

# Ch5 ARM Load Store Quiz ANS

1. In ARM memory, a word contains how many bits?

- A) 8
- B) 16
- C) 32
- D) 64

ANS: C

2. For proper alignment, a 32-bit word must be stored at an address that is divisible by which value?

- A) 2
- B) 3
- C) 4
- D) 8

ANS: C

3. In Little Endian format, where is the least significant byte of a word placed in memory?

- A) Highest address of the word
- B) Lowest address of the word
- C) Middle byte of the word
- D) Location is unspecified

ANS: B

4. Which instruction loads a 32-bit word from memory into a register?

- A) STR
- B) LDR
- C) LDRB
- D) STRH

ANS: B

5. Which instruction loads an unsigned byte and zero-extends it to 32 bits?

- A) LDRSB
- B) LDRH
- C) LDRB
- D) LDRSH

ANS: C

6. The difference between LDRH and LDRSH is that LDRH zero-extends the halfword, while LDRSH does what?

- A) Sign-extends the halfword

- B) Truncates to 8 bits
- C) Reverses byte order
- D) Doubles the value

ANS: A

7. In pre-index addressing LDR r1, [r0, #4], what happens to r0 after the load?
- A) r0 is incremented by 4 before the load
  - B) r0 is incremented by 4 after the load
  - C) r0 remains unchanged
  - D) r0 is decremented by 4

ANS: C

8. What does the exclamation mark indicate in LDR r1, [r0, #4]! ?
- A) Post-index addressing
  - B) Pre-index with update
  - C) Syntax error
  - D) PC-relative addressing

ANS: B

9. In post-index addressing LDR r1, [r0], #4, when is r0 updated?
- A) Before the memory access
  - B) After the memory access
  - C) During the memory access
  - D) It is never updated

ANS: B

10. Assume Little Endian and r0 = 0x20008000 with memory contents: [0x20008000]=0xEF, [0x20008001]=0xCD, [0x20008002]=0xAB, [0x20008003]=0x89; what does LDRH r1, [r0] load into r1?
- A) 0x0000EFCd
  - B) 0x0000CDEf
  - C) 0x89ABCDEF
  - D) 0x000089AB

ANS: B (Load halfword and zero-extension)

11. What happens when you execute LDRSB r1, [r0] and the byte at the memory location has value 0xEF?
- A) r1 = 0x000000EF
  - B) r1 = 0xFFFFFFFFEF
  - C) r1 = 0xEF000000
  - D) r1 = 0x0000FFEF

ANS: B (LDRSB sign-extends, 0xEF is negative so extends with 1s)

12. Which store instruction writes only the low 16 bits of a register to memory?

- A) STR
- B) STRB
- C) STRH
- D) STRSH

ANS: C

13. In LDR r1, [r0, r2, LSL #2], what is the effective address used?

- A)  $r0 + r2$
- B)  $r0 + (r2 \times 2)$
- C)  $r0 + (r2 \times 4)$
- D)  $r0 + (r2 \times 8)$

ANS: C

14. Which statement about register order in LDM/STM is correct?

- A) Stored/loaded in the order listed
- B) Lowest-numbered register uses the lowest address
- C) Highest-numbered register uses the lowest address
- D) Order is undefined

ANS: B

15. Which mnemonic expansion is correct for STMDB?

- A) Store Multiple Decrement Before
- B) Store Multiple Decrement After
- C) Store Transfer Memory Decrement Before
- D) Store Transfer Multiple Decrement After

ANS: A

16. In post-index addressing LDR r1, [r0], #4, when is r0 updated?

- A) Before the memory access
- B) After the memory access
- C) During the memory access
- D) r0 is never updated

ANS: B

17. In the instruction LDR r1, [r0, r2], what does r2 represent?

- A) The destination register
- B) The base register
- C) The offset register
- D) An immediate value

ANS: C

18. What happens if an LDR pseudo-instruction's constant cannot be encoded with MOV/MVN/MOVW?
- A) The assembler errors out
  - B) It becomes a STR to literal pool
  - C) A PC-relative LDR from a literal pool is generated
  - D) It becomes an ADR instruction

ANS: C

19. ADR is a pseudo-instruction that primarily does which of the following?
- A) Loads an absolute 32-bit address directly
  - B) Loads a program-relative address into a register
  - C) Stores a register into memory
  - D) Performs an arithmetic add on two registers

ANS: B

20. On Cortex-M, what is the default endianness and configurability mentioned in the slides?
- A) Big Endian only, fixed
  - B) Little Endian by default, can be configured to Big Endian
  - C) Mixed Endian, configurable
  - D) Big Endian by default, can be configured to Little Endian

ANS: B