190905522 CSE D 62

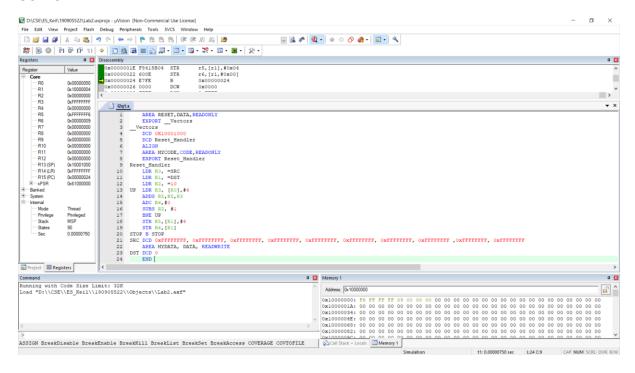
END

ES LAB 2 (Week 2)

Q1) Write a program to add ten 32-bit numbers available in code memory and store the result in data memory.

```
CODE:
     AREA RESET, DATA, READONLY
     EXPORT __Vectors
__Vectors
     DCD 0X10001000
     DCD Reset_Handler
     ALIGN
     AREA MYCODE, CODE, READONLY
     ENTRY
EXPORT Reset_Handler
Reset_Handler
     LDR RO, =SRC
     LDR R1, =DST
     LDR R2, =10
UP
     LDR R3, [R0],#4
     ADDS R5,R5,R3
     ADC R6,#0
     SUBS R2, #1
     BNE UP
     STR R5,[R1],#4
     STR R6,[R1]
STOP B STOP
OxFFFFFFF, OxFFFFFFF
     AREA MYDATA, DATA, READWRITE
DST DCD 0
```

OUTPUT:



Q2) Write a program to add two 128 -bit numbers available in code memory and store the result in data memory.

CODE:

```
AREA RESET,DATA,READONLY
EXPORT __Vectors
__Vectors

DCD 0X10001000

DCD Reset_Handler

ALIGN

AREA MYCODE,CODE,READONLY
ENTRY
EXPORT Reset_Handler

LDR R0, =VAL1
LDR R1, =VAL2
LDR R2, =DST
LDR R3,=4 ;Counter
```

```
MOV R7,#0 ;Carry
UP LDR R4, [R0],#4
LDR R5, [R1],#4
ADDS R8,R7,R4
MOV R7,#0
ADC R7,#0
ADDS R8,R5
ADC R7,#0
STR R8,[R2],#4
SUBS R3, #1
```

BNE UP

STR R7,[R2]

STOP B STOP

VAL1 DCD 0xffffffff,0xffffffff,0xffffffff

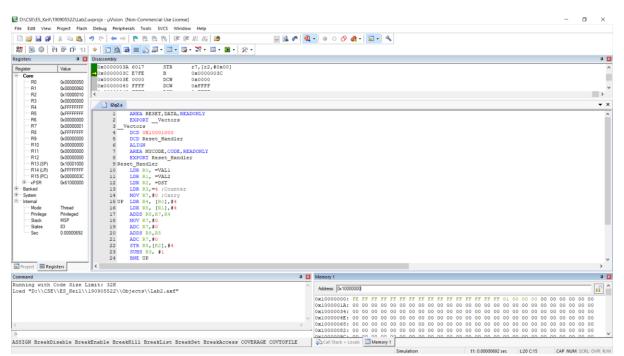
VAL2 DCD 0xffffffff,0xffffffff,0xffffffff

AREA MYDATA, DATA, READWRITE

DST DCD 0

END

OUTPUT:

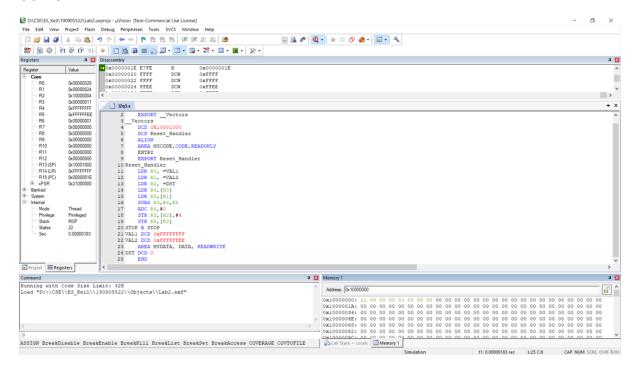


Q3) Write a program to subtract two 32 bit numbers available in the code memory and store the result in the data memory.

CODE:

```
AREA RESET, DATA, READONLY
       EXPORT __Vectors
__Vectors
       DCD 0X10001000
       DCD Reset_Handler
       ALIGN
       AREA MYCODE, CODE, READONLY
       ENTRY
       EXPORT Reset_Handler
Reset_Handler
  LDR RO, =VAL1
       LDR R1, =VAL2
  LDR R2, =DST
       LDR R4,[R0]
       LDR R5,[R1]
  SUBS R3,R4,R5
       ADC R6,#0
       STR R3,[R2],#4
       STR R6,[R2]
STOP B STOP
VAL1 DCD 0xFFFFFFF
VAL2 DCD 0xFFFFFEE
  AREA MYDATA, DATA, READWRITE
DST DCD 0
       END
```

OUTPUT:



Q4) Write a program to subtract two 128-bit numbers available in the code memory and store the result in the data memory.

CODE:

```
AREA RESET,DATA,READONLY
EXPORT __Vectors
__Vectors

DCD 0X10001000

DCD Reset_Handler

ALIGN

AREA MYCODE,CODE,READONLY
ENTRY
EXPORT Reset_Handler

LDR R0, =VAL1
LDR R1, =VAL2
LDR R8, =DST
LDR R3, =4
LDR R4, =0
```

GO LDR R5, [R0], #4

LDR R6, [R1], #4

SUBS R7, R5, R6

SUB R7, R7, R4

STR R7, [R8], #4

ADC R4, #0

TEQ R4, #0

BEQ ZERO

MOV R4, #0

B SKIP

ZERO MOV R4, #1

SKIP SUBS R3, #1

BNE GO

VAL1 DCD 0xffffffff,0xffffffff,0xffffffff

VAL2 DCD 0xFFFFFFEE,0xFFFFFFEE,0xFFFFFFEE

AREA MYDATA, DATA, READWRITE

DST DCD 0

END

OUTPUT:

