

## Section 2.1 — The General-Purpose Registers in ARM (Mazidi)

### Chapter 2 · Section 2.1 — Exercises (Mazidi)

Problems are paraphrased to respect copyright. For theory and examples, see **Mazidi, Ch. 2 §2.1**.

1) ARM is a(n) \_\_\_\_\_-bit microprocessor.

**Answer: 32-bit.**

**Why:** Classic ARM (AArch32) uses a 32-bit programming model and word size here.

2) The general-purpose registers are \_\_\_\_\_ bits wide.

**Answer: 32 bits.**

**Why:** Registers **R0–R15** are each 32-bit wide in the AArch32 model.

3) The value in `MOV R2, #value` is \_\_\_\_\_ bits wide.

**Answer: 8 bits** (immediate field as taught in this section).

**Why:** The introductory encoding uses an **8-bit literal** (later chapters explain rotations/literal pools for larger constants).

4) The largest number that an ARM GPR can have is \_\_\_\_\_ in hex.

**Answer: 0xFFFFFFFF**

**Why:** Unsigned maximum for a 32-bit register.

5) What is the result of the following code and where is it kept?

```
MOV    R2, #0x15
MOV    R1, #0x13
ADD    R2, R1, R2
```

**Answer: R2 = 0x28** (40 decimal), kept in **R2**.

**Why:** `ADD Rd, Rn, Op2` →  $R2 = R1 + R2 = 0x13 + 0x15 = 0x28$ .

6) Which of the following is/are illegal?

(a) `MOV R2, #0x50000` (b) `MOV R2, #0x50` (c) `MOV R1, #0x00`  
(d) `MOV R1, 255` (e) `MOV R17, #25` (f) `MOV R23, #0xF5` (g) `MOV 123, 0x50`

**Answer: (a), (d), (e), (f), (g) are illegal; (b) and (c) are legal.**

**Why (brief):**

- (a) exceeds the simple 8-bit immediate taught here.
- (b) legal (8-bit immediate).
- (c) legal (zero is allowed).
- (d) missing # for immediate.
- (e) **R17** does not exist (valid GPRs are **R0–R15**).
- (f) **R23** does not exist.
- (g) destination must be a **register**, not an immediate.

7) Which of the following is/are illegal?

(a) `ADD R2, #20, R1` (b) `ADD R1, R1, R2` (c) `ADD R5, R16, R3`

**Answer: (a) and (c) are illegal; (b) is legal.**

**Why:**

- (a) Format is `ADD Rd,Rn,Operand2`; the **immediate** can only be `Operand2`, not `Rn`.
  - (b) Valid three-operand form `Rd=R1, Rn=R1, Rm=R2`.
  - (c) **R16** is outside the GPR range (only **R0–R15**).
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**8) What is the result of the following code and where is it kept?**

```
MOV    R9,#0x25
ADD    R8,R9,#0x1F
```

**Answer: R8 = 0x44** (68 decimal), kept in **R8**.

**Why:**  $0x25 + 0x1F = 0x44$ .

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**9) What is the result of the following code and where is it kept?**

```
MOV    R1,#0x15
ADD    R6,R1,#0xEA
```

**Answer: R6 = 0xFF** (255 decimal), kept in **R6**.

**Why:**  $0x15 + 0xEA = 0xFF$ .

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**10) True or False. We have 32 general-purpose registers in the ARM.**

**Answer: False.**

**Why:** The classic programmer's model exposes **16 architected registers** (R0–R15); some are special-purpose (`SP=R13`, `LR=R14`, `PC=R15`). Some modes bank a subset, but there are **not 32 GPRs**.

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## Notes for learners

- Remember the **three-operand form**: `ADD Rd,Rn,Operand2`.
- **GPR range is R0–R15**; higher numbers like `R16`, `R23` are invalid.
- The immediate in `MOV` is introduced as **8-bit** here; later you'll learn techniques for forming larger constants.