

1. MUL\_CONST:

LSL	R1, R0, #1
LSL	R2, R0, #3
SUBS	R0, R1, R2
BX	LR

2. asdf

a. MUL\_22:

LSL	R1, R0, 4
ADD	R0, R1, R0
LSL	R0, R0, 11
BX	LR

b. MUL\_23:

LSL	R1, R0, 4
ADD	R0, R1, R0
LSL	R2, R0, 1
ADD	R0, R0, R2
BX	LR

c. MUL\_25:

LSL	R1, R0, 4
ADD	R2, R0, R1
ADD	R0, R2, R1
LSL	R0, R0, 1
BX	LR

d. MUL\_26:

LSL	R1, R0, 4
ADD	R2, R0, R1
ADD	R0, R2, R1
LSL	R0, R0, 1
ADD	R0, R0, R2
BX	LR

e. MUL\_27:

LSL	R1, R0, 4
ADD	R2, R0, R1
ADD	R0, R2, R1
LSL	R0, R0, 1
ADD	R3, R0, R2
ADD	R0, R3, R1
BX	LR

f. MUL\_29:

LSL	R1, R0, 4
ADD	R2, R0, R1
ADD	R0, R2, R1
LSL	R0, R0, 1
ADD	R3, R0, R2
ADD	R0, R3, R1
LSL	R0, R0, 1
SUBS	R0, R0, R3
BX	LR

4. the reciprocal of 3:  $\frac{1}{3}$  (0.333...)

6. Assembly

Remainder:

PUSH	{LR}
MOV	R2, 0
CMP	R1, 0
BEQ	End
SUB	R1, R1, 11
CMP	R0, 0
MOVL	R3, 1
ADDL	R0, R0, R3
LSRS	R2, R0, R1
MOV	R3, 1
LSL	R3, R3, R1
MUL	R2, R2, R3
SUB	R0, R0, R2
POP	{LR}
BX	LR

End:

### C Program

```
#include <stdio.h>
#include <stdint.h>

extern int32_t Remainder(int32_t s32, uint32_t k);

int main() {
    int32_t s32 = -25;
    uint32_t k = 4;
    int32_t remainder = Remainder(s32, k);

    printf("s32: %d\n", s32);
    printf("k: %u\n", k);
    printf("Remainder: %d\n", remainder);

    return 0;
}
```