[16 marks] 7. This is a question about writing ARM assembly-language code.

[5 marks]

(a) Write a subroutine named ROOT in ARM assembly language that has an input i and produces an output \sqrt{i} . Use this simple algorithm: find the largest number, j, for which $j^2 \le i$ (recall that ARM has a multiply instruction MUL). The value of i is passed to your subroutine in register R0, and you should also return the result, j, in register R0. Show your Answer in the space below.

ROOT:

MOV PC, LR // return from subroutine

[2 marks]

(b) Write a subroutine named MOD in ARM assembly language that produces the modulus, n % i. (The % is the *remainder* that is produced by the division operation $n \div i$). The values of n and i are passed to your subroutine in registers R0 and R1, respectively. You should also return the result, $n \mod i$, in register R0. Show your **Answer** in the space below.

MOD:

Question 7, continued

[9 marks]

(c) For this part you are to write a main program in ARM assembly language that makes use of the subroutines created in parts (a) and (b), above. Your program has to determine if a given input value, N, is a *prime number*. If it is, you should store a 1 into a memory location P. If N is not prime, then you should store 0 into P.

You are to use the algorithm given below, which is provided in *pseudo-code*.

The special case of n=2, which is the only *even* prime number, is handled at the beginning of the algorithm. Then, for the *odd* numbers the for loop checks whether N is divisible by any (odd) number, i, from 3 to \sqrt{N} . If a divisor (with remainder of 0) is found, then N is not prime and the loop terminates.

Write your ARM program that implements this algorithm in the space on the next page. A good approach for completing this task is to try to *translate* each line of the algorithm directly into assembly-language statements. To implement the operation \sqrt{n} use your ROOT subroutine from part (a), and implement the modulus operator % with your MOD subroutine from part (b). Note that the & operator in the pseudo-code represents the logical AND *operator*, and && corresponds to a logical AND *condition*.

To make it easier to mark your answer, you are required to to use some specific registers, as shown on the next page. Use register R4 to hold the value N, and read this value from memory. Also, use R11 to hold the result P, which you should store into memory at the end of your code.

Question 7, continued

Answer:

```
MOV R4, \#N LDR R4, [R4] // R4 = N MOV R11, \#0 // Result P will be in R11
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N: .word 17
P: .word 0