

# **16.317: Microprocessor Systems Design I**

Spring 2015

## Lecture 24: Key Questions

April 3, 2015

1. Describe how to work with multi-byte data.

2. 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`

3. 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
```

4. 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
```