HW 2

1.
   a. f1:   LDR   R0,a
   b. f2:   ADR   R0,a
   c. f3:   LDR   R0,a
             LDR   R1,b
   d. f4:   STR   R0,b

2.
   a. g1:   LDRD   R0, R1,a
   b. g2:   ADRD   R0,R1,a
   c. g3:   LDRD   R0,R1,a
             LDRD   R2,R3,b
   d. g4:   STRD   R0,R1,b

3.
   a. h1:   LDRSB   R0,a
   b. h2:   ADRB   R0,a
   c. h3:   LDRSB   R0,a
             LDRSB   R2,b
   d. h4:   STRB   R0,b

4.
   a. f4:   LDR   R0,u32
             LDR   R1, =0
             STRD   R0,R1,u32
   b. f5:   PUSH   {R4,R5,LR}
             MOV   R4,R0
             MOV   R5,R1
             BL   f6
             ADD   R0,R4,R5
             POP   {R4,R5,PC}

c. f7:   PUSH   {R4,R5,LR}

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c.  f7:    PUSH       {R4,R5,LR}
           MOV        R4,R0
           MOV        R5,R1
           BL         f8
           MOV        R0,R4
           MOV        R1,R5
           POP        {R4,R5,PC}
d.  f9:    PUSH       {R4,LR}
           MOV        R4,R0
           MOV        R0,0
           BL         f10
           ADD        R0,R0,R4
           POP        {R4,PC}
e.  f11:   PUSH       {R4,LR}
           MOV        R0,R10
           MOV        R5,R1
           ADD        R0,R0,R4
           BL         f12
           POP        {R4,PC}
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