



UNIVERSITY OF DHAKA

Department of Computer Science and Engineering

CSE-3113: Microprocessor and Assembly Language Lab

Lab Report 3

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1 Task 1

Write a simple program to calculate: $P = Q + R + S$. Let $Q = 2$, $R = 4$, $S = 5$. Assume that $r1 = Q$, $r2 = R$, $r3 = S$. The result P will go in $r0$

```
1  main
2      MOV r1, #2
3      MOV r2, #4
4      MOV r3, #5
5      ADD r0,r1,r2
6      ADD r0, r0, r3
```

The task was rather simple. Three registers - $r1$, $r2$ and $r2$ were loaded with constant values and ADD was used to sum up the values into $r0$

2 Task 2

Write a simple program to calculate: $P = Q - R$. Assume that $r1 = Q$, $r2 = R$, and $Q > R$. The result P will go in $r0$.

```
1  sub
2      MOV r1, #4
3      MOV r2, #2
4      SUB r0, r1, r2
```

Values were loaded up on the registers $r1$ and $r2$. SUB subtracts the values and keeps the signed numbers in $r0$

3 Task 3

4 Task 4

5 Task 5

Write a simple program to calculate: $P = Q - R - S$. Let $Q = 12$, $R = 4$, $S = 5$. Assume that $r1 = Q$, $r2 = R$, $r3 = S$. The result P will go in $r0$.

```
1 moresub
2     MOV r1, #12
3     MOV r2, #4
4     MOV r3, #5
5     SUB r0, r1, r2
6     SUB r0, r0, r3
```

This was very similar to Task 2, except SUB was used twice to find $r1 - r2 - r3$

Write a simple program to calculate: $P = Q \times R$. The result P will go in $r0$.

```
1 ml
2     MOV r1, #12
3     MOV r2, #4
4     MUL r0, r1, r2
```

This task involved multiplication. There arises a concern for overflow with sufficiently large numbers. Bigger integers need to be handled separately to prevent overflow

This problem is same as the problem 1. $W = X + Y + Z$. Once again, let $X = 9$, $Y = 8$, $Z = 5$ and we assume that $r4 = X$, $r3 = Y$, $r2 = Z$. In this case, you will put the data in memory in the form of constants before the program runs.

```
1 X EQU 9
2 Y EQU 8
3 Z EQU 58
4 addconstants
5     MOV r4, #X
6     MOV r3, #Y
7     MOV r2, #Z
8     ADD r0, r4, r3
9     ADD r0, r0, r2
```

This task involved introducing constant values. X , Y and Z were assigned as aliases for some constants and were used later. The rest of the task is similar to Task 1.