ECE152B: BURP Demonstration Program

You must execute the following program for the final demonstration of your BURP. The program is given in assembly and you must convert it to your machine code. Please speak with a TA if you have any questions, find any bugs or want/need to make any small modifications.

This program reads the value x set by the user from the input port. It produces a square wave with period proportional to 4*x on the output port. It is carefully written so that the duty cycle is 50%. Hook any bit of the output port to the oscilloscope or analyzer to check this! (The TAs will do this when you demo.) If the user changes the value on the input port, the program will notice and produce a new square wave with period proportional to 4*x, where x is the updated value read from the input port. This program is given in both C and assembly.

```
while(1) {
     int x,y; /* nibbles */
     int i, count; /* bytes */
     x = in();
     y = x;
     count = x*4;
     out(y);
     while(1) {
          for (int i=count; i<256; i++)
          if (x!=in()) break;
          y = \sim y;
          out(y);
     }
}
Start: in RC
                     ; read input value and store in register C
                     ; just to make sure you can do this :)
        *** initialize registers
                      ; clear carry
        CC
        mvi RA,0 ; clear registers RD and RB
        mov RA,RD ; most significant nibble of count, count.ms = 0 and RB,RA ; should set RB to 0 since anything & 0 is 0
        mov RC,RA ; least significant nibble of count, count.ls = input
        *** count = input * 4
        add RC, RA; RC = RC + RA (count*2)
        add RD, RB
                     ; RD = RD + 0 + carry
        add RC, RA
                     ; RC = RC + RA (count*3)
        add RD, RB
                      ; RD = RD + 0 + carry
        add RC, RA
                      ; RC = RC + RA (count*4)
        add RD, RB
                      ; RD = RD + 0 + carry
```

```
*** initial output is same as input value
       out RA
       *** save items on stack
               ; count.ls
       push RC
       push RD
                  ; count.ms
                   ; last output
       push RA
                  ; initial input
       push RA
       *** main program loop
       *** main delay loop, increment count until overflow (carry) occurs
       mvi RA,loop1.ls ; loop1.ls address stored in RA
main:
                ; RC = RC + 1
loop1: inc RC
                  ; RD = 0 + carry
       add RD, RB
                   ; increase delay with nop
       nop
       *** check if the user changed the input value
mov RD,RC ; save initial input value in RC
       in RA
                  ; read current input value
       SC
                   ; prepare to do equality check
       sub RD,RA ; RD will be zero iff RA==RD
                  ; prepare to do zero check
       mvi RA,1
       SC
       sub RD,RA ; carry (overflow) will be produced if NOT zero
jc break2 ; need to recompute count value
       *** compute logical inverse of last output and make it the new output
                 ; restore last output value
       pop RA
                  ; RB = 0 - RA (1's complement) or RB = ~RA (Carry is clear,
       sub RB, RA
pop should not alter carry)
                ; output the value
       out RB
       mov RC, RA
                  ; saved initial input to RA
                   ; restore computed count value
       pop RD
       pop RC
       *** Restore the stack for next iteration
       push RC ; ls count nibble
       push RD
                  ; ms count nibble
                  ; last output value
       push RB
       push RA
                  ; initial input value
       *** Set RB to zero
       mvi RA, 0
       mov RA, RB
       mvi RA, main.ls; ls nibble of main address stored in RA
                ; ms nibble of main address is immediate field
       imp main
       *** Restart if user has changed input value
                  ; flush the stack
break2: pop RA
       pop RA
       mvi RA, start.ls ; ls nibble of start address stored in RA
       jmp start
```