

```

...l_input\unconditional_input\Debug\unconditional_input.lss 1
1
2 AVRASM ver. 2.2.7 E:\ESE_280\$MyDocuments$\Atmel Studio\7.0\lab_5 2
  \unconditional_input\unconditional_input\main.asm Tue Oct 06 19:16:17 2020
3
4 E:\ESE_280\$MyDocuments$\Atmel Studio\7.0\lab_5\unconditional_input 2
  \unconditional_input\main.asm(9): Including file 'C:/Program Files (x86)\Atmel 2
  \Studio\7.0\Packs\atmel\ATmega_DFP\1.3.300\avrasm\inc\m4809def.inc'
5 E:\ESE_280\$MyDocuments$\Atmel Studio\7.0\lab_5\unconditional_input 2
  \unconditional_input\main.asm(9): Including file 'C:/Program Files (x86)\Atmel 2
  \Studio\7.0\Packs\atmel\ATmega_DFP\1.3.300\avrasm\inc\m4809def.inc'
6
7
8 ; unconditional_input.asm
9 ;
10 ; Created: 10/6/2020 6:38:10 PM
11 ; Author : hp
12 ;
13
14 .list
15
16
17 ; Replace with your application code
18 start:
19 000000 e000 ldi r16, $00
20 000001 ef1f ldi r17, $FF
21 000002 b900 out VPORTA_DIR, r16
22 000003 b91c out VPORTD_DIR, r17
23 000004 b90d out VPORTD_OUT, r16
24
25 main_loop:
26 000005 b102 in r16, VPORTA_IN
27 000006 9500 com r16
28 000007 b90d out VPORTD_OUT, r16
29
30
31 RESOURCE USE INFORMATION
32 -----
33
34 Notice:
35 The register and instruction counts are symbol table hit counts,
36 and hence implicitly used resources are not counted, eg, the
37 'lpm' instruction without operands implicitly uses r0 and z,
38 none of which are counted.
39
40 x,y,z are separate entities in the symbol table and are
41 counted separately from r26..r31 here.
42
43 .dseg memory usage only counts static data declared with .byte
44

```

45 "ATmega4809" register use summary:

```

46 x : 0 y : 0 z : 0 r0 : 0 r1 : 0 r2 : 0 r3 : 0 r4 : 0
47 r5 : 0 r6 : 0 r7 : 0 r8 : 0 r9 : 0 r10: 0 r11: 0 r12: 0
48 r13: 0 r14: 0 r15: 0 r16: 6 r17: 2 r18: 0 r19: 0 r20: 0
49 r21: 0 r22: 0 r23: 0 r24: 0 r25: 0 r26: 0 r27: 0 r28: 0
50 r29: 0 r30: 0 r31: 0

```

51 Registers used: 2 out of 35 (5.7%)

52

53 "ATmega4809" instruction use summary:

```

54 .lds : 0 .sts : 0 adc : 0 add : 0 adiw : 0 and : 0
55 andi : 0 asr : 0 bclr : 0 bld : 0 brbc : 0 brbs : 0
56 brcc : 0 brcs : 0 break : 0 breq : 0 brge : 0 brhc : 0
57 brhs : 0 brid : 0 brie : 0 brlo : 0 brlt : 0 brmi : 0
58 brne : 0 brpl : 0 brsh : 0 brtc : 0 brts : 0 brvc : 0
59 brvs : 0 bset : 0 bst : 0 call : 0 cbi : 0 cbr : 0
60 clc : 0 clh : 0 cli : 0 cln : 0 clr : 0 cls : 0
61 clt : 0 clv : 0 clz : 0 com : 1 cp : 0 cpc : 0
62 cpi : 0 cpse : 0 dec : 0 des : 0 eor : 0 fmul : 0
63 fmul : 0 fmul : 0 icall : 0 ijmp : 0 in : 1 inc : 0
64 jmp : 0 ld : 0 ldd : 0 ldi : 2 lds : 0 lpm : 0
65 lsl : 0 lsr : 0 mov : 0 movw : 0 mul : 0 muls : 0
66 mul : 0 neg : 0 nop : 0 or : 0 ori : 0 out : 4
67 pop : 0 push : 0 rcall : 0 ret : 0 reti : 0 rjmp : 1
68 rol : 0 ror : 0 sbc : 0 sbci : 0 sbi : 0 sbic : 0
69 sbis : 0 sbiw : 0 sbr : 0 sbrc : 0 sbrs : 0 sec : 0
70 seh : 0 sei : 0 sen : 0 ser : 0 ses : 0 set : 0
71 sev : 0 sez : 0 sleep : 0 spm : 0 st : 0 std : 0
72 sts : 0 sub : 0 subi : 0 swap : 0 tst : 0 wdr : 0

```

73

74 Instructions used: 5 out of 114 (4.4%)

75

76 "ATmega4809" memory use summary [bytes]:

Segment	Begin	End	Code	Data	Used	Size	Use%
79 [.cseg]	0x000000	0x000012	18	0	18	49152	0.0%
80 [.dseg]	0x002800	0x002800	0	0	0	6144	0.0%
81 [.eseg]	0x000000	0x000000	0	0	0	256	0.0%

82

83 Assembly complete, 0 errors, 0 warnings

84