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## EXERCISE 3

### QUESTION 1

1. Give the register value for each of the following instructions after it is executed. Assume R0=0x4545, R1=0x5454 and R2=0xFF00.

- a) AND R3, R2, R0
- b) AND R3, R2, R2
- c) AND R3, R0, #0xFF
- d) ORR R3, R0, #0x0F
- e) ORR R3, R2, R1
- f) EOR R0, R0, #0x45
- g) EOR R0, R0, R0

### CODE:

```
AREA PROG, CODE, READONLY
```

```
ENTRY
```

```
LDR R0, =0X4545
```

```
LDR R1, =0X5454
```

```
LDR R2, =0XFF00
```

```
AND R3, R2, R0
```

```
AND R4, R2, R2
```

```
AND R5, R0, #0XFF
```

```
ORR R6, R0, #0X0F
```

```
ORR R7, R2, R1
```

```
EOR R8, R0, #0X45
```

```
EOR R9, R0, R0
```

```
END
```

OUTPUT:

The screenshot displays the Keil uVision3 IDE with the following components:

- Register Window:** Shows the current state of registers R0 through R15, SP, CPSR, and SPSR. R0, R1, R2, R3, R4, R5, R6, R7, R8, R9, R10, R11, R12, R13 (SP), R14 (LR), R15 (PC), CPSR, and SPSR are listed with their current values.
- Source Window:** Displays the assembly code for the program, starting with the AREA directive and followed by the ENTRY and main code blocks.
 

```

01 AREA PROG, CODE, READONLY
02 ENTRY
03 LDR R0,=0X4545
04 LDR R1,=0X5454
05 LDR R2,=0XFF00
06 AND R3,R2,R0
07 AND R4,R2,R2
08 AND R5,R0,#0XFF
09 ORR R6,R0,#0X0F
10 ORR R7,R2,R1
11 EOR R8,R0,#0X45
12 EOR R9,R0,R0
13 END
      
```
- Disassembly Window:** Shows the disassembled instructions corresponding to the source code, including LDR, AND, ORR, EOR, and ANDEQ instructions with their addresses and operands.
- Status Bar:** Indicates the simulation status, showing a 78% progress bar, a 30°C temperature, and a rain icon. The date and time are also displayed.

## QUESTION 2

Write an instruction that sets bit 6 of R1 without affecting other bits.

### CODE:

```
AREA LDCE, CODE, READONLY
```

```
ENTRY
```

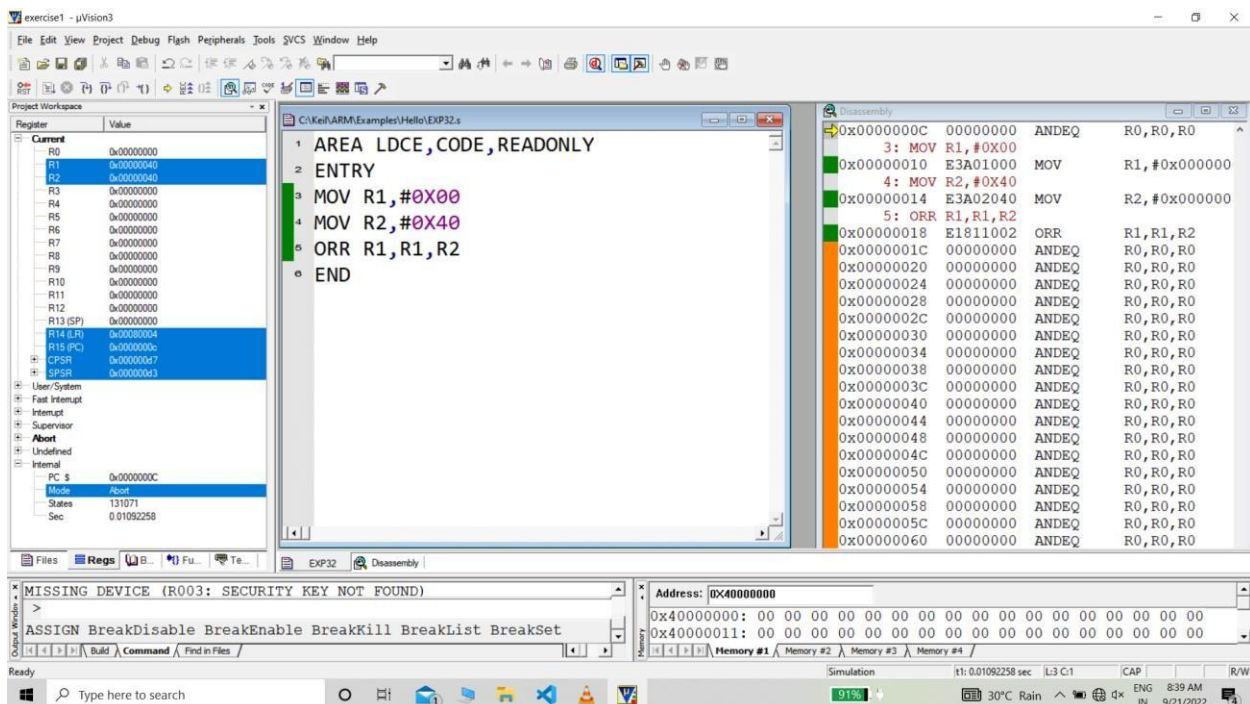
```
MOV R1, #0X00
```

```
MOV R2, #0X40
```

```
ORR R1, R1, R2
```

```
END
```

### OUTPUT:



## QUESTION 3

Write an instruction that clear bit 13 of R2 without affecting other bits.

### CODE:

```
AREA PROG, CODE, READONLY
```

```
ENTRY
```

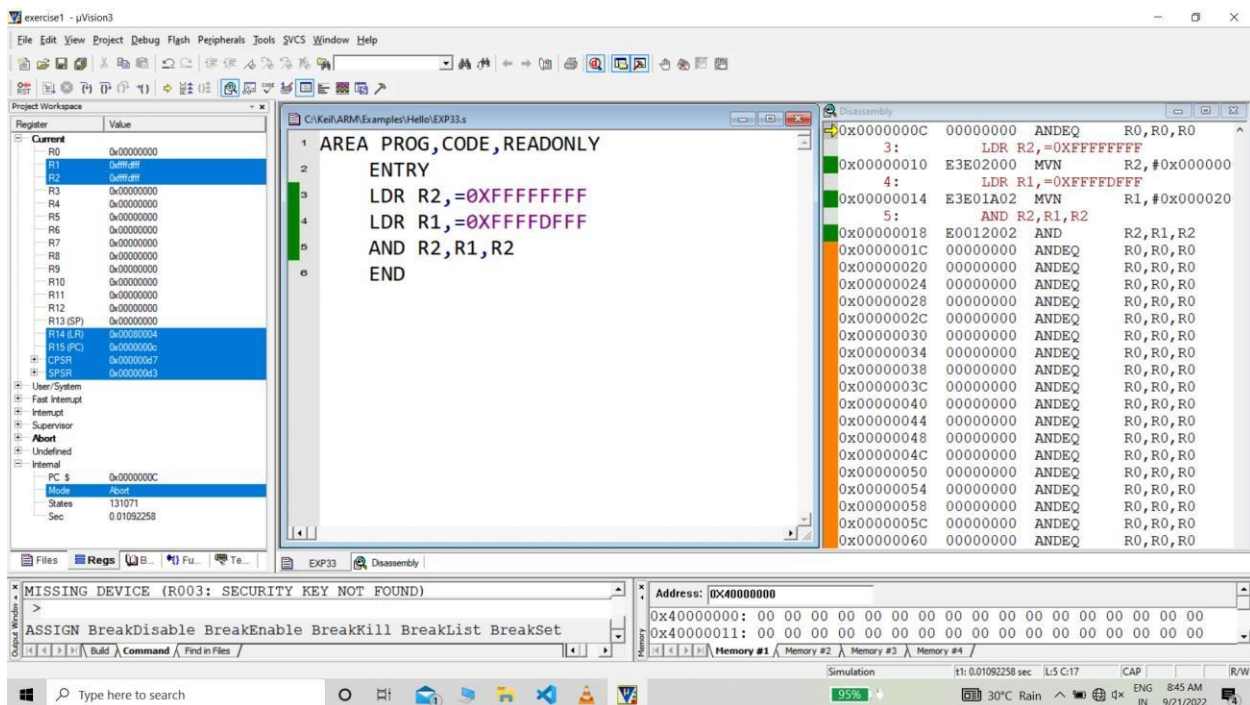
```
LDR R2, =0xFFFFFFFF
```

```
LDR R1, =0xFFFFDFFF
```

```
AND R2, R1, R2
```

```
END
```

### OUTPUT:



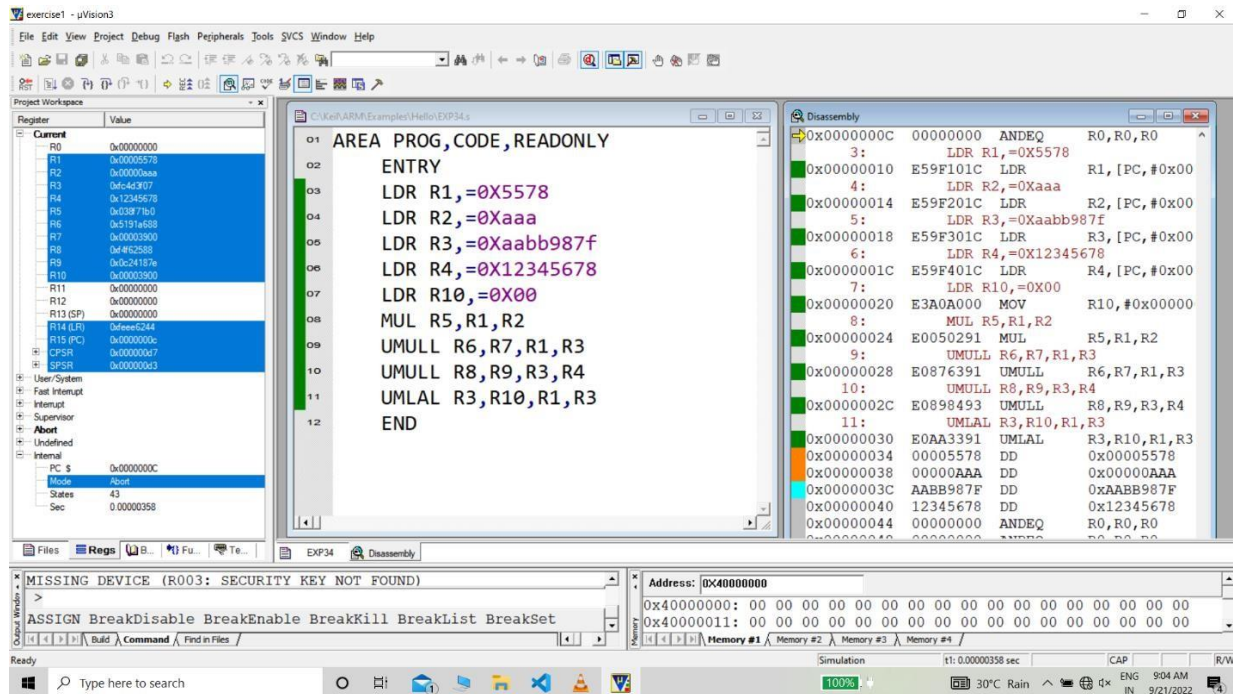
QUESTION 4

Write a program to multiply the following values. (R1=0x5578, R2=0xaaa, R3=0xaabb987f, R4=0x12345678).

- a) Multiply R1 and R2
- b) Multiply R1 and R3
- c) Multiply R3 and R4
- d) Perform (R1 \* R3 + R3)

CODE:

```
AREA PROG, CODE, READONLY
    ENTRY
    LDR R1, =0X5578
    LDR R2, =0Xaaa
    LDR R3, =0Xaabb987f
    LDR R4, =0X12345678
    LDR R10, =0X00
    MUL R5, R1, R2
    UMULL R6, R7, R1, R3
    UMULL R8, R9, R3, R4
    UMLAL R3, R10, R1, R3
    END
```

OUTPUT:

## QUESTION 5

Write a program to convert unpacked BCD number into ASCII number.

### CODE:

```
AREA PROG, CODE, READONLY
```

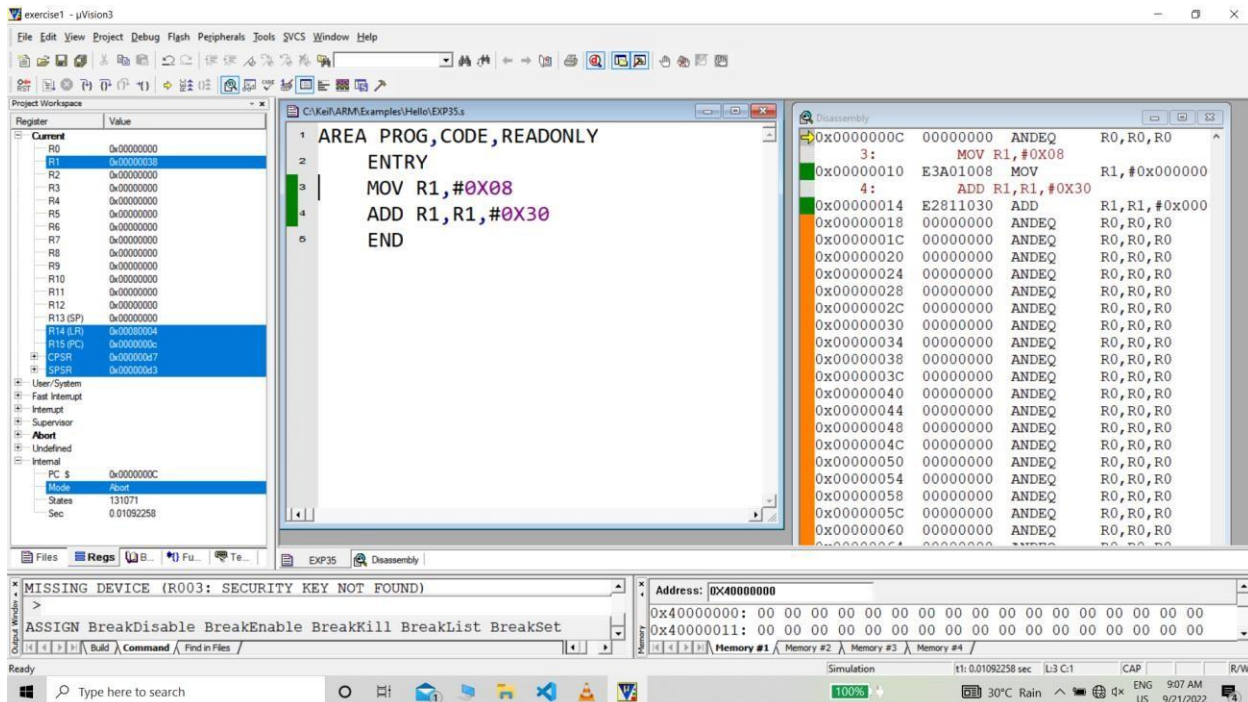
```
ENTRY
```

```
MOV R1, #0X08
```

```
ADD R1, R1, #0X30
```

```
END
```

### OUTPUT:





## QUESTION 6

Write a program to convert packed BCD number into ASCII number.

### CODE:

```
AREA LDCE, CODE, READONLY
```

```
ENTRY
```

```
LDR R1, =0X38
```

```
AND R3, R1, #0X0F
```

```
ADD R3, R3, #0X30
```

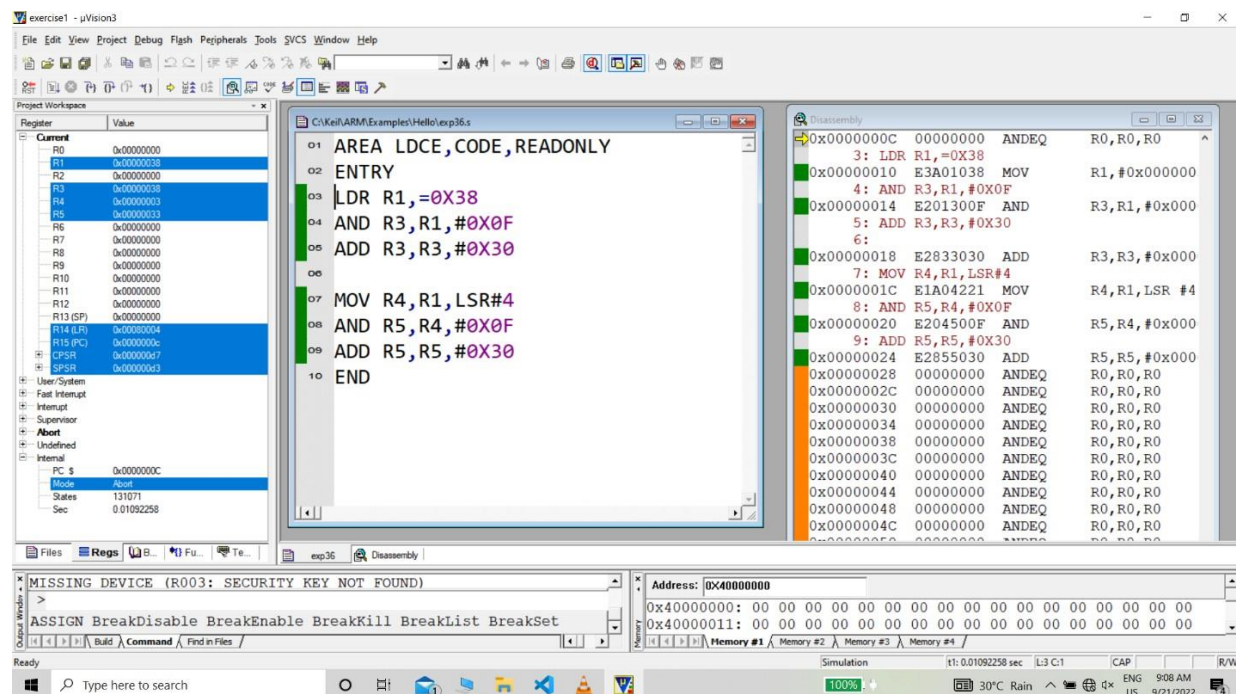
```
MOV R4, R1, LSR#4
```

```
AND R5, R4, #0X0F
```

```
ADD R5, R5, #0X30
```

```
END
```

### OUTPUT:



## QUESTION 7

Write a program to convert ASCII number into packed BCD number.

### CODE:

```
AREA PROG, CODE, READONLY
```

```
ENTRY
```

```
MOV R1, #0X36
```

```
MOV R2, #0X38
```

```
SUB R3, R1, #0X30
```

```
SUB R4, R2, #0X30
```

```
ADD R5, R4, R3, LSL #4
```

```
END
```

### OUTPUT:

