Metro State University of Denver, Department of Mathematics and Computer Science CS 2400-001: Computer Organization and Assembly Language, Spring 2014, Dr. Weiying Zhu Homework 6, Due Date: 10:00am 03/05/2014, Cutoff Date: 10:00am 03/10/2014 Submission: TWO .s files on Blackboard

PLEASE ORGANIZE YOUR WORK IN THE SEQUENCE GIVEN IN THE ASSIGNMENT!!!

- 1. Write an ARM program to add the two's complements of a negative **HEXADECIMAL** number, a, and a positive hexadecimal number, b, i.e., $(-\mathbf{a}) + \mathbf{b}$. For example, (-A8F) + 8E0C5
 - in the data area,
 - O Declare and initialize a list of **bytes** between label A_MSD and label A_LSD as values of your choice (each byte is a Hex symbol in a) and a list of **bytes** between label B_MSD and label B_LSD as values of your choice (each byte is a Hex symbol in b). For example, the list could be 10, 8, 15 or 0xA, 0x8, 0xF for the Hex number a
 - Reserve a word with a label of RESULT to be used to store (-a) + b in 2's complement
 - in the main program,
 - Read symbols from memory one by one and convert (- a) into a 32-bit 2's complement, and b into a 32-bit 2's complement, respectively. Make sure there is no overflow.
 - o If either (- a) or b is out of the valid range of a 32-bit 2's complement, set 0x00000000 as the value of the word labeled as RESULT in memory.
 - o If any symbol of **a** or **b** is outside the range of 0 to 15, set 0x00000000 as the value of the word labeled as RESULT in memory.
 - Add the two's complements of (-a) and b together and save the result to the word labeled as RESULT in memory

(Hints: (a) $0xA8F_{16} = ((10*16 + 8) * 16 + 15)_{10}$; (b) $? * 16 = ? * 2^4$, which can be implemented using Logically Shift Left by 1 bit four times).

- 2. Write an ARM program to
 - in the data area,
 - o declare and initialize two NULL-terminated strings labeled as StrOne, and StrTwo.
 - o define a symbol called MAX_LEN and equivalent it with a number like 100 or greater.
 - reserved a chunk of zeroed memory with a size of (MAX_LEN + 1), label this chunk of memory as MixStr. (You may assume that the sum of the lengths of StrOne and StrTwo is no greater than MAX_LEN)
 - in the main program,
 - o Merge the first string labeled by StrOne and the second string labeled by StrTwo in a unit of one.
 - o Store the ASCII string as a NULL-terminated string to memory labeled as MixStr
 - o If one string is longer than the other one, just copy the rest of the longer one to MixStr
 - E.g., 'Hello Metro State!' and 'I like assembly programming.' should be mixed as

'HIe llliok eM eatsrsoe mSbtlayt ep!rogramming.'