Jesse Mayer

HW#2

1.a. f1:	LDR	R0,a
b. f2:	ADR	R0,a
c. f3:	LDR	R0,a
	LDR	R1,b
d. f4:	STR	R0, b
2.a. g1:	LDRD	R0, R1, a
b. g2:	ADRD	R0,R1,a
c. g3:	LDRD	R0,R1,a
	LDRD	R2,R3,b
d. g4:	STRD	R0,R1,b
3.a. h1:	LDRSB	R0,a
b. h2:	ADRB	R0,a
c. h3:	LDRSB	R0,a
	LDRSB	R2,b
d. h4:	STRB	R0,b
4.a. f4:	LDR	R0,u32
	LDR	R1, =0
	STRD	R0,R1,u32
b. f5:	PUSH	{R4,R5,LR}
	MOV	R4,R0
	MOV	R5,R1
	BL	f6
	ADD	R0,R4,R5
	POP	{R4,R5,PC}
c.f7:	PUSH	{R4,R5,LR}
	MOV	R4,R0
	MOV	R5,R1
	BL	f8
	MOV	R0,R4
	MOV	R1,R5
	POP	{R4,R5,PC}
d.f9:	PUSH	{R4,LR}
	MOV	R4,R0
	MOV	R0,0
	BL	f10
	ADD	R0,R0,R4
	POP	{R4,PC}

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e.f11:       PUSH        {R4,LR}
             MOV         R4,R0
             MOV         R0,10
             ADD         R0,R0,R4
             BL          f12
             POP         {R4,PC}
```