

CMPE-250 Laboratory Exercise 4

Iteration and Subroutines

By submitting this report, I attest that its contents are wholly my individual writing about this exercise and that they reflect the submitted code. I further acknowledge that permitted collaboration for this exercise consists only of discussions of concepts with course staff and fellow students; however, other than code provided by the instructor for this exercise, all code was developed by me.

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Abstract

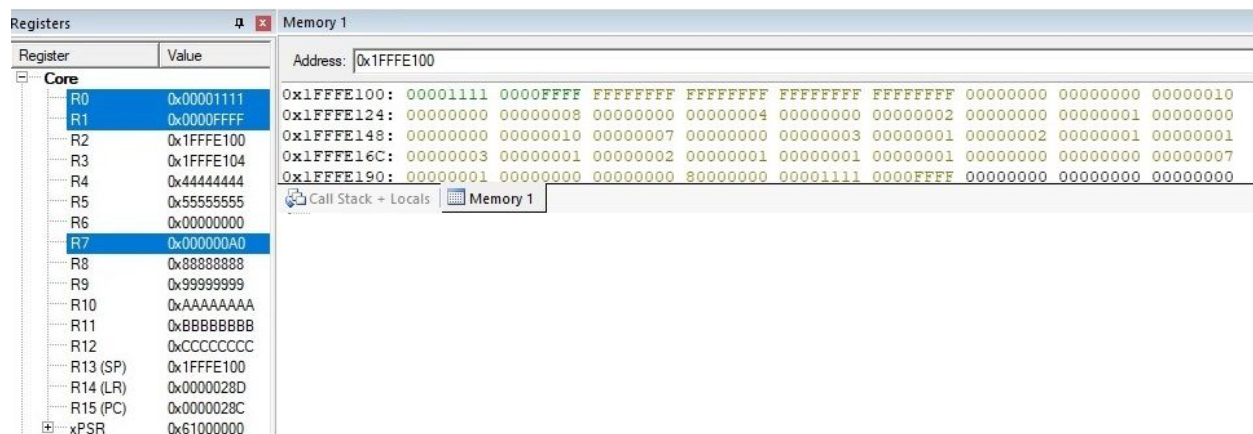
This exercise investigated the use of iteration and subroutines in a Cortex-M0+ assembly language program. The objective of the exercise was to work with using conditional flags for conditional branching to iterate and run through subroutines without side effects. A program was made and simulated in Keil MDK-ARM to implement and test an integer division subroutine.

Procedure

A new folder and Keil MDK-ARM project was created for this exercise. A properly commented and formatted Cortex-M0+ assembly language subroutine was written to compute unsigned integral division, and a program was written to test the DIVU subroutine. The DIVU subroutine sets the C flag on return if $R0 = 0$, otherwise the C flag was cleared. The program was then assembled and built with the Keil ARM assembler to create a listing and a map file. Using the simulator, the program was debugged and verified that the results were correct.

Results

The results from the ARM Cortex-M0+ assembly language program were verified to be correct. This shows that the program was written correctly and functioned well, as shown in Figure 1. The memory tab shows the answer to the division equations that were ran through the program.



Register	Value
R0	0x00001111
R1	0x0000FFFF
R2	0x1FFFE100
R3	0x1FFFE104
R4	0x44444444
R5	0x55555555
R6	0x00000000
R7	0x000000A0
R8	0x88888888
R9	0x99999999
R10	0xAAAAAAAA
R11	0xBBBBBBBB
R12	0CCCCCCCC
R13 (SP)	0x1FFFE100
R14 (LR)	0x0000028D
R15 (PC)	0x0000028C
xPSR	0x61000000

Address	Value
0x1FFFE100	00001111 0000FFFF FFFFFFFF FFFFFFFF FFFFFFFF FFFFFFFF FFFFFFFF 00000000 00000000 00000010
0x1FFFE124	00000000 00000008 00000000 00000004 00000000 00000002 00000000 00000001 00000000
0x1FFFE148	00000000 00000010 00000007 00000000 00000003 00000001 00000002 00000001 00000001
0x1FFFE16C	00000003 00000001 00000002 00000001 00000001 00000001 00000000 00000000 00000007
0x1FFFE190	00000001 00000000 00000000 80000000 00001111 0000FFFF 00000000 00000000 00000000

Figure 2 shows that the final value of R6 is 0 so there were zero errors

7)The memory map produced by the program shows where all of the code is being stored in memory. The code for the program was in the memory range 0x00000264 - 0x00000310. Exercise04_Lib.lib library code was 0x000000c0 - 0x00000174. The RAM used for variables was 0x00000100 and for stacks it was 0x0000003a.

Conclusion

The exercise was useful for learning the basics of subroutines and iteration, the push/pop methods, and the use of `proc{}` to preserve the registers from being changed by the subroutine in

an ARM Cortex-M0+ assembly language program. The program and subroutine performed correctly and gave the results that were expected.