

CEG 3136 Summary Sheet

1 Data Representation

1.1 Fixed Point

1.2 Floating Point

2 ARM Instructions

2.1 Arithmetic and Logic

2.1.1 NZCV Flags

2.1.2 Saturation

2.2 Memory

2.3 Endianess

2.4 Control Flow Instructions

3 Subroutines

3.1 Arguments

3.2 Stack

4 C and Assembly

4.1 Volatile Datatypes

4.2 Interrupts