

What skill do I have to master to make my life great?

1. Dress well.
2. Speak clear and confident.
3. Life purpose.
4. Respect.
5. Well manner.
6. Smile.
7. Speak truth.
8. Accepting situation.
9. Optimistic thinking.
10. Self belief's.
11. Education.
12. Good knowledge of any particular field.
13. Observation.
14. Self love.
15. Gratitude.
16. Broad mindset.
17. Take care Health.
18. Managing wealth.
19. Making true friends.
20. Handling failure and heartbreak.

ARM Processor-Test1-Key Answers

1. Justify the following

- (i) ARM is suitable for Embedded System applications
- (ii) Code density will be improved using Thumb Instructions

Ans: (i) The following features that make ARM ideal for embedded applications

- Small processor for lower power consumption
- High code density for limited memory and physical size restrictions
- Can interface with slow and low-cost memory systems
- Reduced die size for processor to accommodate more peripherals

(ii)

ARM code	Thumb code
ARMDivide	ThumbDivide
; IN: r0(value),r1(divisor)	; IN: r0(value),r1(divisor)
; OUT: r2(MODulus),r3(DIVide)	; OUT: r2(MODulus),r3(DIVide)
MOV r3,#0	MOV r3,#0
loop	loop
SUBS r0,r0,r1	ADD r3,#1
ADDGE r3,r3,#1	SUB r0,r1
BGE loop	BGE loop
ADD r2,r0,r1	SUB r3,#1
	ADD r2,r0,r1
$5 \times 4 = 20$ bytes	$6 \times 2 = 12$ bytes

The above table indicates that

- A thumb implementation of the same code takes up around 30% less memory than the equivalent ARM implementation
- Uses 70% of the space of the ARM code and uses 40% more instructions than the ARM

2. Use the suitable single ARM instruction to perform the following operations

- (i) $R0 = \sim R1$
- (ii) $R3 = R2 + R2 \times 8$
- (iii) $R6 = R5 - R4 / 16$
- (iv) $R10 = R9 \times R8 + R7$
- (v) $R12 = R11 + 12$ if $Z = 1$

Ans: (i) `MVN R0,R1`
(ii) `ADD R3,R2,R2,LSL#3`
(iii) `SUB R6,R5,R4,LSR#4`
(iv) `MLA R10,R9,R8,R7`
(v) `ADDEQ R12,R11,#12`

3. Compute the following

- i) Effective address of the instruction
`STR R0, [R1], # -12` if register $R1 = 0x200$
- ii) The value of SP after executing the instruction
`STMFD SP!, {R0, R1}` if SP is $0x10001000$ initially
- iii) The value in register R8 after execution of the instruction
`RSB R8,R4,R5` If $R4 = 15$ and $R5 = 20$
- iv) The value in register R2 after execution of the instruction
`MOVT R2,#0x1234`
- v) The value in register R2 after executing the instruction
`EOR R2, #0xf<<0` If $R2 = 0x1234$ initially

Ans: (i) $R1 - 12 = 0x200 - 12 = 0x1F4$

(ii) 2 registers * 4 bytes each = 8 bytes (0x08)
 $SP = 0x10001000 - 0x08 = 0x10000FF8$

(iii) $R8 = R5 - R4 \rightarrow R8 = 20 - 15 = 05$

(iv) $R2 = 0x12340000$

(v) $R2 = 0x123B$

Develop an ARM ALP to

- i) Transfer the five 32-bit numbers defined in the code memory to descending stack memory
- ii) Generate Table 5 in read-write memory

Ans: (i)

```
area reset,data,readonly
export __Vectors
__Vectors
    dcd 0x10001000; initialization of stack memory
    dcd Reset_Handler

area mycode,code,readonly
    entry
    export Reset_Handler

Reset_Handler

    ldr r0,=src

    ldmia r0,{r1-r5}
    stmfd sp!, {r1-r5}

stop b stop
src dcd 0x12345678, 0xabcdef01, 0x87654321, 0x1379ace1, 0x98765432
end
```

(ii)

```
area reset,data,readonly
    export __Vectors
__Vectors
    dcd 0
    dcd Reset_Handler

area mycode,code,readonly
entry
export Reset_Handler
Reset_Handler

    mov r0,#10
    ldr r1,=data1
    mov r2,#5

cont    strb r2,[r1],#1
        add r2,r2,#5
        subs r0,r0,#1
        cmp r0,#0
        bne cont

stop b stop

area mydata,data,readwrite
data1 space 0
end
```