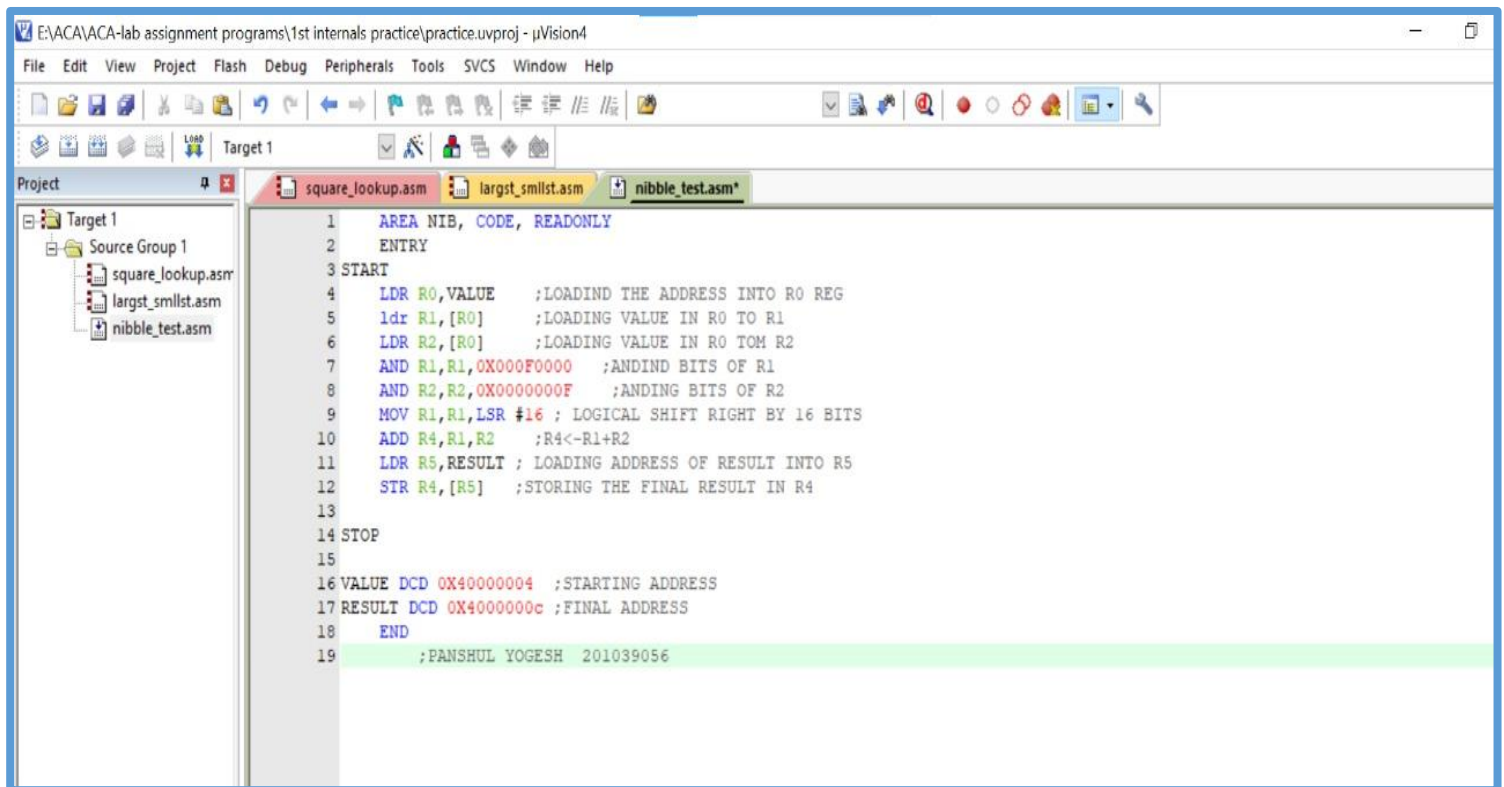


Q1.

CODE



The screenshot shows the Keil uVision4 IDE interface. The title bar indicates the project path: E:\ACA\ACA-lab assignment programs\1st internals practice\practice.uvproj - uVision4. The menu bar includes File, Edit, View, Project, Flash, Debug, Peripherals, Tools, SVCS, Window, and Help. The toolbar contains various icons for file operations, debugging, and project management. The Project window on the left shows a 'Target 1' folder containing a 'Source Group 1' with three files: square_lookup.asm, largst_smilst.asm, and nibble_test.asm*. The main editor window displays the assembly code for 'nibble_test.asm'. The code is as follows:

```
1 AREA NIB, CODE, READONLY
2 ENTRY
3 START
4 LDR R0,VALUE ;LOADIND THE ADDRESS INTO R0 REG
5 ldr R1,[R0] ;LOADING VALUE IN R0 TO R1
6 LDR R2,[R0] ;LOADING VALUE IN R0 TOM R2
7 AND R1,R1,0X000F0000 ;ANDIND BITS OF R1
8 AND R2,R2,0X0000000F ;ANDING BITS OF R2
9 MOV R1,R1,LSR #16 ; LOGICAL SHIFT RIGHT BY 16 BITS
10 ADD R4,R1,R2 ;R4<-R1+R2
11 LDR R5,RESULT ; LOADING ADDRESS OF RESULT INTO R5
12 STR R4,[R5] ;STORING THE FINAL RESULT IN R4
13
14 STOP
15
16 VALUE DCD 0X40000004 ;STARTING ADDRESS
17 RESULT DCD 0X4000000c ;FINAL ADDRESS
18 END
19 ;PANSHUL YOGESH 201039056
```

OUTPUT

The screenshot displays the uVision4 IDE interface during the execution of an ARM assembly program. The main window shows the disassembly of the code, with the following instructions visible:

```

12: STR R4, [R5] ;STORING THE FINAL RESULT IN R4
0x00000020: E5854000 STR R4, [R5]
0x00000024: 40000004 ANDMI R0, R0, R4
0x00000028: 4000000C ANDMT R0, R0, R12

```

The registers window on the left shows the current state of the registers, with R15 (PC) at 0x0000001C. The memory window on the right shows the memory dump starting at address 0x40000000, with the following values:

```

0x40000000: 00 00 00 00
0x40000004: AB 11 24 12
0x40000008: 00 00 00 00
0x4000000C: 0F 00 00 00
0x40000010: 00 00 00 00
0x40000014: 00 00 00 00
0x40000018: 00 00 00 00
0x4000001C: 00 00 00 00
0x40000020: 00 00 00 00
0x40000024: 00 00 00 00
0x40000028: 00 00 00 00
0x4000002C: 00 00 00 00
0x40000030: 00 00 00 00
0x40000034: 00 00 00 00
0x40000038: 00 00 00 00
0x4000003C: 00 00 00 00
0x40000040: 00 00 00 00
0x40000044: 00 00 00 00
0x40000048: 00 00 00 00
0x4000004C: 00 00 00 00

```

The command window at the bottom shows the error message: "Refetch Abort: ARM Instruction at 00080000H". The status bar at the bottom indicates "Real-Time Agent: Target Stopped" and "Simulation" mode, with a time of 0.01092400 sec and a CPU usage of 19.35%.

Q2.

CODE

```
question2.asm
1  AREA ADD_ARRAY,CODE,READONLY
2  ENTRY
3  MAIN
4      LDR R0,VALUE          ;LOAD THE MEMORY ADDRESS TO R0
5      LDR R2,[R0]           ;LOAD THE CONTENT OF THE MEMORY ADDRESS
6      MOV R3,#0X00         ;CLEAR THE REGISTER TO STORE THE RESULT
7  JUMP  CMP R2,#0           ;COMPARE THE COUNTER VALUE WITH 0
8      BEQ EXIT             ;IF IT IS EQUAL TO ZERO JUMP TO THE LABEL EXIT
9      LDR R1,[R0,#4]!       ;LOAD THE CONTENT OF R0 TO R0 AND ALSO INCREMENT THE ADDRESS BY 32BITS
10     CMP R1,#0            ;CHECK THE VALUE OF R1 WHETHER IT IS POSITIVE OR NEGITIVE VALUE?
11     BMI NEXT             ;IF THE VALUE IS NEGITIVE INGORE THE VALUE AND JUMP TO NEXT VALUE, THIS CAN BE DONE BY CHECK THE N FLAG IN CPSR.
12     ADD R3,R3,R1         ;IF VALUE IS POSITIVE ADD THE VALUE WITH PREVIOUS
13     ADD R2,R2,#-1        ;DECREMENT THE COUNTER BY ONE NUMBER
14     B JUMP               ;REPEAT THE LOOP IF COUNTER VALUE IS NOT EQUAL TO ZERO;
15
16 ;IF VALUE IS NEGATIVE THIS LOOP WILL EXCECUTE
17
18 NEXT
19     SUB R2,R2,#1         ;DECREMENT THE COUNTER BY ONE NUMBER
20     CMP R2,#0           ;COMPARE THE COUNTER VALUE WITH ZERO
21     BEQ EXIT            ;IF IT IS EQUAL TO ZERO EXIT THE LOOP
22     BNE JUMP            ;IF COUNTER VALUE IS NOT EQUAL TO ZERO JUMP BACK AND REPEAT THE PROCESS
23 EXIT LDR R4,RESULT      ;LOAD 40000000 TO R4
24     STR R3,[R4]         ;SOTRE THE RESULT IN MEMORY ADDRESS 40000000
25 STOP B STOP            ;TERMINATION OF THE PROCESS
26
27 VALUE DCD &40000000    ;ASSIGNING 40000000 TO VARIABLE VALUE AND ACT AS A POINTER
28 RESULT DCD &40000003C  ;ASSIGNING 40000003 TO VARIABLE VALUE
29     END                 ;END OF THE CODE
30
31 ;PANSHUL YOGESH 20103905d
```

OUTPUT

The screenshot displays a debugger interface with the following components:

- Registers Panel:** Lists registers R0 through R15, CPSR, and SPSR. R15 (PC) is highlighted with a value of 0x00000010. CPSR is 0xA0000003. SPSR is 0x00000000.
- Event Statistics Panel:** Shows a table with columns: Source, Count, and Execution Timing. It includes expandable sections for Event Start/Stop Group A and Event Start/Stop Group B.
- Disassembly Panel:** Displays assembly code for `internal.asm` and `question2.asm`. The code includes labels like ENTRY, MAIN, JUMP, EXIT, and NEXT, with instructions such as `LDR R0, VALUE`, `CMP R2, #0`, `B EQ EXIT`, `LDR R1, [R0, #4]!`, `BMI NEXT`, `ADD R3, R3, R1`, `ADD R2, R2, #-1`, `B JUMP`, `SUB R2, R2, #1`, and `CMP R2, #0`. Comments explain the logic of the code.
- Command Panel:** Shows the command `Running with Code Size Limit: 32K` and `Load "C:\\Users\\MSIS\\Desktop\\Internal\\Objects\\internal.axf"`.
- Memory Panel:** Displays a memory dump starting at address 0x40000000. The dump shows hexadecimal values and their corresponding ASCII representations (e.g., 22 43 33 FF 00 00 00 00 00 00 00 00 00 00 00 00 00).