

Task 1:

```
62      SWI 0
(gdb) i r
r0      0x200a8      131240
r1      0x200b4      131252
r2      0x200c0      131264
r3      0x4030201    67305985
r4      0x8070605    134678021
r5      0xc0b0a09    202050057
r6      0x4030201    67305985
r7      0x8070605    134678021
r8      0xc0b0a09    202050057
r9      0x8060402    134611970
r10     0x100e0c0a    269356042
r11     0x18161412    404100114
r12     0x0           0
sp      0x7efff620    0x7efff620
lr      0x0           0
pc      0x10098      0x10098 <_start+36>
cpsr    0x10         16
fpscr   0x0           0
(gdb) |
```

Answer to question in task 1:

The program requires 3 separate add functions to add the two vectors together. In the case of my code, I used add to store the sum of r3 and r6 into r9, the sum of r4 and r7 into r10, and the sum of r5 and r8 into r11.

Task 2:

```
Breakpoint 1, _start () at project1.s:62
62      SWI 0
(gdb) i r
r0          0x200a8          131240
r1          0x200b4          131252
r2          0x200c0          131264
r3          0x4030201        67305985
r4          0x8070605        134678021
r5          0xc0b0a09        202050057
r6          0x4030201        67305985
r7          0x8070605        134678021
r8          0xc0b0a09        202050057
r9          0x8060402        134611970
r10         0x100e0c0a        269356042
r11         0x18161412        404100114
r12         0x0              0
sp          0x7efff620        0x7efff620
lr          0x0              0
pc          0x10098          0x10098 <_start+36>
cpsr        0x10            16
fpscr       0x0              0
(gdb)
```

Answer to question in Task 2:

I couldn't get mine to work properly, so I just used UADD8 as if it were just an add statement. I'm assuming that it can be used to add the vectors together in just one line of code, but I wasn't able to find the syntax to accomplish that. In my function I used three lines of code to add the vectors together, but it's probably possible to do it in one line of code. If I had to choose which method I would prefer, I'd choose the UADD8, because I'm sure it's more efficient than the simple add instruction, I just couldn't get it to work.