

Simple I/O in ARMLite

ARMLite Screen Input/Output

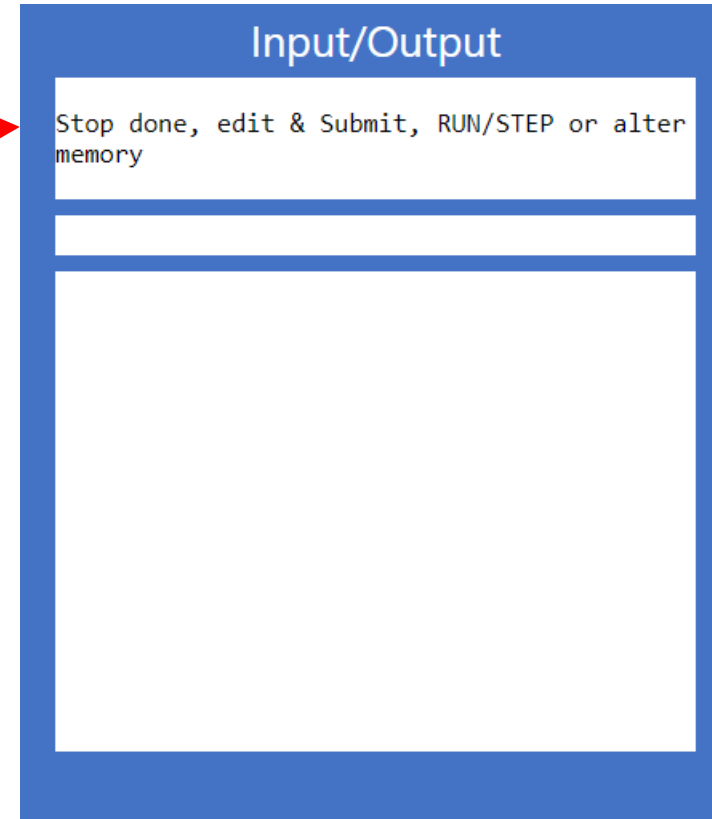
- The ARMLite simulator allows simple text I/O

Input/Output

Stop done, edit & Submit, RUN/STEP or alter memory

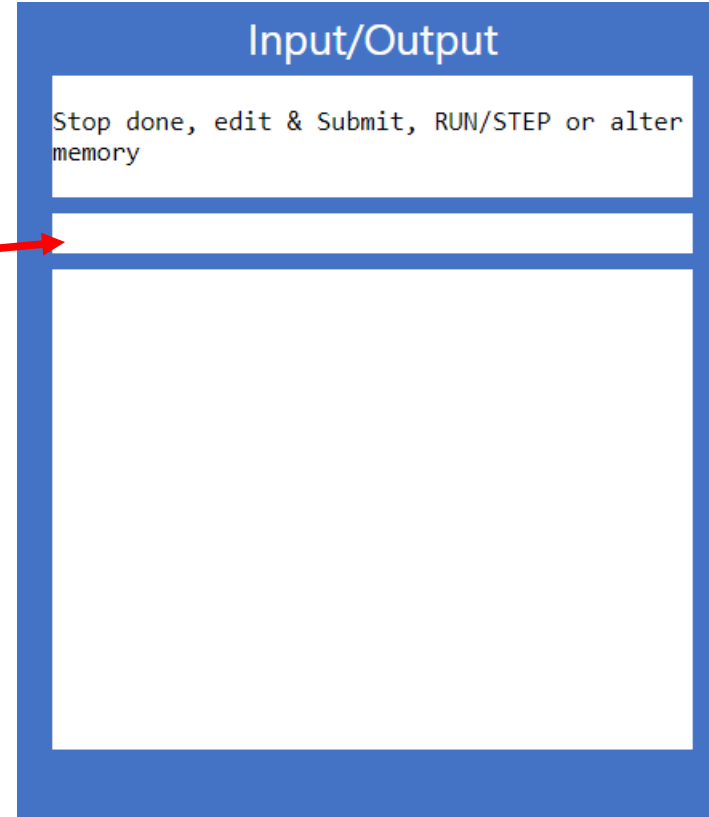
ARMLite Screen Input/Output

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- Top most field is the console



ARMLite Screen Input/Output

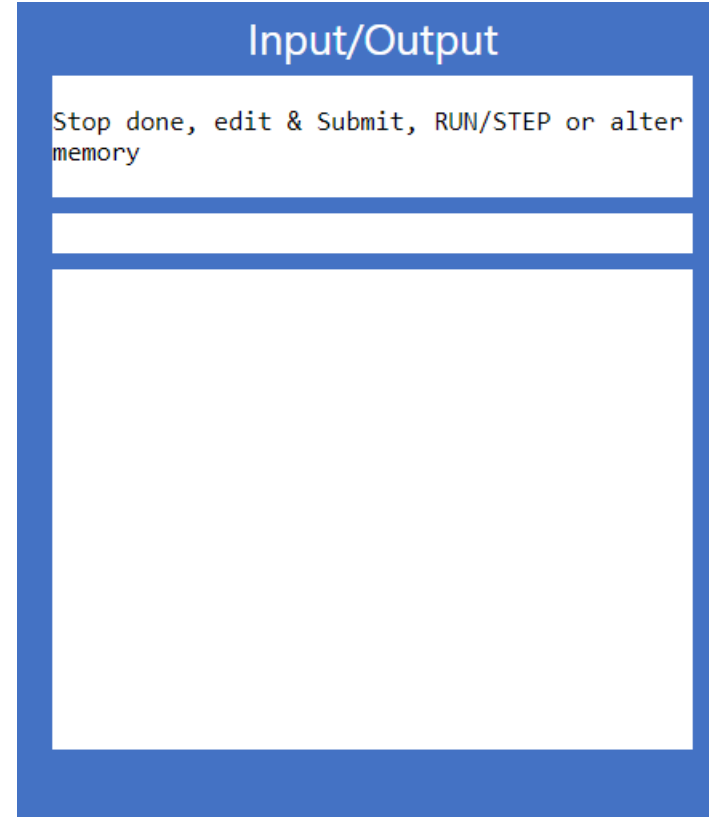
- The ARMLite simulator allows simple text I/O
- Top most field is the console
- Below this is the input field for user data



The diagram illustrates the ARMLite screen layout for Input/Output. It features a blue border enclosing the content. At the top, a blue header bar contains the text "Input/Output". Below this header, the screen is divided into three horizontal sections. The top section is a white box containing the text "Stop done, edit & Submit, RUN/STEP or alter memory". The middle section is a thin white horizontal bar. The bottom section is a large, empty white rectangular area. A red arrow points from the text "Below this is the input field for user data" in the list to the middle section, indicating it is the input field.

ARMLite Screen Input/Output

- The ARMLite simulator allows simple text I/O
- Top most field is the console
- Below this is the input field for user data
- ARMLite makes use of STR and LDR, together with labels, to manage interaction with these fields



The diagram illustrates the ARMLite screen layout for Input/Output. It features a blue header bar at the top with the text "Input/Output". Below the header, there is a white rectangular area containing the text "Stop done, edit & Submit, RUN/STEP or alter memory". This area is divided into three horizontal sections: a top section with the text, a middle section that is empty, and a bottom section that is also empty. The entire screen is framed by a blue border.

ARMLite Screen Input/Output

- The ARMLite simulator allows simple text I/O
- Top most field is the console
- Below this is the input field for user data
- ARMLite makes use of STR and LDR, together with labels, to manage interaction with these fields
- A concept known as memory-mapped I/O

Input/Output

Stop done, edit & Submit, RUN/STEP or alter memory

ARMLite Writing data to Console

- ARMLite defines labels for specific data types you wish to write

Data type to output	Label	Example of use
Signed int	.WriteSignedNum	MOV R1, #15 STR R1, .WriteSignedNum
Unsigned int	.WriteUnsignedNum	MOV R0, #15 STR R0, .WriteUnsignedNum
Hex	.WriteHex	MOV R2, #0xffffffff STR R2, .WriteHex
Character	.WriteChar	MOV R1, #0x0A // ASCII code for newline STRB R1, .WriteChar
String	.WriteString	MOV R0, #str STR R0, .WriteString HALT str: .ASCIZ "hello world\n"

Characters and Strings - ASCII

- Every displayable character has an associated 8 bit “ASCII” value
- ASCII – American Standard Code for Information Interchange
 - A character encoding standard for text representation in computers
- All letters (upper and lower case), digits, punctuation, white space and other displayable symbols map to a unique number between 0 and 255
- As ASCII is a standard implemented by almost all computer systems, ASCII data is highly portable.

Decimal - Binary - Octal - Hex – ASCII Conversion Chart

Decimal	Binary	Octal	Hex	ASCII	Decimal	Binary	Octal	Hex	ASCII	Decimal	Binary	Octal	Hex	ASCII	Decimal	Binary	Octal	Hex	ASCII
0	00000000	000	00	NUL	32	00100000	040	20	SP	64	01000000	100	40	@	96	01100000	140	60	`
1	00000001	001	01	SOH	33	00100001	041	21	!	65	01000001	101	41	A	97	01100001	141	61	a
2	00000010	002	02	STX	34	00100010	042	22	"	66	01000010	102	42	B	98	01100010	142	62	b
3	00000011	003	03	ETX	35	00100011	043	23	#	67	01000011	103	43	C	99	01100011	143	63	c
4	00000100	004	04	EOT	36	00100100	044	24	\$	68	01000100	104	44	D	100	01100100	144	64	d
5	00000101	005	05	ENQ	37	00100101	045	25	%	69	01000101	105	45	E	101	01100101	145	65	e
6	00000110	006	06	ACK	38	00100110	046	26	&	70	01000110	106	46	F	102	01100110	146	66	f
7	00000111	007	07	BEL	39	00100111	047	27	'	71	01000111	107	47	G	103	01100111	147	67	g
8	00001000	010	08	BS	40	00101000	050	28	(72	01001000	110	48	H	104	01101000	150	68	h
9	00001001	011	09	HT	41	00101001	051	29)	73	01001001	111	49	I	105	01101001	151	69	i
10	00001010	012	0A	LF	42	00101010	052	2A	*	74	01001010	112	4A	J	106	01101010	152	6A	j
11	00001011	013	0B	VT	43	00101011	053	2B	+	75	01001011	113	4B	K	107	01101011	153	6B	k
12	00001100	014	0C	FF	44	00101100	054	2C	,	76	01001100	114	4C	L	108	01101100	154	6C	l
13	00001101	015	0D	CR	45	00101101	055	2D	-	77	01001101	115	4D	M	109	01101101	155	6D	m
14	00001110	016	0E	SO	46	00101110	056	2E	.	78	01001110	116	4E	N	110	01101110	156	6E	n
15	00001111	017	0F	SI	47	00101111	057	2F	/	79	01001111	117	4F	O	111	01101111	157	6F	o
16	00010000	020	10	DLE	48	00110000	060	30	0	80	01010000	120	50	P	112	01110000	160	70	p
17	00010001	021	11	DC1	49	00110001	061	31	1	81	01010001	121	51	Q	113	01110001	161	71	q
18	00010010	022	12	DC2	50	00110010	062	32	2	82	01010010	122	52	R	114	01110010	162	72	r
19	00010011	023	13	DC3	51	00110011	063	33	3	83	01010011	123	53	S	115	01110011	163	73	s
20	00010100	024	14	DC4	52	00110100	064	34	4	84	01010100	124	54	T	116	01110100	164	74	t
21	00010101	025	15	NAK	53	00110101	065	35	5	85	01010101	125	55	U	117	01110101	165	75	u
22	00010110	026	16	SYN	54	00110110	066	36	6	86	01010110	126	56	V	118	01110110	166	76	v
23	00010111	027	17	ETB	55	00110111	067	37	7	87	01010111	127	57	W	119	01110111	167	77	w
24	00011000	030	18	CAN	56	00111000	070	38	8	88	01011000	130	58	X	120	01111000	170	78	x
25	00011001	031	19	EM	57	00111001	071	39	9	89	01011001	131	59	Y	121	01111001	171	79	y
26	00011010	032	1A	SUB	58	00111010	072	3A	:	90	01011010	132	5A	Z	122	01111010	172	7A	z
27	00011011	033	1B	ESC	59	00111011	073	3B	;	91	01011011	133	5B	[123	01111011	173	7B	{
28	00011100	034	1C	FS	60	00111100	074	3C	<	92	01011100	134	5C	\	124	01111100	174	7C	
29	00011101	035	1D	GS	61	00111101	075	3D	=	93	01011101	135	5D]	125	01111101	175	7D	}
30	00011110	036	1E	RS	62	00111110	076	3E	>	94	01011110	136	5E	^	126	01111110	176	7E	~
31	00011111	037	1F	US	63	00111111	077	3F	?	95	01011111	137	5F	_	127	01111111	177	7F	DEL

Characters and Strings

So using the ASCII look up table, what does this code display ?

```
MOV  R1, #0x4D  
STRB R1, .WriteChar
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... and why do we use STRB ??

Characters and Strings

Strings are just arrays of characters

```
MOV R0, #str
```

```
STR R0, .WriteString
```

```
HALT
```

```
str: .ASCIIZ "hello world\n"
```

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MOV R0, #str
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HALT
str: .ASCIIZ "hello world\n"
```

This tells the assembler each “element” of data to come represents an ASCII character (1 byte)

Reading input - Numbers

- To request a number from the user:

```
LDR R0, .InputNum
```

- Number may be entered as decimal (signed or unsigned), hex or binary (with prefixes)
- Must be an integer and must fit within 1 word (32 bits)

Reading Input - Strings

```
MOV R0, #myName  
STR R0, .ReadString  
HALT  
myName: .BLOCK 128
```

Requests user to enter a string up to 127 characters.

Input read one byte per char to memory addresses starting from R0's value (in this case address represented by #myName)

Reading Input - Strings

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MOV R0, #myName  
STR R0, .ReadString  
HALT
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myName: .BLOCK 128
```

This directive tells assembler to reserve a block of memory of size 128 bytes to store the entered string

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Lets have a play in ARMLite