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**;Q1) Assume a 32-bit number in 40000004H. Add nibble4 and nibble0 and store the result in 4000000CH.**

**;Value1 stored in location 0x40000004**

**; Result stored in location 4000000C**

**Source Code :**

```
AREA nibble_add, CODE, READONLY
```

```
ENTRY
```

Main

```
LDR R0,Value1
```

```
LDR R1,[R0]           ; getting the contents of value1
```

```
LDR R2,Mask0          ; moving 0x0000000F value to R2
```

```
LDR R3,Mask4          ; moving 0x000F0000 value to R3
```

```
AND R4,R1,R2          ; masking other bits other than nibble0 using mask0
```

```
AND R5,R1,R3          ; masking other bits other than nibble4 using mask4
```

```
MOV R5,R5,LSR #16     ; shifting the nibble4 to LSB
```

ADD R6,R4,R5 ; adding nibble0 and nibble4

LDR R7,Result ; storing the result

STR R6,[R7]

Value1 DCD &40000004 ; Address from which Value is fetched

Mask0 DCD &0000000F ;Mask0 to get the nibble0

Mask4 DCD &000F0000 ;Mask4 to get the nibble4

Result DCD &4000000C ; Address in which Result is stored

END

**Output :**

The screenshot displays the uVision IDE interface. The main window shows the assembly code for the program, which includes instructions for loading values, applying masks, shifting, adding, and storing the result. The registers window on the left shows the current state of the registers, with R1 highlighted. The command window at the bottom shows the execution progress, including the load of the program and the start of the execution.

Registers Window:

Register	Value
R0	0x40000004
<b>R1</b>	<b>0x7856341F</b>
R2	0x0000000F
R3	0x000F0000
R4	0x0000000F
R5	0x00000006
R6	0x00000015
R7	0x4000000C
R8	0x00000000
R9	0x00000000
R10	0x00000000
R11	0x00000000
R12	0x00000000
R13 (SP)	0x00000000
R14 (LR)	0x00080004
R15 (PC)	0x0000000C
CPSR	0x000000D7
SPSR	0x000000D7

Assembly Code:

```
8 LDR R0,Value1
9 LDR R1,[R0]; getting the contents of value1
10
11 LDR R2,Mask0; moving 0000000F value to R2
12
13 LDR R3,Mask4; moving 000F0000 value to R3
14
15
16 AND R4,R1,R2; masking other bits other than nibble0 using mask0
17 AND R5,R1,R3; masking other bits other than nibble4 using mask4
18
19 MOV R5,R5,LSR #16; shifting the nibble 4 value to LSB
20
21 ADD R6,R4,R5; adding nibble0 and nibble4
22
23 LDR R7,Result; storing the result
24 STR R6,[R7]
25
```

Command Window:

```
Load "C:\Users\MSIS\OneDrive - Manipal Academy of Higher Education\211039022\211039022_ACA_1st_Internals\Objects\Lab_exam.axf"
Prefetch Abort: ARM Instruction at 00080000H
Prefetch Abort: ARM Instruction at 00080000H
Prefetch Abort: ARM Instruction at 00080000H
```

The considered value is 0x7856341F, here the nibble0 is F and nibble4 is 6 , the sum of 0x0F and 0x06 is 0x15= 22(decimal) which is stored in the R6 and also stored at the Address 0x400000C0.

Hence, the Result contains sum of nibble0 and nibble4.

**;Q2) Consider an array of number present from 40000000 H. Add only if the numbers are positive. 40000000 H has the count of the array.**

**; 0x40000000 stores the count of Array**

**; 0x40000004 is the starting address of the Array**

**Source Code:**

```
AREA add_positive, CODE, READONLY
ENTRY
main
    LDR R0, Value
    LDR R2, [R0]           ; count stored at address of Value is loaded to R2

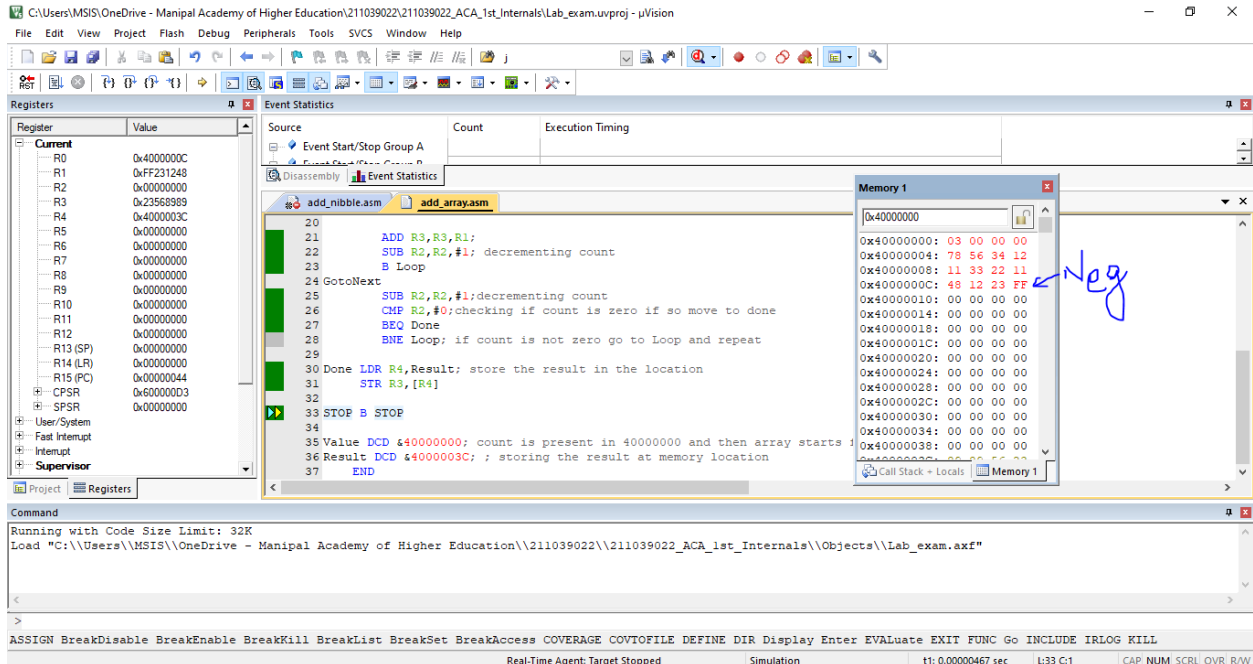
    EOR R3, R3, R3        ; clearing the R3, perform XOR

Loop   CMP R2, #0         ; count is compared with 0, which performs (R2-0)
       BEQ Done           ; if Count is equal to zero store result as 0

    LDR R1, [R0, #4]!     ; load R1 with R0+4 address, address where array
                           elements starts
```

CMP R1,#0	; checking if the number is positive
BMI GotoNext	; Branch if negative go to the label GotoNext
ADD R3,R3,R1;	;If number is not negative Add the number
SUB R2,R2,#1	; decrementing count
B Loop	; go to Loop to continue the scanning
GotoNext	; enter this block if number is negative
SUB R2,R2,#1	;decrementing count
CMP R2,#0	;checking if count is zero if so move to done
BEQ Done	
BNE Loop	; if count is not zero go to Loop and repeat
Done LDR R4,Result	; store the result in the location
STR R3,[R4]	
STOP B STOP	
Value DCD &40000000	; count is present in 0x40000000 and then array starts from 0x40000004
Result DCD &4000003C	; storing the result at memory location
END	

## Output:



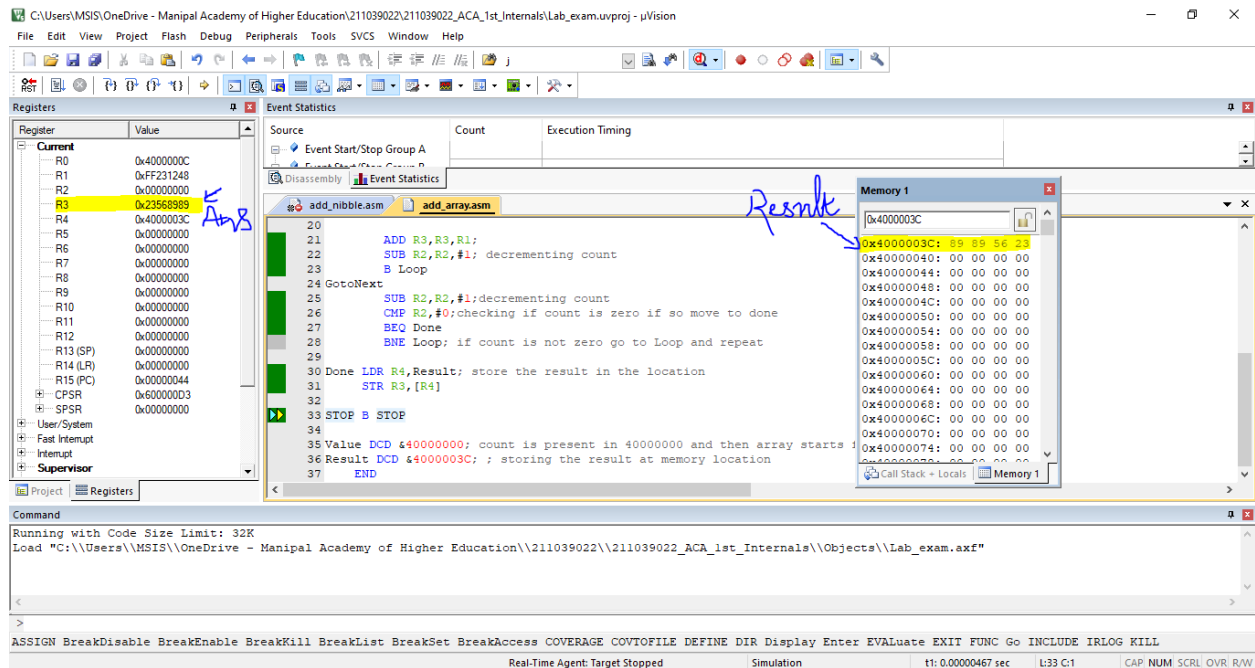
The Count is taken as 03, hence 3 array elements are considered.

Value1= 0x12345678

Value2 =0x11223311

Value3=0xFF231248

The Value3 is the negative value which contains 1 in the MSB bit and hence it is not considered for the Addition.



The Result hence contains 0x23568989 which is the Addition of 0x12345678 and 0x11223311.

The Result can be seen at R3 and also stored at the location 0x4000003C.