# **Preliminary work**

EE 447: Lab #1

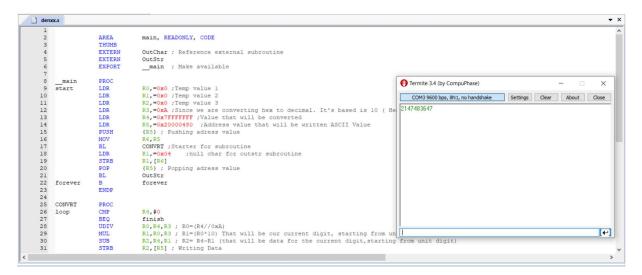
Programming with Subroutines, Parameter Passing, Utilization of Stacks & the concept of Recursion

**Berkay İPEK 2304814 – Sec.2** 

#### Question 1)

#### D:\OKUL\ee 4\u00fcn 1\u00e447\Labtwo\QuestionOne\denxx.s

```
AREA
                                  main, READONLY, CODE
                    THUMB
 4
                    EXTERN
                                  OutChar ; Reference external subroutine
 5
                    EXTERN
                                  OutStr
 6
                    EXPORT
                                  CONVRT ; Make available
     CONVRT
 8
                    PROC
                    PUSH
                                  {RO,R1,R2,R3,R4,R5,R6,LR}
     start
10
                    LDR
                                  R0,=0\times0 ; Temp value 1
11
                    LDR
                                  R1,=0x0 ; Temp value 2
12
                    LDR
                                  R2,=0x0; Temp value 3
                    LDR
                                  R3,=0xA ; Since we are converting hex to decimal. It's based is 10 ( Hexa
13
      [A] = Deci [10])
14
                    LDR
                                  R5,=0 \times 20000480 ; Address value that will be written ASCII Value
                                  {R5} ; Pushing adress value
R6,R5
15
                    PUSH
16
                    MOV
                                  CONVERT; Starter for subroutine R1,=0x04; null char for outstr subroutine
17
                    BT.
18
                    LDR
19
                    STRB
                                  R1, [R6]
20
                    POP
                                  {R5} ; Popping adress value
21
                    BL
                                  checker
22
     ret
                    BL
                                  OutStr
                    POP
                                  {R0,R1,R2,R3,R4,R5,R6,LR}
24
                    вх
2.5
                    ENDP
26
     checker
27
                    PROC
28
                    LDRB
                                  R0,[R5]
29
                    CMP
                                  R0, #0x30
30
                    BEQ
                                  checker2
31
                    ВХ
32
                    PROC
33
     checker2
34
                                  RO, [R5, #1]
                    LDRB
35
                    CMP
                                  R0,#0x04
                    ADDNE
36
                                  R5,#1
37
                                  LR
                    вх
38
     CONVERT
39
                    PROC
40
                    CMP
                                  R4.#0
     1000
                    BEQ
                                  finish
42
                    UDIV
                                  R0,R4,R3; R0=(R4//0xA)
                                 R1,R0,R3; R1=(R0*10) That will be our current digit, starting from unit digit R2,R4,R1; R2=R4-R1 (that will be data for the current digit, starting from
43
                    MIIT.
44
                    SUB
     unit digit)
45
                    STRB
                                  R2,[R5]; Writing Data
                                 R5,R5,#1 : Increasing Data Adress
R4,R0 : Updating number so that we can go to next digit
46
                    ADD
47
                    MOV
48
                    CMP
                                  R4, \#10; If it finishes, the number will be less than 10 otherwise it should
     go to label
                    "loop"
49
                    BMI
                                  finish
50
                    В
                                  loop
                                  R4,[R5];
51
      finish
                    STRB
                                               Writing converted data is finished here. It is time to rearrange
                                ASCII values R7,R5
     numbers and
                    converting
52
                    MOV
53
                    ADD
                                  R5, R5, #1
54
                    MOV
                                  R8, R5
                    LDRB
                                  R1,[R7]; This loop is writing the same table at the end of it. However, it
55
     loop1
      is in reversed order
56
                    STRB
                                  R1,[R5]
                                 R5,R5,#1
R7,R7,#1
R7,R6
57
                    ADD
58
                    SUB
59
                    CMP
60
                    BPL
                                  loop1
                                 {\tt R1,[R8]} ; This loop is writing ASCII values in the reversed table at the
61
     loop2
                    LDRB
     desired location
62
                    ADD
                                  R1,R1,#48
63
                    STRE
                                  R1,[R6]
                                 R6,R6,#1
R8,R8,#1
64
                    ADD
65
                    ADD
                    CMP
                                  R8, R5
67
                    BMT
                                  loop2
68
                    MOV
                                  R5, R6
                                  LR
69
                    ВХ
70
                    ENDP
71
                    END
```



If it is given manually, the result is here. (When input, R4, is 0x7FFFFFFF)

It should be noted that checker loops are for possible 0 outcomes when printing. It will prevent from printing "01" instead of "1".

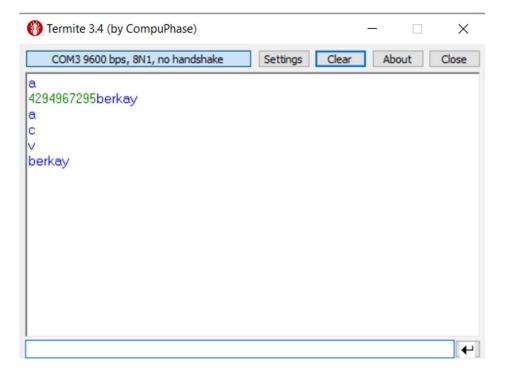
Also, for all these answers, user is expected to give input "01" instead of "1".

### Question 2)

### D:\OKUL\ee 4\u00fcn 1i\Lab-447\Labtwo\QuestionTwo\programming\_directive.s

```
AREA
                                            main, READONLY, CODE
                          THUMB
EXTERN
 4
                                            CONVRT
                          EXTERN
                                            InChar
 6
                          EXPORT
                                            __main
       NUM
                          EQU
                                            0x20000480
10
11
12
                          PROC
         main
       geta
                          BL
                                            InChar ;Getting Character
                                                             ; Checking if its ASCII value is zero or nor
; if it is zero then wait for another input
; Stote the adress, NUM, in the register RO
; Load R4 by the value pointed by NUM so that it can pass it to
                          CMP
                                            R5,#0x00
13
14
15
                          BEQ
LDR
                                            geta
RO,=NUM
16
                                            R4,[R0]
       subroutine CONVRT
17
                                                              ; Go to CONVRT subroutine ; Infinitive loop
                                            CONVRT
                          BL
18
                                            done
       done
19
                          ALIGN
20
                          ENDP
```

Figure 2: Debugging session for Program\_Directives.s file



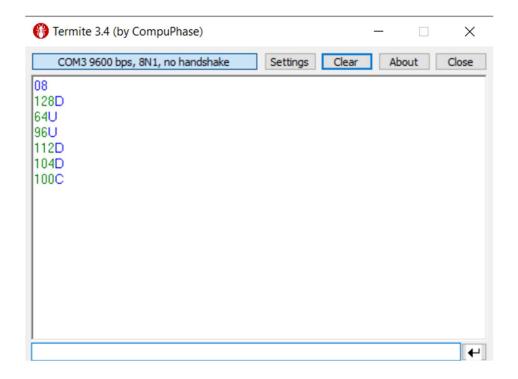
#### Question 3)

## 

```
AREA
                                   main, READONLY, CODE
                     THUMB
 4
                    EXTERN
                                   CONVRT
 5
                                   InChar
                    EXTERN
 6
                    EXTERN
                                   UPBND
                    EXPORT
                                   __main
 8
10
      __main
                    PROC; TAKING DATA AS WITH TWO DIGITS
11
                                   R8,=0xA
InChar
12
                    LDR
13
                    BL
                     PUSH
15
                    BL
                                   InChar
                    POP
16
                                   {R7}
                                   R7,#0x30
                    SUB
                                   R5,#0x30
R7,R8
R5,R7
18
                    SUB
19
                    MUL
20
                    ADD
                    VOM
                                   R2, R5; R2=n
22
      ;Prepreation for the alghoritm
                                   RO, #0; This will be held for minimum limit R11, #1; R11=1
23
                    MOV
                    MOV
25
                    LSL
                                   R11,R11,R2;This will be the maximum == 2^n
26
27
                                   R1,R11,R0; R1=R11+R0 (MIN+MAX)
R1,R1,#1; R1=R1/2 (MIN+MA
     calcu
                    ADD
                    LSR
                                                                (MIN+MAX)/2
28
                    MOV
29
30
                    _{\mathrm{BL}}
                                   CONVRT
                                   UPBND
                    BL
31
                                   calcu
                    В
32
      loop
                                   loop
33
                    ALIGN
34
                    ENDP
```

#### D:\OKUL\ee 4\u00fcn 1\\Lab-447\\Labtwo\QuestionThree\updater.s

```
main, READONLY, CODE
                        AREA
                        THUMB
 4
                        EXTERN
                                         InChar ; Reference external subroutine
                        EXPORT
                                         UPBND
                                                   ; Make available
       UPBND
                        PROC
                        PUSH
                                         {R2,R3,R4,R5,R6,LR}
                                         InChar
R5,#0x43; if input == 'C'
       geta
                        BL
10
                        CMP
                                        RS,#0x45; If Input == 'C'
forever; Finalize and go to infinite loop
R5,#0x55; if input == 'U'
chLW; Change lower bound
R5,#0x44; if input == 'D'
chHG; Change upper bound
11
                        BEQ
12
13
                        CMP
                        BEQ
14
                        CMP
                        BEQ
16
17
                        В
                                         geta
       forever
                        В
                                         forever
                        ENDP
19
20
                        PROC
       chLW
21
                        MOV
                                         RO,R1
22
                        POP
                                         {R2,R3,R4,R5,R6,LR}
23
24
                        BX
                        PROC
      chHG
26
27
28
                        MOV
                                         R11,R1
                                        {R2,R3,R4,R5,R6,LR}
LR
                        POP
                        BX
                        ENDP
30
31
32
                        END
33
34
35
```



### Question 4)

## D:\OKUL\ee 4ün 1i\Lab-447\Labtwo\QuestionFour\programming\_directive.s

```
AREA
                                          main, READONLY, CODE
                         THUMB
                                          CONVRT
 4
                        EXTERN
 5
                        EXTERN
                                          InChar
 6
                        EXPORT
                                          __main
 8
       MULT
                        EQU
                                          0x00000002
10
11
                        PROC
12
13
                        LDR
                                          R8,=0xA
                                          InChar ; Taken From Manual
                        BL
                         PUSH
15
16
                        BL
POP
                                          InChar
                                         R7, #0x30
R5, #0x30
R7, R8
R5, R7
R1, R5
17
18
                        SUB
                        SUB
19
20
21
                        MUL
                        ADD
                         MOV
22
23
24
                                          R0,=0x20000800
                        LDR
                                          R6,=MULT;
R5,=0x20000100
R1,#0x02
                        LDR
                        LDR
25
26
27
                        CMP
                        BMI
                                          special {R5}
                        PUSH
                        BL
                                          fibo
29
                        POP
                                          {R1}
30
31
                                          R0, [R1]
R4, R0
R1, #0x04
       loop
                        LDR
                        MOV
32
                        ADD
33
                        BL
CMP
                                          CONVRT
34
35
                                          R1, R5
                        BNE
                                          loop
36
                                          forever
37
38
                        ENDP
39
       special
                        PROC
40
41
42
                                          R4,#0x0
                        MOV
                                          CONVRT
                        BL
                        SUBS
                                          R1,#0x1
43
                        BMI
                                          forever
44
45
46
                        MOV
BL
                                          R4,#0x1
CONVRT
                        В
                                          forever
47
                                         R1, [R5]
R5, #4
R2, [R5]
R5, #4
48
49
50
       wrt
                        STR
                        ADD
                        STR
51
                        ADD
52
53
54
                        В
                                          exit
                                          R2,[R5]
R5,#4
       wrt2
                        STR
55
56
57
58
                        ADD
                        В
                                          cont
59
60
                                          R1,#2
R1,#0
R2,#1
       fibo
                        CMP
                        MOVEQ
62
63
64
                        MOVEQ
                        BEQ
                                          wrt
SP!,{LR}
                        STMDB
65
                        SUB
                                         fibo
SP!, {LR}
{R2}
R3,R2,R6
66
                        BL
LDMIA
67
68
       exit
                         PUSH
69
70
71
                        MUL
                                          R2,R1,R3
wrt2
                        ADD
72
73
74
75
                         POP
       cont
                                          {R1}
                        MOV
ALIGN
                                          PC, LR
```

