

Lab-01- Introduction to KEIL uVision-4And programs on DATA TRANSFER INSTRUCTIONS

- 1) Write an ARM assembly language program to store data into general purpose registers

```
AREA RESET, DATA, READONLY
```

```
EXPORT __Vectors
```

```
__Vectors
```

```
DCD 0x1000100
```

```
DCD Reset_Handler
```

```
ALIGN
```

```
AREA mycode, CODE, READONLY
```

```
ENTRY
```

```
EXPORT Reset_Handler
```

```
Reset_Handler
```

```
MOV R0, #10
```

```
MOV R1, #3
```

```
STOP
```

```
STOP
```

```
END
```

Output :

R0 0x0000000A

R1 0x00000003

- 2) Write an ARM assembly language program to transfer a 32-bit number from one location in the data memory to another location in the data memory.

```

AREA RESET, DATA, READONLY
EXPORT _Vectors
_Vectors
    DCD 0x10001000
    DCD Reset_Handler
    ALIGN
    AREA mycode, CODE, READONLY
    ENTRY
    EXPORT Reset_Handler
Reset_Handler
    LDR R0, =SRC
    LDR R1, =DST
    LDR R3, [R0]
    STR R3, [R1]
    STOP B STOP
    AREA mydata, DATA, READWRITE
    SRC DCD 0
    DST DCD 0
    END
  
```

Output:

Registers	Value	Execution
R0	0x00000648	same
R1	0x10000028	same
R3	0x00000008	same
SRC	0x00000008	same
DST	0x00000000	0x00000008

- 3) Write an ARM assembly language program to transfer block of ten 32 bit numbers from code memory to data memory when the source and destination blocks are nonoverlapping

```
AREA RESET, DATA, READONLY
```

```
EXPORT _Vectors
```

```
_Vectors
```

```
DCD 0x10001000
```

```
DCD Reset_Handler
```

```
ALIGN
```

```
AREA mycode, CODE, READONLY
```

```
ENTRY
```

```
EXPORT Reset_Handler
```

```
Reset_Handler
```

```
LDR R0, =SRC
```

```
LDR R1, =DST
```

```
MOV R2, #10
```

```
LOOP LDR R3, [R], #4
```

```
STR R3, [R1], #4
```

```
SUBS R2, #1
```

```
BNE LOOP
```

```
STOP B STOP
```

```
SRC DCD 1,2,3,4,5,6,7,8,9,10
```

```
AREA mydata, DATA, READWRITE
```

```
DST DCD 0
```

```
END
```

Output:

R0 0x00000014

R1 0x00000021

R2 0x00000001 → 0x00000002 ... 0x0000000A

SRC 0x00000014 → 0x00000015 ... 0x00000024

DST 0x00000021 → 0x00000022 ... 0x00000023)

(4) Reverse an array of 10 32-bit no: in the memory

AREA RESET, DATA, READONLY

EXPORT _Vectors

_Vectors

DCD 0x10001000

DCD Reset_Handler

ALIGN

AREA mycode, CODE, READONLY

ENTRY

EXPORT Reset_Handler

Reset_Handler

LDR R0, =SR1

LDR R1, =DST

ADD R1, #36

LDR R5, =DST

LDR R6, =DST

ADD R6, #36

MOV R2, #5

Loop LDR R3, [R0], #4

LDR R4, [R1], #4

STR R3, [R6], #-4

STR R4, [R5], #4

SUBS R2, R2, #1

BNE Loop

STOP B STOP

SRCC DCD 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

AREA mydata, DATA, READWRITE

DST DCD 0

END

Output

0x10001000	0x01	0x02	0x03	0x04	0x05	0x06	0x07	0x08	0x09
	↓	↓	↓	↓	↓	↓	↓	↓	↓
	0x0A	0x09	0x08	0x07	0x06	0x05	0x04	0x03	0x02
									0x01