Relatório

Trabalho 1 – Arquitetura de Computadores

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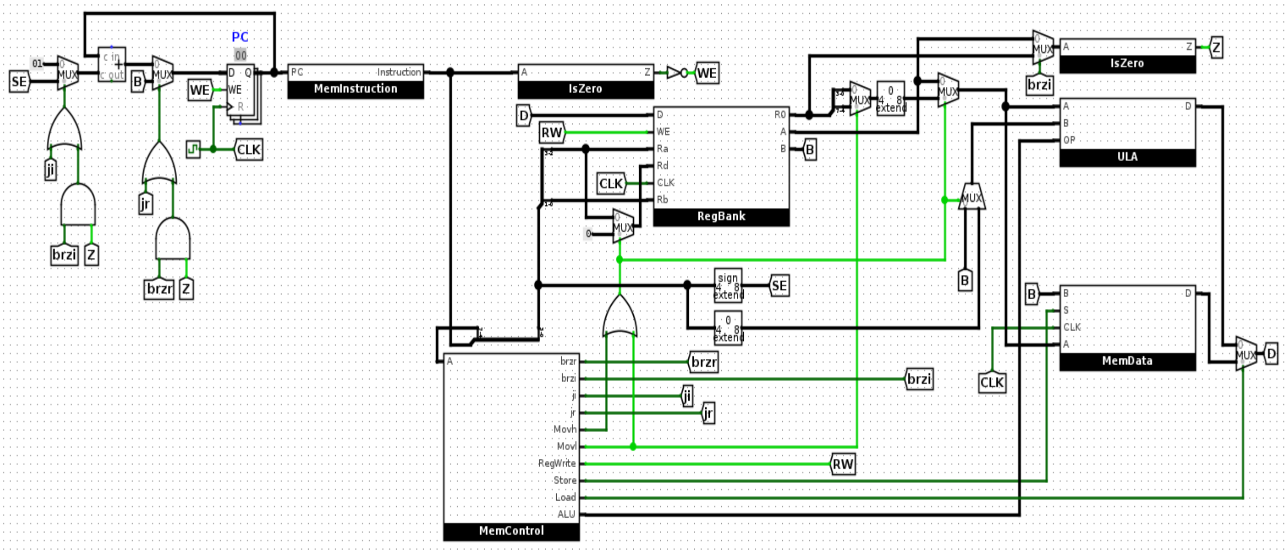
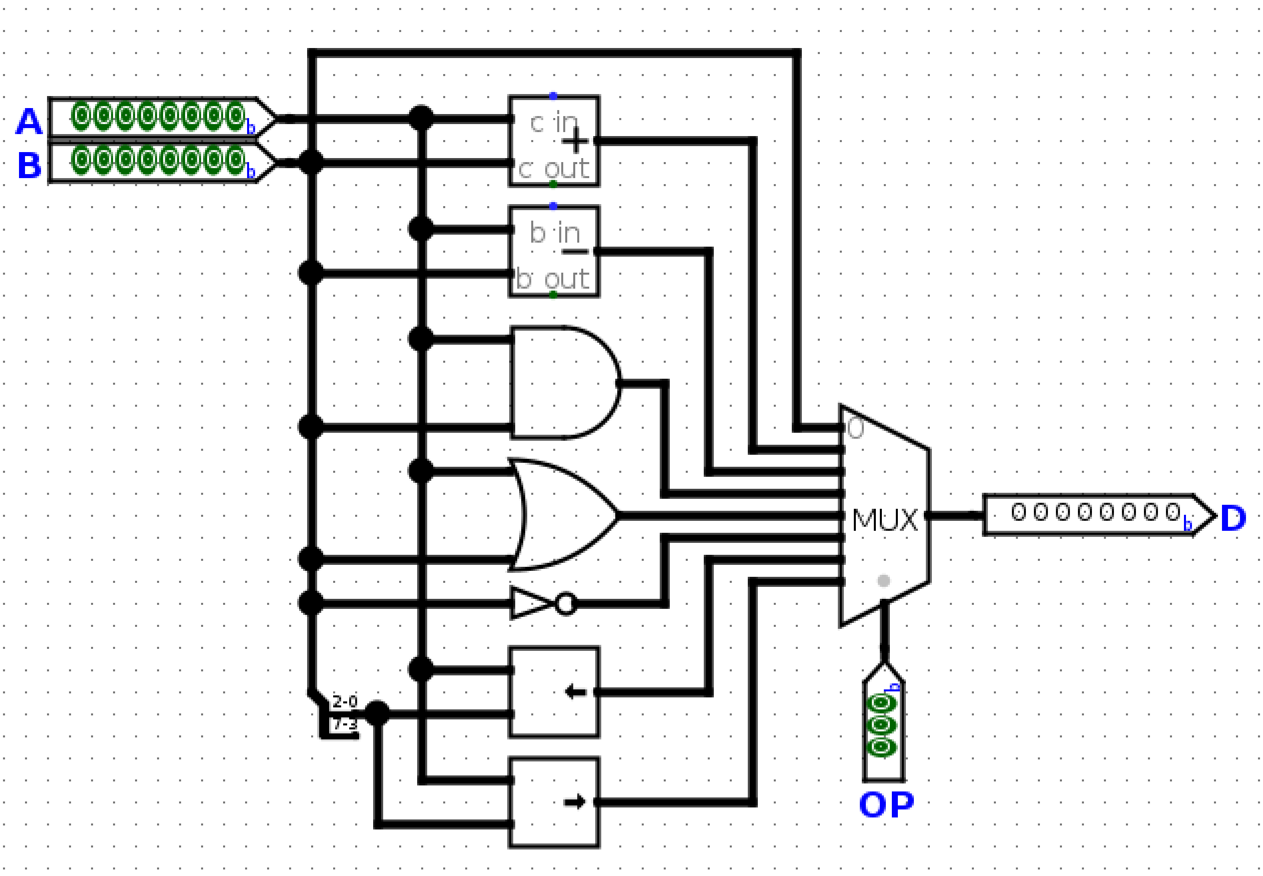
I. Diagrama do Sagui



II. Projeto da ULA



III. Código de teste

N°	Instrução	Descrição	Binário	Hexa
0.	movl 1	# R0 = 1	10000001	81
1.	movr $R1 $R0	# R1 = R0	01100100	64
2.	movh 4	# R0 = 1 + 4	01110100	74
3.	add $R2 $R0	# R2 = R2 + R0	10010001	98
4.	slr $R0 $R1	#R0 = R0 << R1	11100001	E1
5.	movr $R3 $R0	# R3 = R0	01101100	6C
6.	movl 7	# R0 = 0 + 7	10000111	87
7.	brzr $R2 $R3	# if(R2 == 0) goto R3	00001011	0B
8.	sub $R2 $R1	# R2 = R2 - R1	10101001	A9
9.	jr $R0	# goto R0	00100000	20
10.	and $R1 $R1	# R1 = R1 && R1	10110101	B5
11.	or $R1 $R1	# R1 = R1 || R1	11000101	C5
12.	movl 0	# R0 = 0 + 0	10000000	80
13.	not $R1 $R0	# R1 = !R0	11010100	D4
14.	movl 1	# R0 = 0 + 1	10000001	81
15.	movr $R2 $R0	# R2 = R0	01101000	68
16.	st $R3 $R0	# M[R0] = R3	01011100	5C
17.	ld $R0 $R2	# R0 = M[R2]	01000010	42
18.	srr $R0 $R2	# R0 >> R2	11110010	F2
19.	brzi 3	# if(R0 == 0) goto PC + 3	00010011	13
20.	sub $R0 $R2	# R0 = R0 - R2	10100010	A2
21.	ji -2	# goto PC + (- 2)	00111110	3E
22.	finish	# end of program	00000000	00