
2.12 ASSEMBLY PROGRAMMING

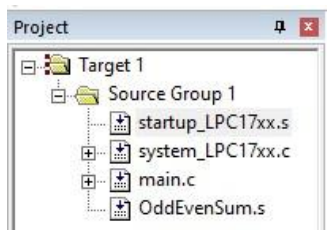
Q) ALP to find sum of even and sum of odd numbers in a given array and store the result in RAM. Assume the numbers to be 8-bit.

Solution:

Files to be included:

system_LPC17xx.c	system_LPC17xx.c is a C source file that contains the system initialization code for NXP Semiconductors LPC17xx microcontrollers.
system_LPC17xx.s	system_LPC17xx.s is an assembly source file that contains low-level system initialization code for NXP Semiconductors' LPC17xx microcontrollers. The file is used in conjunction with the system_LPC17xx.c file to provide a complete system initialization routine for LPC17xx-based systems.
main.c	main.c is a C source file that is typically the entry point for a C program. It contains the main() function, which is the starting point for the execution of the program.
OddEvenSum.s	OddEvenSum.s is an assembly source file that contains the logic to find the sum of even and odd numbers in an array stored in memory.

Project Tree:



main.c

```
#include <LPC17xx.h>

extern void OddEvenSum(void);

int main(void)
{
    SystemInit();
    OddEvenSum();
    while(1);
}
```

OddEvenSum.s

```
AREA myDATA, DATA, READWRITE ; Data section
NUM      DCB      1,2,3,4,5,6 ; Numbers
EVENSUM  DCB      0           ; Even sum
ODDSUM   DCB      0           ; Odd sum

AREA myCode, CODE, READONLY ; Code section
EXPORT OddEvenSum           ; Export function
ENTRY                               ; Entry point
OddEvenSum
    LDR R0, =NUM ; Load NUM address
    MOV R1, #0 ; Even sum
    MOV R2, #0 ; Odd sum
    MOV R3, #6 ; Loop count

LOOP
    LDRB R4, [R0], #1 ; Load number
    LSRS R5, R4, #1 ; Check LSB
    BCS ODD ; If odd

    ADD R1, R1, R4 ; Even sum
    B DEC ; Continue

    ADD R2, R2, R4 ; Even sum
    B DEC ; Continue

ODD
    ADD R2, R2, R4 ; Odd sum

DEC
    SUBS R3, R3, #1 ; Decrement counter
    BNE LOOP ; Loop if not zero

    LDR R0, =EVENSUM ; Store even sum
    STRB R1, [R0] ; Store

    LDR R0, =ODDSUM ; Store odd sum
    STRB R2, [R0] ; Store

    BX LR ; Return
END ; End of program
```