

Part 1

```
# problem 1
listing = currentProgram.getListing()
main = getGlobalFunctions("main")[0]
addr = main.getBody()
instructions = listing.getCodeUnits(addr, True)

instructions_dict = {}
for i in instructions:
    instr = str(i).split(' ')[0]
    if instr in instructions_dict.keys():
        instructions_dict[instr] += 1
    else:
        instructions_dict.update({instr:1})

for k, v in instructions_dict.items():
    print(k, v)
```

```

# Problem 2
outfile = open('pcode.txt', 'w')

main = getGlobalFunctions("main")[0]
main_body = main.getBody()
listing = currentProgram.getListing()
instructions = listing.getInstructions(main_body, True)
while instructions.hasNext():
    opcode = instructions.next()
    pcode = opcode.getPCode()
    for entry in pcode:
        outfile.writelines(str("  {}".format(entry)) + '\n')

outfile.close()

```

```

# Problem 3
listing = currentProgram.getListing()
main = getGlobalFunctions("main")[0] #
addr = main.getBody()
instructions = listing.getCodeUnits(addr, True) #

branches = 0
for i in instructions: #
    if(str(i)[0] == 'b'):
        branches += 1

print("The total amount of branch instructions is: " + str(branches))

```

lab8.py> Running...

('stmdb', 1)

('add', 8)

('sub', 2)

('b', 4)

('bhi', 1)

('mvn', 3)

('cmp', 4)

('bl', 6)

('blt', 1)

```
('ldmia', 1)
('cpy', 5)
('beq', 2)
('str', 7)
('mov', 3)
('ldrb', 2)
('ldr', 18)
```

The total amount of branch instructions is: 14
lab8.py> Finished!

Pcode is at the bottom

Part 2

The first thing that this program does is takes two inputs. If you do not have two inputs then you will get an error message. Then the program checks to make sure that both arguments are at least seven characters. Then the program checks to see if the lengths of both inputs are the same. After that, the program checks to make sure that the length of the inputs is even. Then the program checks to see if the first half of the inputs are the same character. Finally, it checks to see if the remaining characters are different

```
[austinsbrown@inspiron5567 lab8]$ ./half-twins AAAAAAAA AAAAHHHH
Abby & Gabby: yaayy!! nice job! :D
[austinsbrown@inspiron5567 lab8]$
```

Pcode for Part 1

```
(register, 0x80, 4) INT_SUB (register, 0x54, 4) , (const, 0x4, 4)
    --- STORE (const, 0x1a1, 8) , (register, 0x80, 4) , (register,
0x58, 4)
    (register, 0x80, 4) INT_SUB (register, 0x80, 4) , (const, 0x4, 4)
    --- STORE (const, 0x1a1, 8) , (register, 0x80, 4) , (register,
0x4c, 4)
    (register, 0x80, 4) INT_SUB (register, 0x80, 4) , (const, 0x4, 4)
    (register, 0x54, 4) INT_ADD (register, 0x80, 4) , (const, 0x4, 4)
    (register, 0x66, 1) INT_CARRY (register, 0x54, 4) , (const, 0x4, 4)
    (register, 0x67, 1) INT_SCARRY (register, 0x54, 4) , (const, 0x4,
4)
    (register, 0x4c, 4) INT_ADD (register, 0x54, 4) , (const, 0x4, 4)
```

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    (register, 0x64, 1) INT_SLESS (register, 0x4c, 4) , (const, 0x0, 4)
    (register, 0x65, 1) INT_EQUAL (register, 0x4c, 4) , (const, 0x0, 4)
    (register, 0x66, 1) INT_LESSEQUAL (const, 0x18, 4) , (register,
0x54, 4)
    (register, 0x67, 1) INT_SBORROW (register, 0x54, 4) , (const, 0x18,
4)
    (register, 0x54, 4) INT_SUB (register, 0x54, 4) , (const, 0x18, 4)
    (register, 0x64, 1) INT_SLESS (register, 0x54, 4) , (const, 0x0, 4)
    (register, 0x65, 1) INT_EQUAL (register, 0x54, 4) , (const, 0x0, 4)
    (unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xffffffffe8, 4)
    --- STORE (const, 0x1a1, 8) , (unique, 0xe10, 4) , (register,
0x20, 4)
    (unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xffffffffe4, 4)
    --- STORE (const, 0x1a1, 8) , (unique, 0xe10, 4) , (register,
0x24, 4)
    (register, 0x2c, 4) LOAD (const, 0x1a1, 8) , (const, 0x8580, 4)
    (unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xfffffffff4, 4)
    --- STORE (const, 0x1a1, 8) , (unique, 0xe10, 4) , (register,
0x2c, 4)
    (unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xffffffffe8, 4)
    (register, 0x2c, 4) LOAD (const, 0x1a1, 8) , (unique, 0xe10, 4)
    (register, 0x66, 1) INT_LESSEQUAL (const, 0x2, 4) , (register,
0x2c, 4)
    (register, 0x67, 1) INT_SBORROW (register, 0x2c, 4) , (const, 0x2,
4)
    (unique, 0x6960, 4) INT_SUB (register, 0x2c, 4) , (const, 0x2, 4)
    (register, 0x64, 1) INT_SLESS (unique, 0x6960, 4) , (const, 0x0, 4)
    (register, 0x65, 1) INT_EQUAL (unique, 0x6960, 4) , (const, 0x0, 4)
    (register, 0x62, 1) COPY (register, 0x66, 1)
    (register, 0x61, 1) COPY (register, 0x65, 1)
    (register, 0x60, 1) COPY (register, 0x64, 1)
    (register, 0x63, 1) COPY (register, 0x67, 1)
    --- CBRANCH (ram, 0x84a8, 4) , (register, 0x61, 1)
    (register, 0x20, 4) LOAD (const, 0x1a1, 8) , (const, 0x8584, 4)
    (register, 0x58, 4) COPY (const, 0x84a0, 4)
    --- CALL (ram, 0x8300, 4)
    (register, 0x2c, 4) INT_NEGATE (const, 0x0, 4)
    (register, 0x64, 1) INT_SLESS (register, 0x2c, 4) , (const, 0x0, 4)
    (register, 0x65, 1) INT_EQUAL (register, 0x2c, 4) , (const, 0x0, 4)
    (register, 0x66, 1) COPY (register, 0x68, 1)
    (register, 0x67, 1) COPY (register, 0x63, 1)
    --- BRANCH (ram, 0x8574, 4)
    (unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xffffffffe4, 4)
    (register, 0x2c, 4) LOAD (const, 0x1a1, 8) , (unique, 0xe10, 4)

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(register, 0x66, 1) INT_CARRY (register, 0x2c, 4) , (const, 0x4, 4)
(register, 0x67, 1) INT_SCARRY (register, 0x2c, 4) , (const, 0x4,
4)
(register, 0x2c, 4) INT_ADD (register, 0x2c, 4) , (const, 0x4, 4)
(register, 0x64, 1) INT_SLESS (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x65, 1) INT_EQUAL (register, 0x2c, 4) , (const, 0x0, 4)
(unique, 0xdf0, 4) INT_ADD (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x2c, 4) LOAD (const, 0x1a1, 8) , (unique, 0xdf0, 4)
(register, 0x20, 4) COPY (register, 0x2c, 4)
(register, 0x58, 4) COPY (const, 0x84bc, 4)
    --- CALL (ram, 0x8324, 4)
(register, 0x2c, 4) COPY (register, 0x20, 4)
(register, 0x66, 1) INT_LESSEQUAL (const, 0x9, 4) , (register,
0x2c, 4)
(register, 0x67, 1) INT_SBORROW (register, 0x2c, 4) , (const, 0x9,
4)
(unique, 0x6960, 4) INT_SUB (register, 0x2c, 4) , (const, 0x9, 4)
(register, 0x64, 1) INT_SLESS (unique, 0x6960, 4) , (const, 0x0, 4)
(register, 0x65, 1) INT_EQUAL (unique, 0x6960, 4) , (const, 0x0, 4)
(register, 0x62, 1) COPY (register, 0x66, 1)
(register, 0x61, 1) COPY (register, 0x65, 1)
(register, 0x60, 1) COPY (register, 0x64, 1)
(register, 0x63, 1) COPY (register, 0x67, 1)
(unique, 0x3b0, 1) BOOL_NEGATE (register, 0x61, 1)
(unique, 0x3d0, 1) BOOL_AND (register, 0x62, 1) , (unique, 0x3b0,
1)
    --- CBRANCH (ram, 0x84d8, 4) , (unique, 0x3d0, 1)
(register, 0x20, 4) LOAD (const, 0x1a1, 8) , (const, 0x8588, 4)
(register, 0x58, 4) COPY (const, 0x84d0, 4)
    --- CALL (ram, 0x8300, 4)
(register, 0x2c, 4) INT_NEGATE (const, 0x0, 4)
(register, 0x64, 1) INT_SLESS (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x65, 1) INT_EQUAL (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x66, 1) COPY (register, 0x68, 1)
(register, 0x67, 1) COPY (register, 0x63, 1)
    --- BRANCH (ram, 0x8574, 4)
(register, 0x2c, 4) COPY (const, 0x0, 4)
(register, 0x64, 1) INT_SLESS (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x65, 1) INT_EQUAL (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x66, 1) COPY (register, 0x68, 1)
(register, 0x67, 1) COPY (register, 0x63, 1)
(unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xffffffff0, 4)
    --- STORE (const, 0x1a1, 8) , (unique, 0xe10, 4) , (register,
0x2c, 4)
(unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xffffffffe4, 4)
(register, 0x2c, 4) LOAD (const, 0x1a1, 8) , (unique, 0xe10, 4)
(register, 0x66, 1) INT_CARRY (register, 0x2c, 4) , (const, 0x4, 4)

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    (register, 0x67, 1) INT_SCARRY (register, 0x2c, 4) , (const, 0x4,
4)
    (register, 0x2c, 4) INT_ADD (register, 0x2c, 4) , (const, 0x4, 4)
    (register, 0x64, 1) INT_SLESS (register, 0x2c, 4) , (const, 0x0, 4)
    (register, 0x65, 1) INT_EQUAL (register, 0x2c, 4) , (const, 0x0, 4)
    (unique, 0xdf0, 4) INT_ADD (register, 0x2c, 4) , (const, 0x0, 4)
    (register, 0x2c, 4) LOAD (const, 0x1a1, 8) , (unique, 0xdf0, 4)
    (register, 0x20, 4) COPY (register, 0x2c, 4)
    (register, 0x58, 4) COPY (const, 0x84f4, 4)
    --- CALL (ram, 0x8324, 4)
    (register, 0x2c, 4) COPY (register, 0x20, 4)
    (unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xffffffff8, 4)
    --- STORE (const, 0x1a1, 8) , (unique, 0xe10, 4) , (register,
0x2c, 4)
    (register, 0x2c, 4) COPY (const, 0x0, 4)
    (register, 0x64, 1) INT_SLESS (register, 0x2c, 4) , (const, 0x0, 4)
    (register, 0x65, 1) INT_EQUAL (register, 0x2c, 4) , (const, 0x0, 4)
    (register, 0x66, 1) COPY (register, 0x68, 1)
    (register, 0x67, 1) COPY (register, 0x63, 1)
    (unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xffffffff0, 4)
    --- STORE (const, 0x1a1, 8) , (unique, 0xe10, 4) , (register,
0x2c, 4)
    --- BRANCH (ram, 0x8558, 4)
    (unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xffffffff0, 4)
    (register, 0x2c, 4) LOAD (const, 0x1a1, 8) , (unique, 0xe10, 4)
    (unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xffffffff4, 4)
    (register, 0x28, 4) LOAD (const, 0x1a1, 8) , (unique, 0xe10, 4)
    (register, 0x68, 1) COPY (register, 0x62, 1)
    (register, 0x66, 1) INT_CARRY (register, 0x28, 4) , (register,
0x2c, 4)
    (register, 0x67, 1) INT_SCARRY (register, 0x28, 4) , (register,
0x2c, 4)
    (register, 0x2c, 4) INT_ADD (register, 0x28, 4) , (register, 0x2c,
4)
    (register, 0x64, 1) INT_SLESS (register, 0x2c, 4) , (const, 0x0, 4)
    (register, 0x65, 1) INT_EQUAL (register, 0x2c, 4) , (const, 0x0, 4)
    (unique, 0xdf0, 4) INT_ADD (register, 0x2c, 4) , (const, 0x0, 4)
    (unique, 0x6b70, 1) LOAD (const, 0x1a1, 8) , (unique, 0xdf0, 4)
    (register, 0x2c, 4) INT_ZEXT (unique, 0x6b70, 1)
    (register, 0x66, 1) INT_CARRY (register, 0x2c, 4) , (const, 0x2, 4)
    (register, 0x67, 1) INT_SCARRY (register, 0x2c, 4) , (const, 0x2,
4)
    (register, 0x28, 4) INT_ADD (register, 0x2c, 4) , (const, 0x2, 4)
    (register, 0x64, 1) INT_SLESS (register, 0x28, 4) , (const, 0x0, 4)
    (register, 0x65, 1) INT_EQUAL (register, 0x28, 4) , (const, 0x0, 4)

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(unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xfffffffffe4, 4)
(register, 0x2c, 4) LOAD (const, 0x1a1, 8) , (unique, 0xe10, 4)
(register, 0x66, 1) INT_CARRY (register, 0x2c, 4) , (const, 0x4, 4)
(register, 0x67, 1) INT_SCARRY (register, 0x2c, 4) , (const, 0x4,
4)
(register, 0x2c, 4) INT_ADD (register, 0x2c, 4) , (const, 0x4, 4)
(register, 0x64, 1) INT_SLESS (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x65, 1) INT_EQUAL (register, 0x2c, 4) , (const, 0x0, 4)
(unique, 0xdf0, 4) INT_ADD (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x24, 4) LOAD (const, 0x1a1, 8) , (unique, 0xdf0, 4)
(unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xfffffffff0, 4)
(register, 0x2c, 4) LOAD (const, 0x1a1, 8) , (unique, 0xe10, 4)
(register, 0x68, 1) COPY (register, 0x62, 1)
(register, 0x66, 1) INT_CARRY (register, 0x24, 4) , (register,
0x2c, 4)
(register, 0x67, 1) INT_SCARRY (register, 0x24, 4) , (register,
0x2c, 4)
(register, 0x2c, 4) INT_ADD (register, 0x24, 4) , (register, 0x2c,
4)
(register, 0x64, 1) INT_SLESS (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x65, 1) INT_EQUAL (register, 0x2c, 4) , (const, 0x0, 4)
(unique, 0xdf0, 4) INT_ADD (register, 0x2c, 4) , (const, 0x0, 4)
(unique, 0x6b70, 1) LOAD (const, 0x1a1, 8) , (unique, 0xdf0, 4)
(register, 0x2c, 4) INT_ZEXT (unique, 0x6b70, 1)
(register, 0x68, 1) COPY (register, 0x62, 1)
(register, 0x66, 1) INT_LESSEQUAL (register, 0x2c, 4) , (register,
0x28, 4)
(register, 0x67, 1) INT_SBORROW (register, 0x28, 4) , (register,
0x2c, 4)
(unique, 0x6980, 4) INT_SUB (register, 0x28, 4) , (register, 0x2c,
4)
(register, 0x64, 1) INT_SLESS (unique, 0x6980, 4) , (const, 0x0, 4)
(register, 0x65, 1) INT_EQUAL (unique, 0x6980, 4) , (const, 0x0, 4)
(register, 0x62, 1) COPY (register, 0x66, 1)
(register, 0x61, 1) COPY (register, 0x65, 1)
(register, 0x60, 1) COPY (register, 0x64, 1)
(register, 0x63, 1) COPY (register, 0x67, 1)
--- CBRANCH (ram, 0x854c, 4) , (register, 0x61, 1)
(register, 0x20, 4) LOAD (const, 0x1a1, 8) , (const, 0x858c, 4)
(register, 0x58, 4) COPY (const, 0x8544, 4)
--- CALL (ram, 0x8300, 4)
(register, 0x2c, 4) INT_NEGATE (const, 0x0, 4)
(register, 0x64, 1) INT_SLESS (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x65, 1) INT_EQUAL (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x66, 1) COPY (register, 0x68, 1)
(register, 0x67, 1) COPY (register, 0x63, 1)
--- BRANCH (ram, 0x8574, 4)

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(unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xfffffffff0, 4)
(register, 0x2c, 4) LOAD (const, 0x1a1, 8) , (unique, 0xe10, 4)
(register, 0x66, 1) INT_CARRY (register, 0x2c, 4) , (const, 0x1, 4)
(register, 0x67, 1) INT_SCARRY (register, 0x2c, 4) , (const, 0x1,
4)
(register, 0x2c, 4) INT_ADD (register, 0x2c, 4) , (const, 0x1, 4)
(register, 0x64, 1) INT_SLESS (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x65, 1) INT_EQUAL (register, 0x2c, 4) , (const, 0x0, 4)
(unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xfffffffff0, 4)
--- STORE (const, 0x1a1, 8) , (unique, 0xe10, 4) , (register,
0x2c, 4)
(unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xfffffffff0, 4)
(register, 0x28, 4) LOAD (const, 0x1a1, 8) , (unique, 0xe10, 4)
(unique, 0xe10, 4) INT_ADD (register, 0x4c, 4) , (const,
0xfffffffff8, 4)
(register, 0x2c, 4) LOAD (const, 0x1a1, 8) , (unique, 0xe10, 4)
(register, 0x68, 1) COPY (register, 0x62, 1)
(register, 0x66, 1) INT_LESSEQUAL (register, 0x2c, 4) , (register,
0x28, 4)
(register, 0x67, 1) INT_SBORROW (register, 0x28, 4) , (register,
0x2c, 4)
(unique, 0x6980, 4) INT_SUB (register, 0x28, 4) , (register, 0x2c,
4)
(register, 0x64, 1) INT_SLESS (unique, 0x6980, 4) , (const, 0x0, 4)
(register, 0x65, 1) INT_EQUAL (unique, 0x6980, 4) , (const, 0x0, 4)
(register, 0x62, 1) COPY (register, 0x66, 1)
(register, 0x61, 1) COPY (register, 0x65, 1)
(register, 0x60, 1) COPY (register, 0x64, 1)
(register, 0x63, 1) COPY (register, 0x67, 1)
(unique, 0x440, 1) INT_NOTEQUAL (register, 0x60, 1) , (register,
0x63, 1)
--- CBRANCH (ram, 0x8508, 4) , (unique, 0x440, 1)
(register, 0x20, 4) LOAD (const, 0x1a1, 8) , (const, 0x8590, 4)
(register, 0x58, 4) COPY (const, 0x8570, 4)
--- CALL (ram, 0x8300, 4)
(register, 0x2c, 4) COPY (const, 0x0, 4)
(register, 0x64, 1) INT_SLESS (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x65, 1) INT_EQUAL (register, 0x2c, 4) , (const, 0x0, 4)
(register, 0x66, 1) COPY (register, 0x68, 1)
(register, 0x67, 1) COPY (register, 0x63, 1)
(register, 0x20, 4) COPY (register, 0x2c, 4)
(register, 0x66, 1) INT_LESSEQUAL (const, 0x4, 4) , (register,
0x4c, 4)
(register, 0x67, 1) INT_SBORROW (register, 0x4c, 4) , (const, 0x4,
4)
4)
(register, 0x54, 4) INT_SUB (register, 0x4c, 4) , (const, 0x4, 4)

```



```
(register, 0x64, 1) INT_SLESS (register, 0x54, 4) , (const, 0x0, 4)
(register, 0x65, 1) INT_EQUAL (register, 0x54, 4) , (const, 0x0, 4)
(register, 0x80, 4) COPY (register, 0x54, 4)
(register, 0x4c, 4) LOAD (const, 0x1a1, 8) , (register, 0x80, 4)
(register, 0x80, 4) INT_ADD (register, 0x80, 4) , (const, 0x4, 4)
(register, 0x5c, 4) LOAD (const, 0x1a1, 8) , (register, 0x80, 4)
(register, 0x80, 4) INT_ADD (register, 0x80, 4) , (const, 0x4, 4)
(register, 0x54, 4) COPY (register, 0x80, 4)
(unique, 0x0, 4) INT_AND (register, 0x5c, 4) , (const, 0x1, 4)
(register, 0xb0, 1) INT_NOTEQUAL (unique, 0x0, 4) , (const, 0x0, 4)
(register, 0x69, 1) COPY (register, 0xb0, 1)
(register, 0x5c, 4) INT_AND (register, 0x5c, 4) , (const,
0xfffffffffe, 4)
    --- RETURN (register, 0x5c, 4)
```