 0x var1	x40
	B			endc	
	endc			movlw	0x1E
	clrf	A		movwf	var1
	movlw	0x11		rrf	var1, F
	movwf	В		xorwf	var1, W
	addlw	0x34		btfss	var1, 4
	subwf	A, F		iorlw	0x06
	comf	A, W		andwf	var1, F
	swapf	A, F		bcf	var1, 0

2. (40 points) For each of the following 80386 instructions, write a sequence of PIC 16F684 instructions that performs an equivalent operation.

Assume that variables are defined for all 8-bit 80386 registers so that you can use the same register names (for example, part (a) should use variables "AL" and "BL"). If an operation uses a 16-bit register (e.g., AX), remember that you can address each byte within that 16-bit register (e.g. AH and AL).

Also, note that shift or rotate operations should not be done by simply writing copies of the PIC rotate instructions—for example, the solution to part (g) shouldn't just be 5 copies of the "rlf" instruction. Use the shift amount provided as a literal value that will help determine the number of times you shift or rotate.

a.	MOV	AL, BL	f.	SAR	AL, 3
b.	INC	AX	g.	RCL	AL, 5
c.	AND	AX, BX	h.	ROR	AL, 2
d.	ADD	AX, BX	i.	JNC	Label
e.	SHL	AL. 4			

- 3. (30 points) Write a short PIC program to solve each of the following problems.
- a. Given a series of four LEDs (LED0-LED3) connected to bits 0-3 of Port A (which must be configured as outputs), write a program to turn on those LEDs using the sequence below. Assume that:
 - The upper four bits of Port A must remain unchanged throughout the program.
 - Writing a value of 1 to the appropriate bit will turn the corresponding LED on.
 - One step should be executed every 10 ms.
 - The sequence returns to Step 1 after Step 6.
 - If the program reaches an error state (i.e., an invalid combination of LEDs are on), it should return to Step 1.

Step 1: Only LED0 onStep 4: LED0 and LED1 both onStep 2: LED1 and LED2 both onStep 5: LED1 and LED3 both onStep 3: Only LED3 onStep 6: LED0 and LED2 both on

- b. Configure Port A so that all bits are outputs, and configure Port C so that all bits are inputs. Repeatedly read a byte from Port C, doing the following operations based on the input values:
 - If bit 0 is set, increment the working register.
 - If bit 0 is clear and bit 1 is set, decrement the working register.
 - If bits 0-1 are clear and bit 2 is set, clear the working register.
 - If bits 0-2 are clear and bit 3 is set, output the current value of the working register to Port A.
 - If bits 0-3 are clear and bit 4 is set, end the program.