bfkwong@unix1:~/CPE315/finalize/armsim \$ make all

g++ -g main.cpp decode.cpp thumbsim_driver.cpp parse.cpp execute.cpp -o thumbsim **bfkwong@unix1**:~/CPE315/finalize/armsim \$ make run

./thumbsim -i -d -f inputs/fib.sim

Starting at PC 83ec

push {r7, lr}

sub sp, #16

add r7, sp, #0

movs r3, #0

str r3, [r7, #12]

movs r3, #1

str r3, [r7, #8]

movs r3, #0

str r3, [r7, #4]

movs r3, #0

str r3, [r7, #0]

b 0x841a

ldr r3, [r7, #0]

cmp r3, #9

ble 0x8404

ldr r2, [r7, #12]

ldr r3, [r7, #8]

adds r3, r2, r3

str r3, [r7, #4]

ldr r3, [r7, #8]

str r3, [r7, #12]

ldr r3, [r7, #4]

str r3, [r7, #8]

ldr r3, [r7, #0]

adds r3, #1

str r3, [r7, #0]

ldr r3, [r7, #0]

cmp r3, #9

ble 0x8404

ldr r2, [r7, #12]

ldr r3, [r7, #8]

adds r3, r2, r3

str r3, [r7, #4]

- ldr r3, [r7, #8]
- str r3, [r7, #12]
- ldr r3, [r7, #4]
- str r3, [r7, #8]
- ldr r3, [r7, #0]
- adds r3, #1
- str r3, [r7, #0]
- ldr r3, [r7, #0]
- cmp r3, #9
- ble 0x8404
- ldr r2, [r7, #12]
- ldr r3, [r7, #8]
- adds r3, r2, r3
- str r3, [r7, #4]
- ldr r3, [r7, #8]
- str r3, [r7, #12]
- ldr r3, [r7, #4]
- str r3, [r7, #8]
- ldr r3, [r7, #0]
- adds r3, #1
- str r3, [r7, #0]
- ldr r3, [r7, #0]
- cmp r3, #9
- ble 0x8404
- ldr r2, [r7, #12]
- ldr r3, [r7, #8]
- adds r3, r2, r3
- str r3, [r7, #4]
- ldr r3, [r7, #8]
- str r3, [r7, #12]
- ldr r3, [r7, #4]
- str r3, [r7, #8]
- ldr r3, [r7, #0]
- adds r3, #1
- str r3, [r7, #0]
- ldr r3, [r7, #0]
- cmp r3, #9
- ble 0x8404

- ldr r2, [r7, #12]
- ldr r3, [r7, #8]
- adds r3, r2, r3
- str r3, [r7, #4]
- ldr r3, [r7, #8]
- str r3, [r7, #12]
- ldr r3, [r7, #4]
- str r3, [r7, #8]
- ldr r3, [r7, #0]
- adds r3, #1
- str r3, [r7, #0]
- ldr r3, [r7, #0]
- cmp r3, #9
- ble 0x8404
- ldr r2, [r7, #12]
- ldr r3, [r7, #8]
- adds r3, r2, r3
- str r3, [r7, #4]
- ldr r3, [r7, #8]
- str r3, [r7, #12]
- ldr r3, [r7, #4]
- str r3, [r7, #8]
- ldr r3, [r7, #0]
- adds r3, #1
- str r3, [r7, #0]
- ldr r3, [r7, #0]
- cmp r3, #9
- ble 0x8404
- ldr r2, [r7, #12]
- ldr r3, [r7, #8]
- adds r3, r2, r3
- str r3, [r7, #4]
- ldr r3, [r7, #8]
- str r3, [r7, #12]
- ldr r3, [r7, #4]
- str r3, [r7, #8]
- ldr r3, [r7, #0]
- adds r3, #1

- str r3, [r7, #0]
- ldr r3, [r7, #0]
- cmp r3, #9
- ble 0x8404
- ldr r2, [r7, #12]
- ldr r3, [r7, #8]
- adds r3, r2, r3
- str r3, [r7, #4]
- ldr r3, [r7, #8]
- str r3, [r7, #12]
- ldr r3, [r7, #4]
- str r3, [r7, #4]
- ldr r3, [r7, #0]
- adds r3, #1
- str r3, [r7, #0]
- ldr r3, [r7, #0]
- cmp r3, #9
- ble 0x8404
- ldr r2, [r7, #12]
- ldr r3, [r7, #8]
- adds r3, r2, r3
- str r3, [r7, #4]
- ldr r3, [r7, #8]
- str r3, [r7, #12]
- 11 257 "4"
- ldr r3, [r7, #4]
- str r3, [r7, #8]
- ldr r3, [r7, #0]
- adds r3, #1
- str r3, [r7, #0]
- ldr r3, [r7, #0]
- cmp r3, #9
- ble 0x8404
- ldr r2, [r7, #12]
- ldr r3, [r7, #8]
- adds r3, r2, r3
- str r3, [r7, #4]
- ldr r3, [r7, #8]
- str r3, [r7, #12]

ldr r3, [r7, #4]

str r3, [r7, #8]

ldr r3, [r7, #0]

adds r3, #1

str r3, [r7, #0]

ldr r3, [r7, #0]

cmp r3, #9

ble 0x8404

ldr r3, [r7, #4]

adds r0, r3, #0

mov sp, r7

add sp, #16

pop {r7, pc}

DATA:

ffffffe8: a

ffffffec: 59

ffffff0: 59

fffffff4: 37

104ac: 83b8

104b0: 8390

104b8:1

104bc: 1

104c0: c

104c4: 8274

104c8: d

104cc: 8494

104d0: 19

104d4: 104ac

104d8: 1b

104dc: 4

104e0: 1a

104e4: 104b0

104e8: 1c

104ec: 4

104f0: 6ffffef5

104f4: 818c

104f8: 5

104fc: 81f0

10500: 6

10504: 81b0

10508: a

1050c: 3c

10510: b

10514: 10

10518: 15

10520: 3

10524: 105a0

10528: 2

1052c: 18

10530:14

10534: 11

10538: 17

1053c: 825c

10540:11

10544: 8254

10548: 12

1054c: 8

10550: 13

10554: 8

10558: 6ffffffe

1055c: 8234

10560: 6fffffff

10564:1

10568: 6ffffff0

1056c: 822c

105a0: 104b8

105ac: 8280

105b0: 8280

105b4: 8280

RF:

59

0

22

59

0

0

```
0
0
0
0
0
0
0
0
0
0
0
0
0
0
0
0
0
0
bfkwong@unix1:~/CPE315/finalize/armsim $
```