Homework 7

Jacob Howard

Start of code

Freescale HC12-Assembler

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Abs.		oc Obj. code Source line				
1	1	.*************************************				
2	2	;* This stationery serves as the framework for a				
3	3	;* user application (single file, absolute assembly application) *				
4	4	;* For a more comprehensive program that				
5	5	;* demonstrates the more advanced functionality of this				
6	6	;* processor, please see the demonstration applications *				
7	7	;* located in the examples subdirectory of the				
8	8	;* Freescale CodeWarrior for the HC12 Program directory *				
9	9	.*************************************				
10	10					
11	11	; export symbols				
12	12	XDEF Entry, _Startup ; export 'Entry' symbol				
13 13 point		ABSENTRY Entry ; for absolute assembly: mark this as application entry				
14	14					
15	15					
16	16					
17	17	; Include derivative-specific definitions				
18	18					
19	19	0000 0800 RAMStart EQU \$0800				

```
20 20
          0000 4000 ROMStart EQU $4000; absolute address to place my code/constant data
21 21
         0000 2000 Stack
                           EQU $2000
22 22
          0000 0000 PORTA
                            EQU $0000
23 23
         0000 0002 DDRA
                            EQU $0002
24 24
25 25
               ; variable/data section
26 26
27 27
                     ORG RAMStart
28 28
29 29 a000800 08
                   TABLE
                            DC.B $08
                    DIRECTION DC.B 1
30 30 a000801 01
31 31 a000802 0100
                     BOUNCE DC.B 1,0
32 32
33 33 a000804
                   COUNTER DS.W 1
34 34 a000806
                   X_COUNTER DS.W 1
35 35
36 36
37 37
38 38
                     ORG ROMStart
39 39
40 40
               Entry:
41 41
               _Startup:
42 42
43 43
               inf_loop:
44 44 a004000 CF20 00
                        lds #Stack
45 45 a004003 180B 0108
                         movb #1, DIRECTION
    004007 01
46 46 a004008 180B 0808
                         movb #08, TABLE
```

00400C 00

- 47 47 a00400D CE00 14 ldx #\$14
- 48 48 a004010 CD08 02 Idy #BOUNCE
- 49 49 a004013 180B FF00 movb #\$FF, DDRA 004017 02
- 50 50
- 51 51 loop:
- 52 52 a004018 1640 33 jsr update_table
- 53 53
- 54 54 a00401B 180C 0800 movb TABLE, PORTA 00401F 0000
- 55 55
- 56 56 a004021 7E08 04 stx COUNTER
- 57 57
- 58 58 a004024 1640 66 jsr delay
- 59 59
- 60 60 a004027 FE08 04 ldx COUNTER

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Abs. Rel. Loc Obj. code Source line ---- ---- ------61 61 62 62 a00402A 09 dex 63 63 a00402B 8E00 00 cpx #0 64 64 a00402E 2EE8 bgt loop 65 65 66 66 a004030 20CE bra inf_loop 67 67 68 68 a004032 3D rts 69 69 70 70 update_table: 71 71 a004033 F708 00 tst TABLE 72 72 a004036 2723 beq reset 73 73 74 74 a004038 F708 01 tst DIRECTION 75 75 a00403B 2711 beq shift_left 76 76 77 77 a00403D 7408 00 lsr TABLE 78 78 a004040 1F08 0001 brclr TABLE, #\$01, done 004044 20 79 79 80 80 a004045 A670 ldaa 1, y+ 81 81 a004047 271C beq done 82 82

```
83 83 a004049 7908 01 clr DIRECTION
```

84 84 a00404C 2017 bra done

85 85

86 86 shift_left:

87 87 a00404E 7808 00 Isl TABLE

88 88 a004051 1F08 0080 brclr TABLE, \$80, done

004055 OF

89 89

90 90 a004056 7208 01 inc DIRECTION

91 91 a004059 200A bra done

92 92

93 93 reset:

94 94 a00405B 8601 Idaa #\$01

95 95 a00405D 7A08 00 staa TABLE

96 96 a004060 7908 01 clr DIRECTION

97 97 a004063 2000 bra done

98 98

99 99 done:

100 100 a004065 3D rts

101 101

102 102

103 103 delay:

104 104 a004066 CE01 00 ldx #\$100

105 105

106 106 out_loop:

107 107 a004069 7E08 06 stx X_COUNTER

108 108

110 110

111 111 in_loop:

112 112 a00406F 09 dex

113 113 a004070 8E00 00 cpx #0

114 114 a004073 2EFA bgt in_loop

115 115

117 117 a004078 09 dex

118 118 a004079 8E00 00 cpx #0

119 119 a00407C 2EEB bgt out_loop

120 120

121 121 a00407E 3D rts

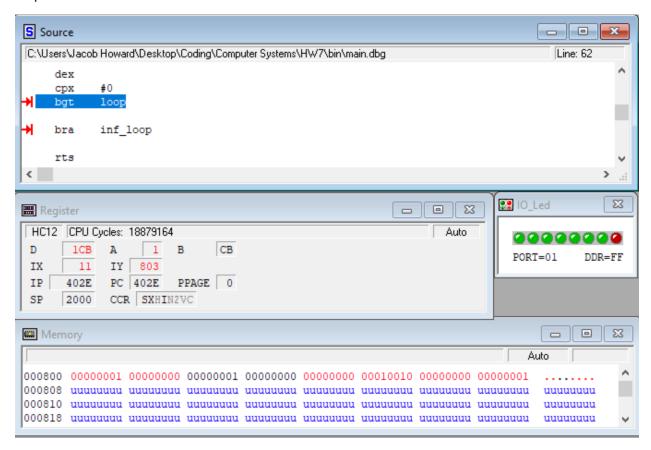
122 122

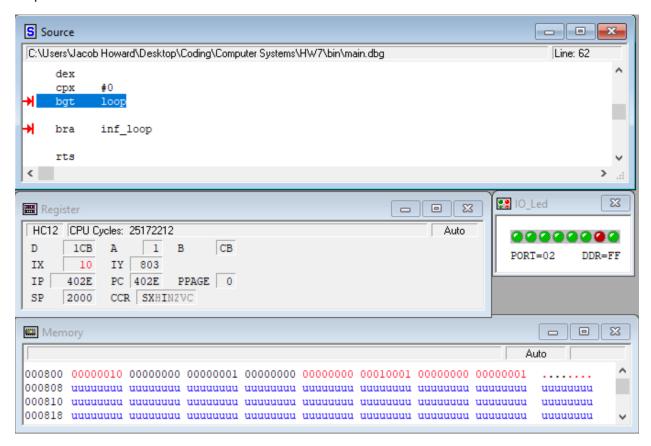
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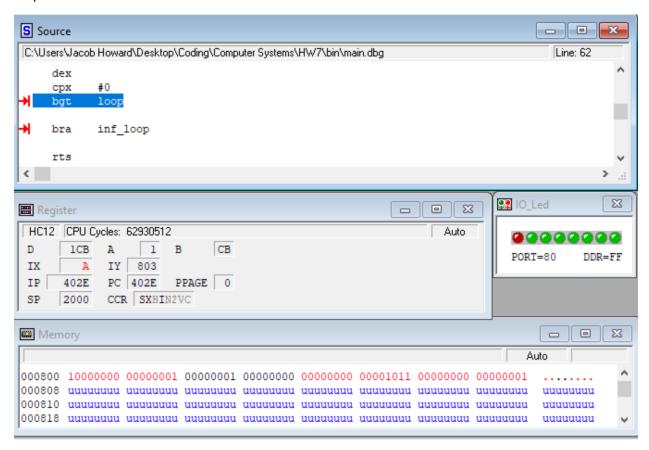
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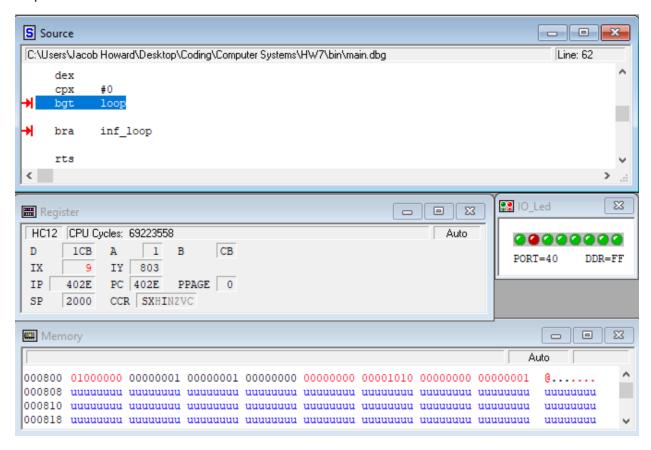
Abs. Rel. Loc	Obj. code Sc	ource line		
		-		
123 123				
124 124				
125 125				
126 126		; result in D		
127 127				
128 128	.*****	*******	***********	
129 129	;* ,	Interrupt Vectors	*	
130 130	.*****	*******	***********	
131 131	C	ORG \$FFFE		
132 132 a00F	FFFE 4000	DC.W Entry	; Reset Vector	

End of code









Step 18

