

1 Multiple Choice 1 point Practice Question

Which register is used to divide the CPU clock frequency to generate a slower Timer Clock frequency?

- Auto-Reload Register (ARR)
- Capture Compare Register (CCR)
- Prescaler Register (PSC)
- Control Register (CR1)

2 Multiple Choice 1 point Practice Question

5. In Center-aligned Counting Mode, the counter counts:

- Up from 0 to ARR, then resets to 0.B.
- Down from ARR to 0, then resets to ARR.
- Up from 0 to ARR, then Down from ARR to 0.
- Randomly between 0 and ARR.

3

Fill in the Blank 10 points Binary Arithmetic and NZCV Flags Practice Question

Assume a 4-bit system. For each of the following operations, compute the result and NZCV flags, based on the first row that has been given to you. (If the result is incorrect, write the correct result in parenthesis like (true = 9).)

Binary Arithmetic

Operation	Result in binary	Equivalent unsigned arithmetic in decimal	Equivalent signed arithmetic in decimal	NZCV
$0100 + 0101$	1001	$4 + 5 = 9$	$4 + 5 = -7$ (true = 9)	1001
$1001 + 0010$	1011	$9 + 2 = 11$	$-7 + 2 = -5$	1000
$0111 + 0110$	1101	$7 + 6 = 13$	$7 + 6 = -3$ (true = 13)	1001
$1010 - 1010$	0000	$10 - 10 = 0$	$-6 - (-6) = 0$	0110
$1001 + 1001$	0010	$9 + 9 = 2$ (true = 18)	$-7 + -7 = 2$ (true = -14)	0011

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Fill in the Blank 10 points Register Calculation Practice

Given R0 = 0x81223344, write its value after executing each instruction (individually, not sequentially).

1) MOV R1, R0, ASR #4

R1 = 0x

2) MOV R2, R0, ASR #8

R2 = 0x

3) MOV R3, R0, ASR #16

R3 = 0x

4) MOV R4, R0, LSR #8

R4 = 0x

5) MOV R5, R0, LSR #31

R5 = 0x

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Fill in the Blank 10 points Register Values Calculation II

Find the register values (in decimal) after finishing execution of the following program (sequentially, not individually).

```
MOV R6, #4
MOV R8, #3
MOV R6, R6, LSL
#5
ADD R9, R8, R8,
LSL #2
RSB R10, R9, LSL
#3
ADD R7, R6, R9
SUB R11, R10, R8
```

Output:

R6 =

R9 =

R10 =

R7 =

R11 =

6

Fill in the Blank 10 points C to Assembly I Practice Question

Consider the following C program. Fill in the blanks for the corresponding assembly programs (two versions).

C Program	Assembly Program 1 (using branch statement)	Assembly Program 2 (using conditional execution)
<pre>if ((r1 == r3) && (r5 == r6)) r7 = r7 + 10</pre>	<pre>CMP r1,r3 BNE SKIP</pre> <div style="border: 1px solid black; padding: 5px;"> <pre>CMP r5,r6</pre> </div> <div style="border: 1px solid black; padding: 5px;"> <pre>BNE SKIP</pre> </div> <div style="border: 1px solid black; padding: 5px;"> <pre>ADD r7,r7,#10</pre> </div> <pre>SKIP:</pre>	<pre>CMP r1,r3</pre> <div style="border: 1px solid black; padding: 5px;"> <pre>CMPEQ r5,r6</pre> </div> <div style="border: 1px solid black; padding: 5px;"> <pre>ADDEQ r7,r7,#10</pre> </div>

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Fill in the Blank 10 points C to Assembly I Practice Question

Consider the following C program that swaps the values of two chars. Fill in the blanks for the corresponding assembly program.

C Program	Assembly Program
<pre>void swap (char *x, char *y) { char t; t = *x; *x = *y; *y = t; }</pre>	<pre>swap PROC EXPORT swap</pre> <div style="border: 1px solid black; padding: 5px;"> <pre>LDRB r2, [r0] ; Load a byte, r0 = *x</pre> </div> <div style="border: 1px solid black; padding: 5px;"> <pre>LDRB r3, [r1] ; Load a byte, r1 = *y</pre> </div> <div style="border: 1px solid black; padding: 5px;"> <pre>STRB r2, [r1]</pre> </div> <div style="border: 1px solid black; padding: 5px;"> <pre>STRB r3, [r0]</pre> </div> <pre>BX LR ENDP</pre>

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Fill in the Blank 10 points Timer PWM Practice Question

Suppose a 16-bit timer has the following settings:

1. CPU clock frequency = 72 MHz.
2. The prescaler PSC = 71
3. ARR = 999
4. CCR = 250
5. Counting direction: down-counting
6. Output is set as PWM mode 1

Calculate Timer clock frequency = MHz; Timer Frequency

= KHz; PWM duty cycle = .

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Fill in the Blank 20 points Program execution Practice Question

Show all updates to registers as the assembly code shown below runs, assuming **little-endian** ordering. Fill in the tables of final register values and memory contents. Show the NZCV flags after execution, assuming NZCV=0000 initially. (Tip: LSLS is the only instruction that sets flags in this program.)

```
LDR R1, =0x10000010  
LDR R2, [R1]  
LDR R3, [R1, #4]  
MOV R4, R3, ROR #16  
MOV R5, 0x00000F00  
LSLS R6, R5, #8  
BIC R7, R2, R6  
AND R8, R7, R6  
STR R7, [R1, #8]
```

Initial memory content at 0x10000010 contains the following bytes in increasing memory address order:

0x10000010 FF EF CD AB 00 00 CD AB AA BB CC DD EE FF 11 22

Final register values:

R1 = 0x 10000010

R2 = 0x ABCDEFFF

R3 = 0x ABCD0000

R4 = 0x 0000ABCD

R5 = 0x 00000F00

R6 = 0x 000F0000

R7 = 0x ABC0EFFF

R8 = 0x 00000000

Final memory contents:

0x10000010 FF EF CD AB 00 00 CD AB FF EF CC AE EE FF 11 22

Final NZCV = 0000