

# CS1021 Tutorial #5 Solution More Pseudo-code and Flow Control

# 1 Translating Pseudo-code into ARM Assembly Language

Translate each of the following pseudo-code programs into ARM Assembly Language.

#### (a) ARM Assembly

```
CMP R8, #100
BLT endif
CMP R9, #10
BGE endif
ADD R8, R8, R9
endif
```

#### (b) ARM Assembly

```
CMP R2, #5
BEQ if
CMP R2, #15
BNE endif
if ADD R3, R3, #1
endif
```

#### (c) ARM Assembly

```
CMP
                    R3, #'a'
          BEQ
                    ifvowel
           CMP
                    R3, #'e'
           BEQ
                    ifvowel
           CMP
                    R3, #'i'
           BEQ
                    ifvowel
           CMP
                    R3, #'o'
           BEQ
                    ifvowel
                    R3, 'u'
           CMP
           BNE
                    eifvowel
10
11
  ifvowel
           ADD
                    R1, R1,#1
12
  eifvowel
```



## (d) ARM Assembly

```
CMP
                    R0, #'a'
           BLO
                    notlc
           CMP
                    R0, #'z'
           BLS
                    ifalpha
  notlc
           CMP
                    R0, \#'A'
           BLO
                    eifalpha
           CMP
                    R0, #'Z'
          BHI eifalpha
10
  ifalpha
           ADD
                   R1, R1, #1
11
  eifalpha
```

### (e) ARM Assembly

```
R6, #'+'
            CMP
            BNE
                      elsifmns
                      R0, R7, R8
            ADD
            В
                      {\tt endifop}
   elsifmns
            \mathsf{CMP}
                      R6, #'-'
            BNE
                      elsifmul
                      R0, R7, R8
            SUB
                      endifop
  elsifmul
10
            \mathsf{CMP}
                      R6, #'*'
11
12
            BNE
                      elsop
                      R0, R7, R8
            MUL
13
14
            В
                      endifop
  elsop
15
            MOV
                      R0, #0
16
  endifop
```