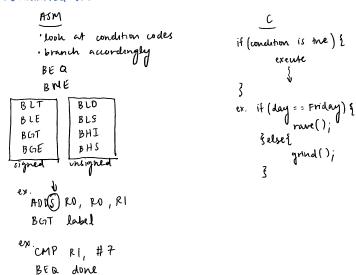


## C. Conditional statements



D. Iterating (Loops) (4 by the early)

ex. We have & 32 bit #5 for which we will add

1 to all of them. A SPACE 32byes; ASM ; away of 32 bit #5 ; # of elements in away RI, Birl = address of B ZDR 20, = A LDRB M, (RI) ; here it end of away CMP M, #0 BEQ Love (1DR) R2, [R0] } ADD RZ, #1 STR RZ, [RO] ; get to next element in away 7ADD RO, #4 32 bits = 4 bytes SUB RI, #1 B loop done BX IR

for loops

FORM AT:

ex. for (int 3-t i=0; i 2 8; i++) {
 arr [i] = arr [i] + 1;

Watch 1

Name

Data[i]

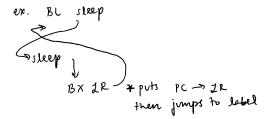
---- 👂 Data[i+1]

Enter expres...

## (4) Function Calls

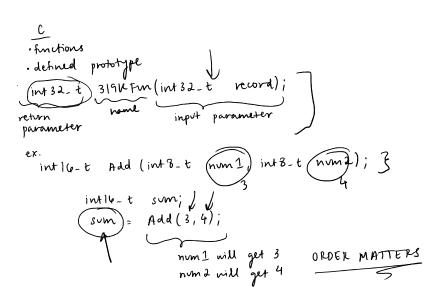
ASM

- ·subroutines
- ·BL (branch of link)
- ·BX IR rhm subsortine



## (5) Debugging in C

- · use breakpoints and step through
- · Use watch mindows to watch variables while debugging
  - is right dith on variable in code and Add to watch 1



Type

ushort

ushort

int

Value

0x000C