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Q1: Add nibble N4 and N0 from memory location and store results in 40000000

AREA PROGRAM, CODE, READONLY
ENTRY

Main

LDR RO, value; load the value to the register RO

LDR R1, [R0]; load the content of R0 to R1 register

LDR R2, mask1; load the value of to R2 register

AND R3, R1, R2; mask the value of R1 using R2 and store it in R3 register

MOV R4,R1,LSR #16;logical right shift 16 bit of R1 data and move it to R4 register

AND R5, R4, R2; mask the value of R4 using R2 and store it in R5 register

ADD R6, R5, R3; add the registers R5 and R3 and store it in R6 register

LDR R7, result; load the value of result to R7 register

STR R6, [R7]; store the data present in R6 register to the address of R7 register

SVC &11

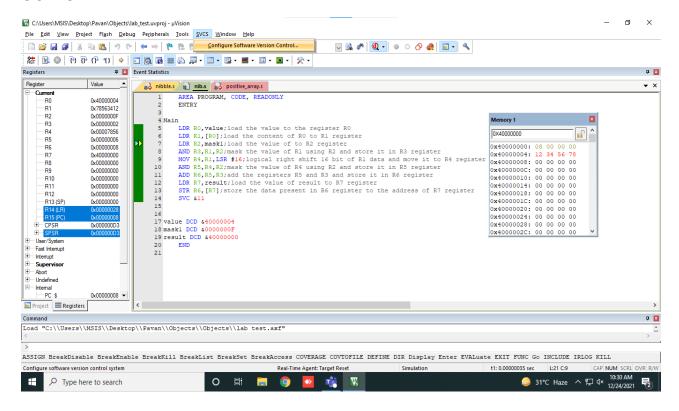
value DCD &40000004

mask1 DCD &0000000F

result DCD &40000000

END

OUTPUT:



Q2 : Implement ASM program to add array of numbers present at 400000004 only if it is positive, and store it in 4000000C

PROGRAM:

AREA PROGRAM, CODE, READONLY

ENTRY

MAIN

LDR RO, VALUE; loading adress of the value to RO

LDR R3, COUNT; loading adress of the count into R3

LDR R4, [R3]; loading count into R4

LOOP

LDR R1,[R0]; loading content of address which is in R0 into R1

CMP R1,#0; comparing content of R1 to 0 to check for negative number

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BMI JUMP; if the number in R1 is negative goto jump
       ADC R2, R1;else add R2 and R1 and stores in R2
       ADD R0,#4;incrementing the address in R0 to fetch next element of array
       ADD R4,#-1;decrementing counter
       CMP R4,#0;checks if R4 thta is counter is 0 or not
       BEQ DONE; if counter is 0 goto done
       B LOOP; else go to loop
JUMP
      ADD R0,#4;incrementing address
      ADD R4,#-1; decrementing counter
       B LOOP;go to loop
DONE
       LDR R3,RESULT; laoding address to store result
       STR R2,[R3];storing result
STOP B STOP;
VALUE DCD 0X40000004;
COUNT DCD 0X40000000;
RESULT DCD 0X4000002C;
       END
OUTPUT:
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