

# Ch6 ARM Control Flow Quiz ANS

## Q1

Which condition flag is set to 1 when the result of an operation is zero?

- A) N (Negative flag)
- B) Z (Zero flag)
- C) C (Carry flag)
- D) V (Overflow flag)

Q1 ANS: B - The Z (Zero) flag is set to 1 when all bits of the result are 0.

## Q2

For unsigned subtraction, when is the Carry flag (C) set to 0?

- A) When no borrow occurs
- B) When a borrow occurs
- C) When the result is negative
- D) When overflow occurs

Q2 ANS; B - For unsigned subtraction, C = 0 (borrow = 1) when borrow takes place, meaning the true result < 0.

## Q3

The Overflow flag (V) is set to 1 when:

- A) Adding two different-signed numbers
- B) Adding two same-signed numbers produces opposite sign result
- C) Performing any multiplication
- D) Using MOV instruction

Q3 ANS: B - V = 1 when adding 2 same-signed numbers produces a result with the opposite sign (Positive + Positive = Negative, or Negative + Negative = Positive).

## Q4

What does the CMP R1, R2 instruction do?

- A) Saves the result of R1 - R2
- B) Performs R1 - R2 and discards the result
- C) Performs R1 + R2 and sets flags
- D) Moves R2 to R1

Q4 ANS: B - CMP performs subtraction R1 - R2, same as SUBS, except the result is discarded (not written to destination register).

## Q5

The TST instruction performs which operation?

- A) R1 + R2
- B) R1 - R2
- C) R1 & R2 (bitwise AND)
- D) R1 ^ R2 (bitwise XOR)

Q5 ANS: C - TST performs bitwise AND on R1 and R2, same as ANDS, except the result is discarded.

## Q6

When using TEQ instruction, the Z flag is set to 1 when:

- A) R1 is greater than R2
- B) R1 and R2 are equal
- C) R1 is less than R2
- D) An overflow occurs

Q6 ANS: B - TEQ performs XOR operation. If R1 and R2 are equal, then  $R1 \oplus R2$  is zero, and Z is set to 1.

#### **Q7**

Which instruction branches to a label and saves the return address in the link register (r14)?

- A) B label
- B) BX Rm
- C) BL label
- D) BLX Rm

Q7 ANS: C - BL (Branch with Link) copies the address of the next instruction into r14 (link register) and branches to the label.

#### **Q8**

For signed comparison, which branch instruction is used for ‘greater than’?

- A) BHI
- B) BGT
- C) BHS
- D) BLO

Q8 ANS: B - BGT (Branch if signed Greater Than) is used for signed comparison, while BHI is for unsigned comparison.

#### **Q9**

The BGE (Branch if signed Greater or Equal) instruction tests which condition?

- A) N = 1
- B) Z = 1
- C) N = V
- D) C = 1

Q9 ANS: C - BGE tests the condition N = V, which indicates signed greater than or equal.

#### **Q10**

Which values represent 0xFFFFFFFF and 0x00000001 when interpreted as unsigned numbers?

- A) -1 and 1
- B)  $2^{32} - 1$  and 1
- C) 1 and -1
- D) 255 and 1

Q10 ANS: B - When interpreted as unsigned 32-bit numbers,  $2^{32} - 1 = 4294967295$  and 0x00000001 = 1.

#### **Q11**

In the instruction ‘ADDLT r3, r2, r1’, when is the ADD operation executed?

- A) When N = V
- B) When N != V
- C) When Z = 1
- D) When C = 1

Q11 ANS: B - ADDLT (Add if signed Less Than) executes when N != V, indicating a signed less than condition.

#### Q12

In a for loop implementation using ‘SUBS r1, r1, #1’ followed by ‘BNE loop’, what does this accomplish?

- A) Increments counter and loops if zero
- B) Decrements counter and loops if not zero
- C) Sets flags without changing register
- D) Unconditional branch

Q12 ANS: B - SUBS decrements the counter and sets flags, BNE branches back to loop if the result is not zero (Z=0).

#### Q13

The CBZ instruction is equivalent to which sequence?

- A) CMP R1, #0; BNE label
- B) CMP R1, #0; BEQ label
- C) ADD R1, #0; BEQ label
- D) SUB R1, #0; BNE label

Q13 ANS: B - CBZ R1, label is equivalent to CMP R1, #0 followed by BEQ label, except CBZ doesn't change status flags.

#### Q14

For signed comparison after ‘CMP r0, r1’, if N=0 and V=0, what can be concluded?

- A)  $r0 < r1$
- B)  $r0 \geq r1$
- C)  $r0 = r1$
- D) Overflow occurred

Q14 ANS: B - When N=0 and V=0, there's no overflow and the result is non-negative, so  $r0 - r1 \geq 0$ , meaning  $r0 \geq r1$

#### Q15

In ARM Thumb-2, what does ‘ITE’ stand for in IT blocks?

- A) If-Then-Else with 2 instructions
- B) If-Then-End
- C) Iterate-Then-Exit
- D) If-Test-Execute

Q15 ANS: A - ITE stands for If-Then-Else, allowing 2 following instructions where the first executes if condition is true, second if false.

#### Q16

Which condition code tests for ‘unsigned higher’?

- A) HS
- B) HI
- C) GT
- D) GE

Q16 ANS: B - HI (unsigned HIgher) tests C=1 & Z=0, while HS tests C=1 (unsigned Higher or Same).

### **Q17**

In the assembly sequence ‘TEQ r0, #’!‘; TEQNE r0, #’?’’, what programming concept is being implemented?

- A) Logical AND
- B) Logical OR with short-circuit evaluation
- C) Nested if statements
- D) Switch statement

Q17 ANS: B - This implements logical OR ( $\|$ ) with short-circuit evaluation. The second TEQ only executes if the first test failed (NE condition).

### **Q18**

The BLS (Branch if unsigned Lower or Same) instruction tests which condition?

- A) C=0 or Z=1
- B) C=1 and Z=0
- C) N=V
- D) N!=V

Q18 ANS: A - BLS tests C=0 or Z=1, meaning either the carry is clear (indicating lower) or zero flag is set (indicating same).

### **Q19**

Which method is used to update condition flags with arithmetic operations?

- A) Always automatic
- B) Append ‘S’ to instruction or use compare instructions
- C) Use special flag register
- D) Only with branch instructions

Q19 ANS: B - Method 1: append ‘S’ (like ADDS) to update flags with result. Method 2: use compare instructions (CMP, CMN, TEQ, TST) that set flags only.

### **Q20**

In break and continue statements, what is the key difference in assembly implementation?

- A) Break uses BEQ, continue uses BNE
- B) Break branches out of loop, continue branches to loop increment/test
- C) Break sets flags, continue doesn’t
- D) No difference in assembly

Q20 ANS: B - Break branches completely out of the loop (to end), while continue branches to the loop’s increment/condition test part to start the next iteration.

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## **Quick Reference Summary**

### **Key Condition Codes:**

- **EQ/NE:** Z=1 / Z=0 (Equal/Not Equal)
- **LT/GE:** N $\neq$ V / N=V (Signed Less Than/Greater Equal)
- **GT/LE:** Z=0 & N=V / Z=1 or N $\neq$ V (Signed Greater/Less Equal)
- **LO/HS:** C=0 / C=1 (Unsigned Lower/Higher Same)
- **HI/LS:** C=1 & Z=0 / C=0 or Z=1 (Unsigned Higher/Lower Same)

### **Flag Setting Instructions:**

- **CMP:** R1 - R2 (result discarded)
- **TST:** R1 & R2 (result discarded)
- **TEQ:** R1  $\oplus$  R2 (result discarded)

- **CMN:** R1 + R2 (result discarded)