Coláiste na Tríonóide, Baile Átha Cliath
Trinity College Dublin
Ollscoil Átha Cliath blin

Faculty ology, Engineering and Mathematics

puter Science & Statistics

Integrated Computer Science **Michaelmas Term**
Computer Science (Joint Honours)
Computer Science, Linguistics and Langauge
Junior Freshman

CSU11021 – Introduction to Computing I

Thursday, 15 December 2022 **ONLINE** **15:00 – 18:00**

Dr Jonathan Dukes

Instructions to Candidates

Attempt ALL parts.

The total number of marks is 100.

This is an individual assessment. Tools similar to *TurnItIn* will be used to measure the similarity of solutions. Provide references for any sources you use to develop your solution.

You must not communicate with anyone in relation to the examination either during the examination or for 1 hour after the scheduled end time of the examination.

Submit a completed declaration on Blackboard, using the template provided, confirming that the work submitted is your own.

Submit your ARM Assembly Language program at `https://submit.scss.tcd.ie`.

You may submit your program up to eight times without penalty. Each subsequent attempt will attract a penalty of 2 marks, up to a maximum penalty of 12 marks.

Each part of this examination is cumulative, building on the functionality of preceding parts. Correctly implementing a successive part will cause your program to pass more Submitty tests. You are encouraged to submit separate solutions for each part. You only need to submit your solution for the final part that you attempt. You may, if you wish, submit attempts for intermediate parts to check your solution. Submissions for intermediate parts will count towards your total of eight penalty-free attempts.

You must provide pseudocode comments to explain your approach.

The mark you receive will be based on:

(i) automated testing of your program by Submitty and [60 marks]

(ii) an evaluation of the quality of your pseudo-code comments, your use of appropriate assembly language features, your overall approach and the presentation of your program. [40 marks]

First, some definitions

A **"substring"** of an ASCII NULL-terminated string is a sequence of one or more characters at any position in the string. The example below highlights a substring containing the characters "**XYZ**".

"ABCD**XYZ**EFG"

A **"prefix"** of an ASCII NULL-terminated string is a substring appearing at the start of the string. The example below highlights a prefix containing the characters "**XYZ**"

"**XYZ**ABCDEFG"

Part 1 [9 Submitty autograding marks]

Two ASCII NULL-term[illegible] *B*, are stored in Random Access Memory (RAM). Write an ARM Assemb[illegible] that will calculate the length of the longest prefix of string *A* that exactly m[illegible] string *B*.

For example, given the [illegible] ow, your program should give a result of 3 in `R0`. The matching prefixes have been highlighted.

string A: "**ABC**WXYZ"

string B: "**ABC**PQRST"

The start addresses of strings *A* and *B* are in registers `R1` and `R2`. Your program should store its result in register `R0`.

Part 2 [18 Submitty autograding marks]

Extend the functionality of your program from Part 1 to calculate the length of the longest prefix of *A* that matches a substring *anywhere* in *B*. Your program should continue to store its result in register `R0`.

For example, given the strings *A* and *B* below, your program should give a result of 4 in `R0`. The matching prefix of *A* and substring of *B* have been highlighted.

string A: "**ABCD**WXYZ"

string B: "ABCPQ**ABCD**RST"

Part 3 [15 Submitty autograding marks]

Extend your program a[illegible]th of the longest substring *anywhere* in *A* that matches a substring *anywhere* i[illegible]hould store its result in register `R0`.

For example, given the [illegible]ow, your program should give a result of 5 in `R0`. The matching substrings ha[illegible]

string A: "ABCDWX**ABCDE**YZ"

string B: "ABCPQ**ABCDE**RST"

Part 4 [18 Submitty autograding marks]

Extend your program one more time to remove the longest matching substring from strings *A* and *B*. When removing the substrings from *A* and *B*, your program should overwrite the substrings with the characters that immediately follow the substrings to "fill the gap". Your program should continue to store the length of the removed substring in register `R0`.

For example, given the same two strings, *A* and *B*, as the example in Part 3:

string A: "ABCDWX**ABCDE**YZ"

string B: "ABCPQ**ABCDE**RST"

your program should modify the original strings *A* and *B* in memory, replacing them with the following strings:

string A: "ABCDWXYZ"

string B: "ABCPQRST"

ARM Conditional Branch Instructions

Description	Symbol	Java	Instruction	Mnemonic
Equality				
equal	=	==	BEQ	**EQ**ual
not equal	≠	!=	BNE	**N**ot **E**qual
Inequality (unsigned values)				
less than	<	<	BLO (or BCC)	**LO**wer
less than or equal	≤	<=	BLS	**L**ower or **S**ame
greater than or equal	≥	>=	BHS (or BCS)	**H**igher or **S**ame
greater than	>	>	BHI	**HI**gher
Inequality (signed values)				
less than	<	<	BLT	**L**ess **T**han
less than or equal	≤	<=	BLE	**L**ess than or **E**qual
greater than or equal	≥	>=	BGE	**G**reater than or **E**qual
greater than	>	>	BGT	**G**reater **T**han
Flags				
Negative Set			BMI	**MI**nus
Negative Clear			BPL	**PL**us
Carry Set			BCS (or BHS)	**C**arry **S**et
Carry Clear			BCC (or BLO)	**C**arry **C**lear
Overflow Set			BVS	o**V**erflow **S**et
Overflow Clear			BVC	o**V**erflow **C**lear
Zero Set			BEQ	**EQ**ual
Zero Clear			BNE	**N**ot **E**qual

ASCII Table

hex	symbol	hex	symbol	hex	symbol	hex	symbol	hex	symbol	hex	symbol
20	[SPACE]	30	0	40	@	50	P	60	`	70	p
21	!	31	1	41	A	51	Q	61	a	71	q
22	"	32	2	42	B	52	R	62	b	72	r
23	#	33	3	43	C	53	S	63	c	73	s
24	$	34	4	44	D	54	T	64	d	74	t
25	%	35	5	45	E	55	U	65	e	75	u
26	&	36	6	46	F	56	V	66	f	76	v
27	'	37	7	47	G	57	W	67	g	77	w
28	(	38	8	48	H	58	X	68	h	78	x
29	)	39	9	49	I	59	Y	69	i	79	y
2A	*	3A	:	4A	J	5A	Z	6A	j	7A	z
2B	+	3B	;	4B	K	5B	[	6B	k	7B	{
2C	,	3C	<	4C	L	5C	\	6C	l	7C	|
2D	-	3D	=	4D	M	5D	]	6D	m	7D	}
2E	.	3E	>	4E	N	5E	^	6E	n	7E	~
2F	/	3F	?	4F	O	5F	_	6F	o	7F	[DEL]