

# Homework7

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## 8.1

Last in first out.

## 8.7

```
; R4 is the address of output
; R3 is the number of elements needed to pop
POP      ST R2, Save2
          ST R1, Save1
          ST R0, Save0
          LD R1, BASE
          ADD R2, R6, R1
          BRz fail_exit
          ADD R0, R4, #0
          ADD R1, R3, #0
          ADD R5, R6, R3
          ADD R5, R5, #-1
          ADD R6, R6, R3
poloop   LDR R2, R5, #0
          STR R2, R0, #0
          ADD R0, R0, #1
          ADD R5, R5, #-1
          ADD R1, R1, #-1
          BRp pop_loop
          BRnzp success_exit
; R4 is the address of input
; R3 is the number of elements needed to push
PUSH     ST R2, Save2
          ST R1, Save1
          ST R0, Save0
          LD R1, MAX
          ADD R2, R6, R1
```

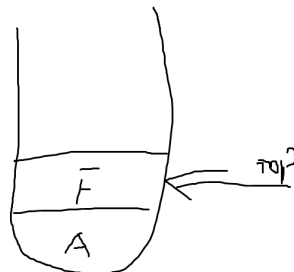
```

        BRz fail_exit
        ADD R0, R4, #0
        ADD R1, R3, #0
        ADD R5, R6, #-1
        NOT R2, R3
        ADD R2, R2, #1
        ADD R6, R6, R2
puloop  LDR R2, R0, #0
        STR R2, R5, #0
        ADD R0, R0, #1
        ADD R5, R5, #-1
        ADD R1, R1, #-1
        BRp push_loop
success_exit  LD R0, Save0
              LD R1, Save1
              LD R2, Save2
              AND R5, R5, #0
              RET
fail_exit    LD R0, Save0
              LD R1, Save1
              LD R2, Save2
              AND R5, R5, #0
              ADD R5, R5, #1
              RET
BASE        .FILL xC000
MAX         .FILL xC005
Save0       .FILL x0000
Save1       .FILL x0000
Save2       .FILL x0000

```

## 8.8

(a)



(b) After PUSH J and PUSH K operations.

(c) A F M

## 8.12

```
.ORIG    x3050
A  .FILL    x41 ; ASCII A
    .FILL    B
    .FILL    B ; connected areas
    .FILL    D
    .FILL    E
    .FILL    E
    .FILL    x0

B  .FILL    x42 ; ASCII B
    .FILL    C
    .FILL    A ; connected areas
    .FILL    D
    .FILL    C
    .FILL    C
    .FILL    x0

C  .FILL    x43 ; ASCII C
    .FILL    B
    .FILL    B ; connected areas
    .FILL    B
    .FILL    D
    .FILL    x0

D  .FILL    x44 ; ASCII D
    .FILL    E
    .FILL    A ; connected areas
    .FILL    B
    .FILL    C
    .FILL    E
    .FILL    x0

E  .FILL    x45 ; ASCII E
    .FILL    A
    .FILL    A ; connected areas
    .FILL    A
    .FILL    D
    .FILL    x0
```

## 8.14

- (a) JSR X
- (b) R1, R3, #1
- (c) R2, R4, #1
- (d) R1, R2
- (e) ADD R0, R0, R1
- (f) R5, #1
- (g) LABEL
- (h) ADDING
- (i) ADDING