

## Lab 7

### 16.1. Establish the base address of the GPIO registers?

```
BASE = $3F000000
GPIO_OFFSET = $200000
mov r0, BASE
orr r0, GPIO_OFFSET
```

### 16.2. Program GPIO18 for writing?

```
mov r1, #1
lsl r1, #24
str r1, [r0, #4]
```

### 16.3. Set GPIO18 to ON?

```
mov r1, #1
lsl r1, #18
str r1, [r0, #28]
```

### 16.4. Stop the instruction pointer (program counter) from continuing beyond the executable program code?

```
loop$
b loop$
```

### 19. Program GPIO23 for writing and set it ON

```
BASE = $3F000000
GPIO_OFFSET=$200000
```

```
mov r0, BASE
orr r0, GPIO_OFFSET
```

```
mov r1, #1
lsl r1, #9
str r1, [r0, #8]
```

```
mov r1, #1
lsl r1, #23
str r1, [r0, #28]
```

### 20.1. What number bit is set (within the associated 32 bit block) to enable GPIO23 for writing?

#9

### 20.2. What is the byte offset from GPIO\_BASE that this 32 bit block must be written to in memory?

#8

### 20.3. What number bit is set to set GPIO23 to ON (again within the 32 bit block associated with that GPIO pin)?

#28

20.4. What is the byte offset from GPIO\_BASE that this 32 bit block must be written to memory?

\$200000

22.1. Which exact snippet of code will need to change compared to turning the LED on?

```
mov r1, #1
lsl r1, #23
str r1, [r0, #28]
```

22.2. Provide the alternative code to turn the LED off

```
mov r1, #1
lsl r1, #23
str r1, [r0, #40]
```