



# ARM Introduction

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## 1. Basic Knowledge (1 points)

How many integer registers are there on the Raspberry Pi given that it's in 32-bit mode?   
 Some of the registers are special and cannot be used as general registers.  
 For example register r15 is the , r14 is the , and r13 is .

## 2. Overflow (1 points)

Given that the maximum value for a 16 bit unsigned number is 65535  
 uint16\_t x = 65533;  
 x += 3;  
 The result in x is .  
 A value is being computed:

```
int seconds = age * 365 * 24 * 60 * 60;
```

How might you detect that overflow is occurring?

- ☒ answer is negative
- ☒ answer grows smaller with increasing number
- ☒ answer ends in a digit that is not zero
- ☐ answer contains the digit 6

.

## 3. Basic Instructions (1 points)

After each of the following assembler instruction show the values in the registers as 8 hex digits. (Do not put in 0x)

For the pc put in the last two digits

000102b4: mov r0, #4	@r0=	<input type="text" value="00000004"/>	pc=000102	<input type="text" value="b8"/>
000102b8: sub r0, #5	@r0=	<input type="text" value="ffffff"/>	pc=000102	<input type="text" value="bc"/>
000102bc: add r0, #1	@r0=	<input type="text" value="00000000"/>	pc=000102	<input type="text" value="c0"/>
000102c0: add r0, #1	@r0=	<input type="text" value="00000001"/>		

## 4. Parameters (1 points)

Given the following function prototype, identify what register is used for each parameter and return value

```
int f(int a, int b);
```

parameter a uses

parameter b uses   
 return value uses

## 5. calling functions (1 points)

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In ARM assembler, the bl (branch and link) instruction is used to call a function and bx (branch and exchange) instruction are used to return.

```

000104c8: mov  r0, #0      @r0=00000000    pc=000104cc
000104cc: add  r0, #4      @r0=00000004    pc=000104d0
000104d0: sub  r0, #3      @r0=00000001    pc=000104d4
000104d4: bl   000104f0    @lr=000104d8    pc=000104f0
000104d8: bl   000104e0    @lr=000104dc    pc=000104e0
000104dc: pop  {pc} @*** your code ends here***
000104e0: mul  r0, #3      @r0=00000003    pc=000104e4
000104e4: bx   lr          @              pc=000104dc
000104e8: ldr  r1, =0xFFAB
000104ec: ldr  r2, =16384
000104f0: add  r0, #1      @r0=00000001
000104f4: bx   lr          @              pc=000104d8
  
```

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