

```

1      AREA      LAB2, CODE, READWRITE
2      EXPORT    div_and_mod
3
4      div_and_mod
5          STMFDB r13!, {r2-r12, r14}
6
7          ; Your code for the signed division/mod routine goes here.
8          ; The dividend is passed in r0 and the divisor in r1.
9          ; The quotient is returned in r0 and the remainder in r1.
10
11         ; r0 = dividend
12         ; r1 = divisor
13         ; r2 = counter
14         ; r3 = quotient
15         ; r4 = remainder
16         ; r5 = dividend sign
17         ; r6 = divisor sign
18         ; r7 = r5 XOR r6
19         ; RETURN r0 = quotient
20         ;         r1 = remainder
21
22         ; check sign of dividend
23         CMP     r0, #0
24         MOV     r5, #0
25         MOVMI   r5, #1
26         ; if dividend < 0, convert to two's comp
27         MVNMI   r0, r0
28         ADDMI   r0, r0, #1
29
30         ; check sign of divisor
31         CMP     r1, #0
32         MOV     r6, #0
33         MOVMI   r6, #1
34         ; if divisor < 0, convert to two's comp
35         MVNMI   r1, r1
36         ADDMI   r1, r1, #1
37
38         MOV     r2, #15          ; Init counter to 15
39         MOV     r3, #0          ; Init quotient to 0
40         LSL     r1, r1, #15     ; lsl divisor by 15
41         ADD     r4, r0, #0      ; Set remainder to dividend
42
43     loop
44         SUBS    r4, r4, r1      ; rem = rem - divis
45
46         ; if(remainder < 0)
47         ADDLT   r4, r4, r1      ; rem = rem + divis
48         LSLT    r3, #1         ; lsl quotient
49         ; else
50         LSLGE   r3, #1         ; lsl quotient
51         ORRGE   r3, r3, #1     ; set LSB of quot = 1
52
53         LSR     r1, r1, #1      ; right shift divis
54         SUBS    r2, r2, #1      ; decrement counter
55         BPL     loop           ; branch if count >= 0
56
57         ADD     r0, r3, #0      ; set quot to r0
58         ADD     r1, r4, #0      ; set remain to r1
59
60         EOR     r7, r5, r6
61         CMP     r7, #1
62         ; if dvnd != dvsr, convert answer to two's comp
63         MVNEQ   r0, r0
64         ADDEQ   r0, r0, #1
65
66         LDMFDB r13!, {r2-r12, r14}
67         BX     lr              ; Return to the C program
68
69
70     END
71
72

```