

-write a main program and subroutine equivalent to:

```
int FINDsum (int N) {  
    int sum=0;  
    while (N!=0) {  
        sum += N;  
        --N;  
    }  
    return (sum);  
}
```

ARM:

```
.text  
.global -start  
  
-start:  mov     R4, #N    // R4 points to N  
        LDR     R0, [R4]  // R0 = N  
        BL      FINDSUM  
  
        STR     R0, [R4, #4]  
END:     B       END
```

N: .word 10

sum: .word 0

// N is in R0 ; sum is returned in R0

FINDSUM: mov R2, #0

WHILE: CMP R0, #0

BEQ ENDL00P

ADD R2, R0

SUB R0, #1

B WHILE.

ENDL00P: mov R0, R2

mov PC, LR

ref. =

Enhanced Processor:

MAIN: mvi r4, #N // r4 ← addr. of N

ldr r0, [r4] // r0 = N

mv r5, r7 // set return addr.

mvi r7, FINDSUM // call subroutine.

mvi r1, #1

add r4, r1 // every address is a word (not byte addressable)
// so add "1" not "4" r4 has addr. of sum.

st. r0, [r4]

END: mvi r7, #END

N: .word 10

Sum: .word 0

// N is in R0, sum returned in R0

FINDSUM: mvi r2, #0

WHILE: mvi r1, #1

mv r0, r0

mvn r7, r1

mvi r7, #ENDLOOP

L1: add r2, r0

mvi r1, #1

sub r0, r1

mvi r7, #WHILE.

ENDLOOP: mv r0, r2

mvi r1, #1

add r5, r1

add r5, r1

```

.text
.global -start
-start: mvi r4, #N // R4 points to N
        ldr r0, [r4] // r0 = N
        bl FINDSUM
        str r0, [r4, #4]
END: b END

```

N: .word 10

Sum: .word 0

ref.

FINDSUM: mov r2, #0

WHILE: cmp r0, #0

beq ENDLOOP

add r2, r0

sub r0, #1

b WHILE.

ENDLOOP: mov r0, r2

mov pc, lr

mv r7, r5 //return.

ARM vs. Enhanced processor (difference)

ARM

32 bits

Byte-addressable.

Register R0-R15

4 - flags (N, C, V, Z)

load/store

mov

LDR, LDRB, STR, STRB, ...

- unconditional branching

B Label

- branching using Z flag: BEQ, BNE

```
LABEL: SUBS R0, R1
      BNE L1
      ...
```

```
L1: SUBS R0, R1
     BEQ L2
     ...
```

Diagram showing a branch from L1 to L2 based on the Z flag. A green arrow points from the Z flag to the BEQ instruction. A red arrow points from the Z flag to the BNE instruction. A green arrow points from the Z flag to the L2 label.

Enhanced. Processor.

16 - bits.

word - addressable.

registers R0-R7

2 - flags (Z, C)

load/store.

mv, mvi (use mvi to move immediate #)

ld, st.

- unconditional branching

mvi r7 #Label

- branching using Z flag: mvnz

```
LABEL: mvi r4, #L1
      sub r0, r1
      mvnz r7,
      ...
```

```
L1: mvi r4, #L3
     sub r1, r0
     mvnz r7, r4
     mvi r7, #L2
```

Z

$L_3 = \dots$
 $L_2 = \dots$

