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Q1: Implement an ASM program for the following. Assume a 32 bit-number in 4000 0004H. ;Add nibble 4 and nibble 0 and store the result in 4000 000CH

PROGRAM:

AREA PROGRAM, CODE, READONLY

**ENTRY** 

MAIN

LDR R1,VALUE

LDR R2,[R1]

AND R3,R2,#0X000000F

AND R4,R2,#0X000F0000

MOV R4,R4,LSR #0X10

ADD R5,R3,R4

LDR R6,RESULT

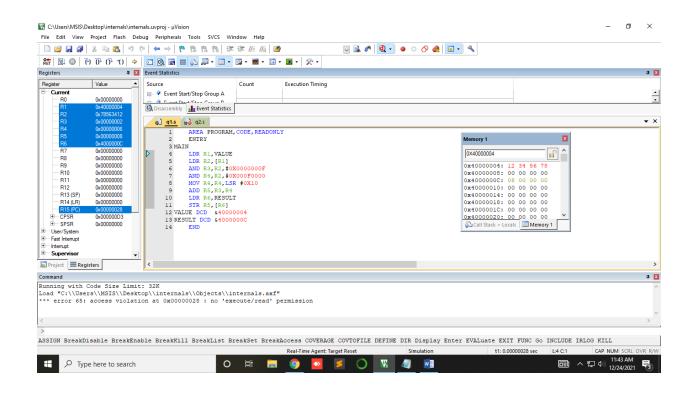
STR R5,[R6]

VALUE DCD &40000004

**RESULT DCD &4000000C** 

END

## **OUTPUT:**



Q2 Implement ASM program to add array of numbers present at 4000 0004H only if it is positive, and store it in 4000 000CH ;Let count value be at 4000 0000H

## PROGRAM:

AREA PROGRAM, CODE, READONLY

**ENTRY** 

MAIN

LDR R0,VALUE ;load value 0X40000004 to R0

LDR R3,COUNT ;load vlaue 0X40000000 to r3 act as a counter

LDR R4,[R3] ;load content of R4 to R3

LOOP LDR R1,[R0] ;load content of R0 to R1

CMP R1,#0 ;compare the value of R1 to check the no equal to 0 if it is 0 it set 0 flag

to high

BMI JUMP ;if the number is negetive move to jump instruction

ADD R2,R1 ;if not equal to 0 add r2 and r1 and store in r5

ADD R0,#4 ;incrementing the address in R0 to get the next element from the array

ADD R4,#-1 ;decrementing r4 which is the counter value

CMP R4,#0 ;again check if R4 is 0 or not if yes set 0 flag to high

BEQ DONE ;if not 0 jump to done

B LOOP ;else go to loop

JUMP ADD R0,#4 ;incrementing r1

ADD R4,#-1 ;decrementing r4 counter

B LOOP ;branch to loop

DONE LDR R3, RESULT ; laoding address to store result

STR R2,[R3] ;storing result

STOP B STOP;

VALUE DCD 0X40000004;

COUNT DCD 0X40000000;

## RESULT DCD 0X4000002C:

**END** 

## **OUTPUT:**

