| BLG351E | CRN | 12635 |
|-----------------------|---------|-------------------|
| Experiment 4 Part 1 | Group | G11 |
| "Stack & Subroutines" | Name #1 | Fatih Baskın |
| REPORT | | Mehmet Eymen Ünay |
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| Pseudo Program Address (PPA) | Line | | |
|---------------------------------|--------|------|-----------|
| 0xC010 | Setup | mov | #10d, R5 |
| 0xC012 | | mov | #20d, R10 |
| 0xC014 | | mov | R5, R6 |
| 0xC016 | | inc | R5 |
| 0xC018 | | call | #func1 |
| 0xC01A | | inc | R10 |
| 0xC01C | | jmp | finish |
| 0xC01E | func1 | рор | R6 |
| 0xC020 | | call | #func2 |
| 0xC022 | | mov | #15d, R6 |
| 0xC024 | | ret | |
| 0xC026 | func2 | рор | R7 |
| 0xC028 | | push | R6 |
| 0xC02A | | ret | |
| 0xC02C | finish | nop | |

Q1) (40 pts.) You are given an arbitrary code and a Pseudo Program Address (PPA) above. Please copy lines from above in the execution order and show how does the values of PC, R5, R6, R7, R10, SP and the values inside stack changes until it reaches "finish", in the table below. You are given an initial state and result for the execution of 1st line below. Please fill the rest of the table.

| PC | Line | | | R5 | R6 | R7 | R10 | SP | Stack Content | | |
|--------|--------|---------|----------|------|--------|--------|------|--------|---------------|--|---|
| 0xC010 | Setup | mov | #10d, R5 | #10d | #0d | #0d | #0d | 0x0400 | | | |
| | | | | | | | | | | | |
| 0xC012 | mov | #20d, I | R10 | #10d | #0d | #0d | #20d | 0x0400 | | | |
| 0xC014 | mov | R5, R6 | | #10d | #10d | #0d | #20d | 0x4000 | | | |
| 0xC016 | inc | R5 | | #11d | #10d | #0d | #20d | 0x4000 | | | |
| 0xC018 | call | #func1 | | #11d | #10d | #0d | #20d | 0x3FFE | 0xC01A | | |
| 0xC01E | func1 | рор | R6 | #11d | 0xC01A | #0d | #20d | 0x4000 | | | |
| 0xC020 | call | #func2 | | #11d | 0xC01A | #0d | #20d | 0x3FFE | 0xC022 | | |
| 0xC026 | func2 | рор | R7 | #11d | 0xC01A | 0xC022 | #20d | 0x4000 | | | |
| 0xC028 | push | R6 | | #11d | 0xC01A | 0xC022 | #20d | 0x3FFE | 0xC01A | | |
| 0xC02A | ret | | | #11d | 0xC01A | 0xC022 | #20d | 0x4000 | | | |
| 0xC01A | inc | R10 | • | #11d | 0xC01A | 0xC022 | #21d | 0x4000 | | | |
| 0xC01C | jmp | finish | | #11d | 0xC01A | 0xC022 | #21d | 0x4000 | | | |
| 0xC02C | finish | nop | • | #11d | 0xC01A | 0xC022 | #21d | 0x4000 | | | · |