

;Program18

.include "m328Pdef.inc"

.def var\_a = r16

.def var\_b = r17

.def var\_i = r18

.def three = r19

.cseg

.org 0x00

rjmp main

main: ldi var\_a,20

ldi var\_b,10

ldi three,3

while: cp var\_b,var\_a ; a>b == b<a

brlt loop

rjmp end

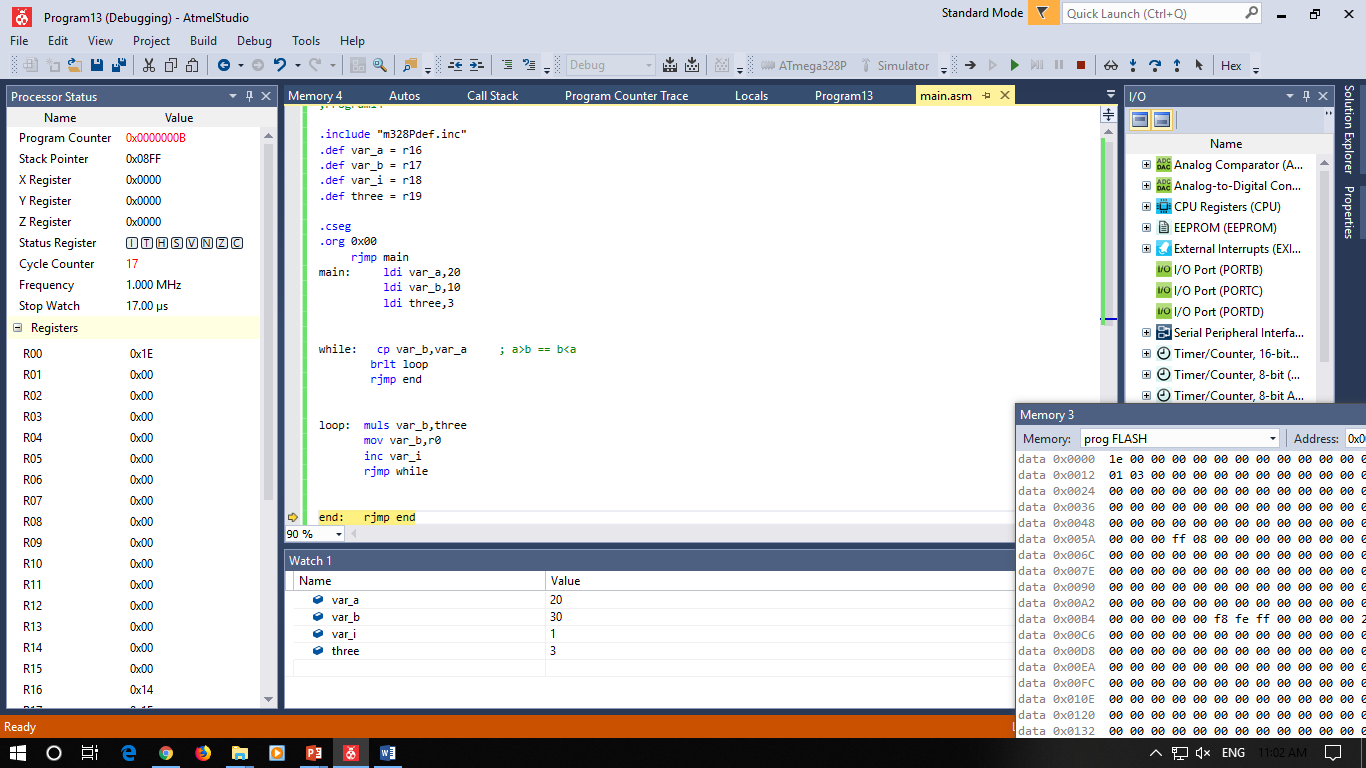
loop: muls var\_b,three

mov var\_b,r0

inc var\_i

rjmp loop

end: rjmp end



;Program19

.include "m328Pdef.inc"

.def var\_a = r16

.def var\_b = r17

.def var\_i = r18

.def three = r19

.cseg

.org 0x00

rjmp main

main: ldi var\_a,20

ldi var\_b,10

ldi three,3

while: cp var\_b,var\_a ; a>b == b<a

brlt loop

rjmp end

loop: muls var\_b,three

mov var\_b,r0

inc var\_i

rjmp while

end: rjmp end

;Program13

.include "m328Pdef.inc"

.def var\_a = r16

.def var\_b = r17

.def var\_cl = r18

.def var\_ch = r19

.def zero = r20

.cseg

.org 0x00

rjmp main

main: ldi xl,low(a)

ldi xh,high(a)

ld var\_a,x+

ld var\_b,x+

ld var\_cl,x+

ld var\_ch,x+

clr zero

cp var\_a,var\_b

brlo true

breq true

false: add var\_cl,var\_b

adc var\_ch,zero

rjmp endif

true: add var\_cl,var\_a

adc var\_ch,zero

rjmp endif

endif: ldi xl,low(a)

ldi xh,high(a)

st x+,var\_a

st x+,var\_b

st x+,var\_cl

st x+,var\_ch

end: rjmp end

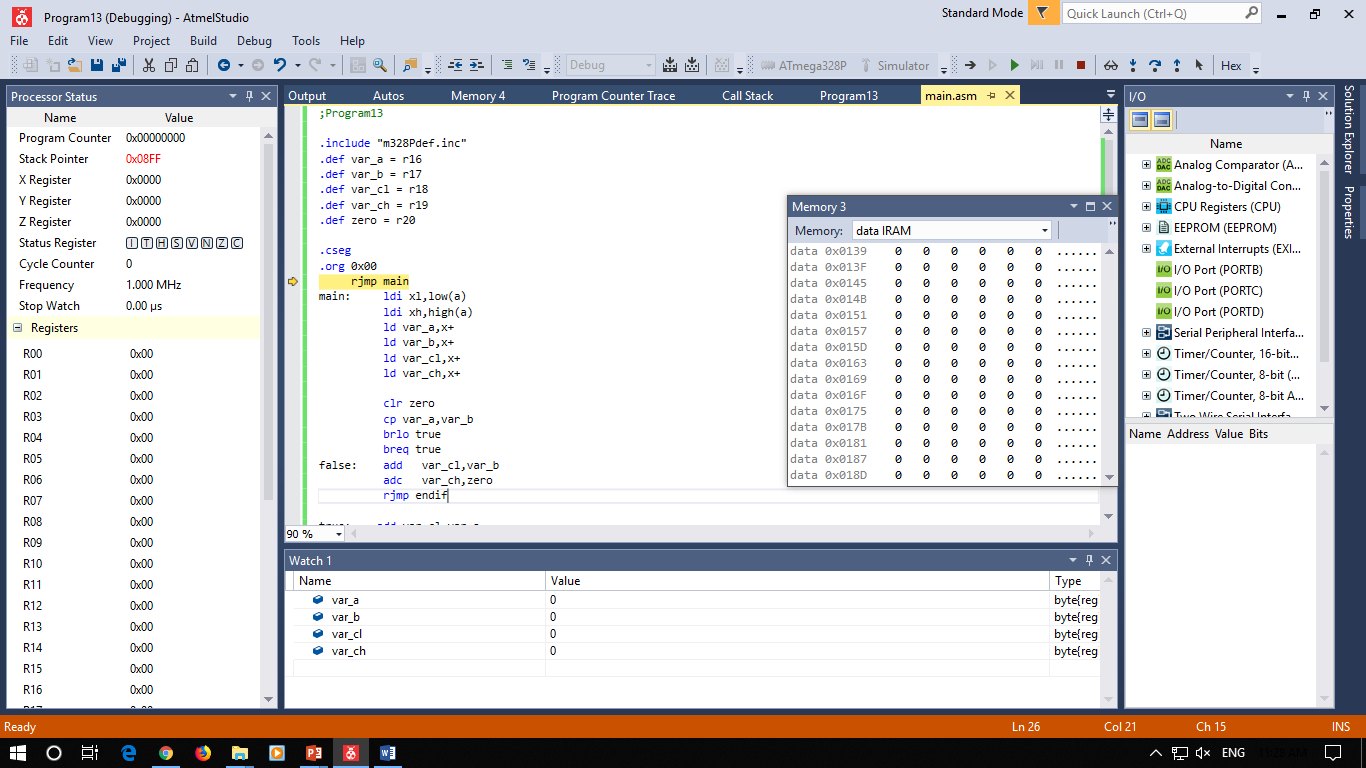
.dseg

.org 0x10A

a: .byte 1

b: .byte 1

c: .byte 2



;Program22

;unsigned char i;

;unsigned char NAME[10];

;for (i=0;i<10;i++)

;NAME[i] = 0xff;

.include "m328Pdef.inc"

.def var\_i = r16

.def temp = r17

.cseg

.org 0x00

rjmp main

main: ldi yl,low(NAME)

ldi yh,high(NAME)

ldi temp,0xff

clr var\_i

for: cpi var\_i,10

brlo loop

rjmp end

loop: st y+, temp

inc var\_i

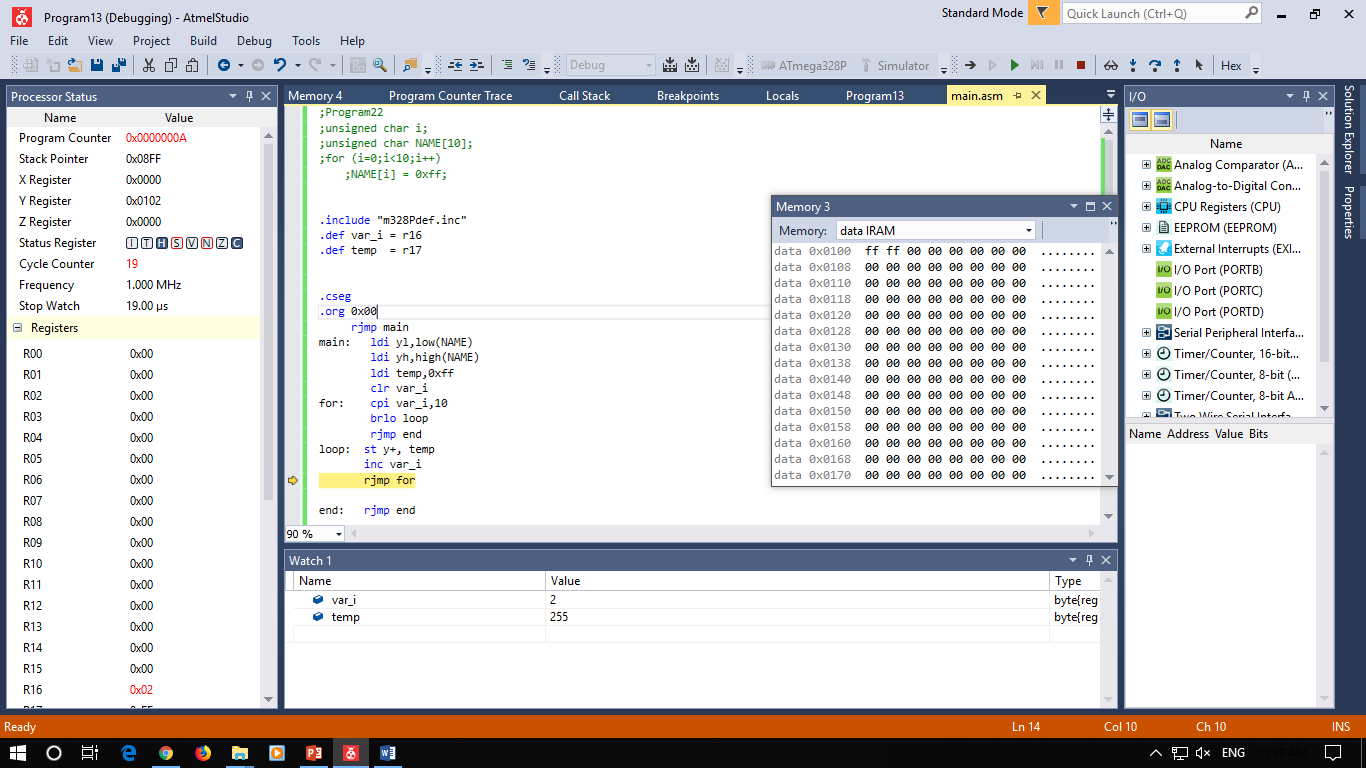
rjmp for

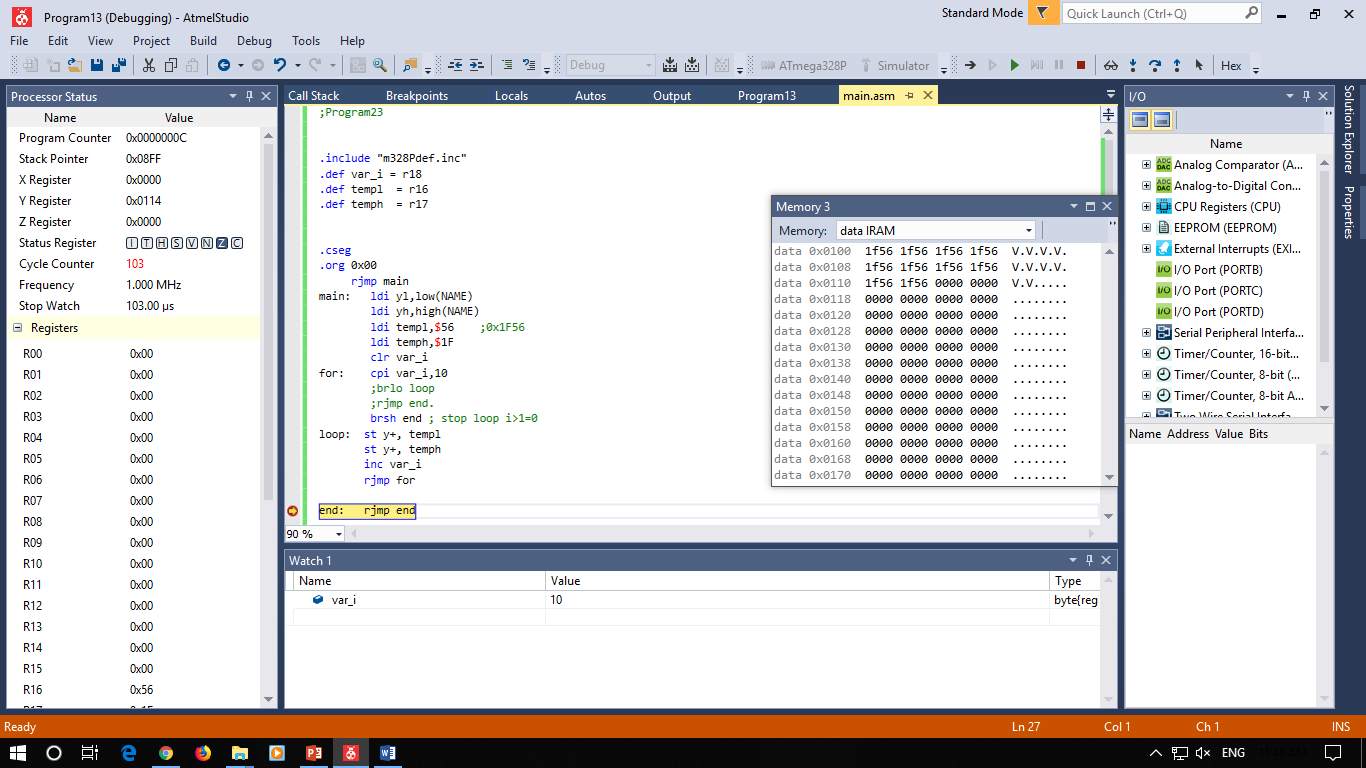
end: rjmp end

.dseg

.org 0x100

NAME: .byte 1\*10





;Program23

.include "m328Pdef.inc"

.def var\_i = r18

.def templ = r16

.def temph = r17

.cseg

.org 0x00

rjmp main

main: ldi yl,low(NAME)

ldi yh,high(NAME)

ldi templ,$56 ;0x1F56

ldi temph,$1F

clr var\_i

for: cpi var\_i,10

;brlo loop

;rjmp end.

brsh end ; stop loop i>1=0

loop: st y+, templ

st y+, temph

inc var\_i

rjmp for

end: rjmp end

.dseg

.org 0x100

NAME: .byte 2\*10