

SENG 1040

Assignment #5

Due date: March 26, 2019

Student: Lev Potomkin

## Question 1

Table 1.1

| Instruction  | Addressing mode | # of clock cycles |
|--------------|-----------------|-------------------|
| CLRA         | Inherent        | 1                 |
| STA \$03     | Direct          | 3                 |
| LDA #\$FF    | Immediate       | 2                 |
| STA \$01     | Direct          | 3                 |
| STA \$43     | Direct          | 3                 |
| LDA \$00     | Direct          | 3                 |
| NSA          | Inherent        | 3                 |
| STA \$40     | Direct          | 3                 |
| JMP MainLoop | Extended        | 3                 |

Table 1.2

| Event  | Total # of clock cycles  | Elapsed wall-clock time (s)    |
|--|--------------------------|--------------------------------|
| 1. Execute IOSetup once                                  | $1 + 3 + 2 + 3 + 3 = 12$ | $12 * 0.000000125 = 0.0000015$ |
| 2. Execute MainLoop once                                 | $3 + 3 + 3 + 3 = 12$     | $12 * 0.000000125 = 0.0000015$ |
| 3. Execute 10 iterations of the program (from the start) | $12 + 10 * 12 = 132$     | $132 * 0.000000125 = 0.000018$ |

\*Note: assuming 8MHz frequency, as found in the manual

## Question 2

```

; variable/data section
firstOperand: EQU $80
secondOperand: EQU $81
sum:          EQU $84
difference:   EQU $86

mainLoop:
    LDA #18          ; put 18 decimal in A
    STA firstOperand ; store it in memory
    LDA #8           ; put 8 decimal in A
    STA secondOperand ; store it in memory

    ; this part isn't really necessary
    CLRA             ; put 0 in A
    STA sum           ; store it in sum
    STA difference    ; also store it in difference

    LDA firstOperand  ; load the first operand
    PSHA              ; push it onto the stack

```

```

LDA secondOperand ; load the second operand
PSHA              ; push it onto the stack

JSR calculateSum  ; call the sum subroutine
PULA             ; pop the result
AIS #1          ; clean up the stack
STA sum          ; store the result in sum

LDA firstOperand ; load the first operand
PSHA             ; push it onto the stack
LDA secondOperand ; load the second operand
PSHA            ; push it onto the stack

JSR calculateDifference ; call the difference subroutine
PULA                   ; pop the result
AIS #1                ; clean up the stack
STA difference         ; store the result in difference

```

**theEnd:**

```

BRA theEnd ; suspend execution

```

**calculateSum:**

```

PSHA ; preserve A
LDA 5, SP ; load the first argument
ADD 4, SP ; add the second argument
STA 4, SP ; store the result
PULA ; pop A (the one that was before the call)
RTS ; return

```

**calculateDifference:**

```

PSHA ; preserve A

LDA 5, SP ; load the first argument
PSHA ; push it onto the stack

LDA 5, SP ; load the second argument (index 5 because we pushed
one more before)
NEGA ; negate it
PSHA ; push it onto the stack

JSR calculateSum ; call the sum subroutine
PULA ; pop the result
AIS #1 ; clean up the stack

STA 4, SP ; store the result
PULA ; pop A (the one that was before the call)
RTS ; return

```