(d) Consider the following snippet of C code

```
int i, a[10];
for (i = 0, a[0] = 0; i < 9; i++)
   a[i+1] = a[i]+1;</pre>
```

You are to translate this code into ARM assembly language. Include comments that state clealy how you have mapped the C variables to registers. Do not provide a complete program; write only enough assembly code to be equivalent to the C code.

Put your answer in the space below

[12 marks] 3. This question involves writing both assembly-language and C code.

In the space below you are to write a C-language program for the ARM processor. The program should perform the following task: in an infinite loop read from the SW port and show on HEX1-0 the number of SW switches that are set to 1. Your result has to be displayed in *decimal*. Hence if the SW switches were set to 1001110011, then you would display 6. If no switches are in the upward position you would display 0, and if all ten switches are set to 1 you would display 10. Note that an array of 7-segment patterns is provided for convenience. (The SW port address is $0 \times FF200040$. A diagram of the 7-segment display port is shown at the end of the exam.)

```
char seg7[] = \{0x3f, 0x06, 0x5b, 0x4f, 0x66, 0x6d, 0x7d, 0x07, 0x7f, 0x67\};
int main(void) {
```

On the next page, rewrite your code from part (a) of this question, but using ARM assembly language. Your program should produce exactly the same output as the C-language version. Note that an array of 7-segment patterns is provided for convenience.

}

[15 marks] 4. The program shown below has to enable interrupts every 0.25 seconds for the FPGA interval timer (interrupt ID = 72), which has a 100 MHz clock. A diagram of this timer's registers is given at the end of the exam. The main program displays a counter on the red LEDs, and the interrupt service routine for the timer increments this counter. You are to fill in the missing code so that the program will function properly. Assume that the exception vector table has been set up properly (code not shown).

```
.text
    .global _start
_start:
    /* Set up stack pointers, etc. */
```

```
LDR R5, =0xFF200000 // LEDR base address
LOOP: LDR R3, COUNT // global variable
STR R3, [R5] // light up the red lights
B LOOP

COUNT: .word 0x0 // used by timer
```

```
CONFIG_TIMER: // Configure the interval timer LDR R0, =0xFF202000
```

```
MOV PC, LR

SERVICE_IRQ: // IRQ Exception service routine
PUSH {R0-R7, LR}
LDR R4, =0xFFFEC100
LDR R5, [R4, #0x0C] // read the interrupt ID
```

TIMER_ISR: // Interval timer interrupt service routine

LDR R0, =0xFF202000 // interval timer base address

[10 marks] 5. Trace an ARM Program:

Consider the ARM code shown below. Note that the address that each instruction would have in the memory is shown to the left of the code.

```
.text
                     .global _start
            _start:
00000000
                             SP, =0x20000
                     LDR
00000004
                     LDR
                             R4, =0xFF200000
8000000
                     LDR
                             R0, = LIST
000000C
                             SEEIT
                     BL
00000010
                             RO, [R4]
                     STR
00000014
            GOTIT:
                             GOTIT
                     В
00000018
            LIST:
                             0xA3, 88, 105, 0x89, 221, 0x100
                     .word
0000030
                     .word
00000034
                             R1, [R0]
            SEEIT:
                     LDR
0000038
                             R0, #4
                     ADD
                             R3, [R0]
000003C
                     LDR
00000040
                     CMP
                             R3, #0
00000044
                     BNE
                             WANTIT
00000048
                             R0, #0
                     MOV
0000004C
                             LIKEIT
                     В
00000050
            WANTIT: PUSH
                             {R1, LR}
00000054
                     BL
                             SEEIT
00000058
                              {R1, LR}
                     POP
                             R1, R0
000005C
            LIKEIT: CMP
00000060
                     MOVGT
                             R0, R1
00000064
                             PC, LR
                     MOV
                    .end
```

(a) State in one or two sentences what this code "does". That is, given a list of data what does the program produce as an output?

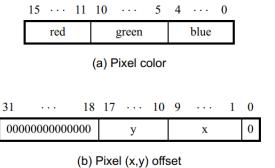
Answer			

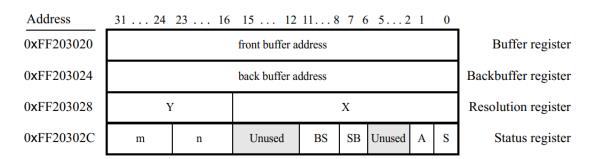
R0	R1	R3	
R13	R14	R15	
	Memory Address	Content	

ARM Addressing Modes

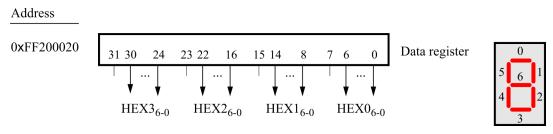
Name	Assembler syntax	Address generation
Offset:		
immediate offset	[Rn, #offset]	Address = Rn + offset
offset in Rm	$[Rn, \pm Rm, shift]$	$Address = Rn \pm Rm \text{ shifted}$
Pre-indexed:		
immediate offset	[Rn, #offset]!	$\begin{aligned} & \text{Address} = \mathbf{R}n + \text{offset;} \\ & \mathbf{R}n \leftarrow \text{address} \end{aligned}$
offset in Rm	$[Rn, \pm Rm, shift]!$	Address = $Rn \pm Rm$ shifted; $Rn \leftarrow$ address
Post-indexed:		
immediate offset	[Rn], #offset	$\begin{aligned} & \text{Address} = \mathbf{R}n; \\ & \mathbf{R}n \leftarrow \mathbf{R}n + \text{offset} \end{aligned}$
offset in Rm	$[Rn]$, $\pm Rm$, shift	Address = Rn ; $Rn \leftarrow Rn \pm Rm$ shifted

Pixel Buffer

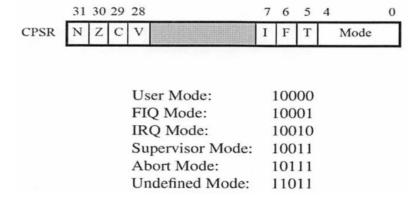




Seven-segment Display Port



Processor Modes



FPGA Interval Timer Port

Address	31 17 16	15	3	2	1	0	
0xFF202000	Not present (interval timer has 16-bit registers)	Unused			RUN	ТО	Status register
0xFF202004		Unused	STOP	START	CONT	ITO	Control register
0xFF202008		Counter start value (low)					
0xFF20200C		Counter start value (high)					
0xFF202010		Counter snapshot (low)					
0xFF202014		Coun	er snapsh	ot (high)			

GIC Interface

