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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 interface. The main window shows the assembly code for a program named 'EXP31.s'. The code includes an 'AREA PROG, CODE, READONLY' directive, an 'ENTRY' label, and a series of assembly instructions: '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', and 'END'. The 'Registers' window on the left shows the current values of the registers, with R0, R1, and R2 highlighted. The 'Disassembly' window on the right shows the machine code for the instructions, with the first instruction '0x00000000 00000000 ANDEQ R0, R0, R0' highlighted. The 'Output Window' at the bottom shows a message 'MISSING DEVICE (R003: SECURITY KEY NOT FOUND)' and a list of breakpoints. The status bar at the bottom indicates the simulation is running at 78% speed, with a clock of 0.01092292 sec and a temperature of 30°C.

Registers:

Register	Value
R0	0x00004545
R1	0x00005454
R2	0x0000FF00
R3	0x00000000
R4	0x00000000
R5	0x00000000
R6	0x00000000
R7	0x00000000
R8	0x00000000
R9	0x00000000
R10	0x00000000
R11	0x00000000
R12	0x00000000
R13 (SP)	0x00000000
R14 (LR)	0x00000000
R15 (PC)	0x00000000
CPSR	0x00000000
SPSR	0x00000000

Disassembly:

```
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
```

Output Window:

MISSING DEVICE (R003: SECURITY KEY NOT FOUND)

ASSIGN BreakDisable BreakEnable BreakKill BreakList BreakSet

Simulation: 78% speed, 0.01092292 sec, 30°C Rain, 9/21/2022

## QUESTION 2

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

### CODE:

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

```
ENTRY
```

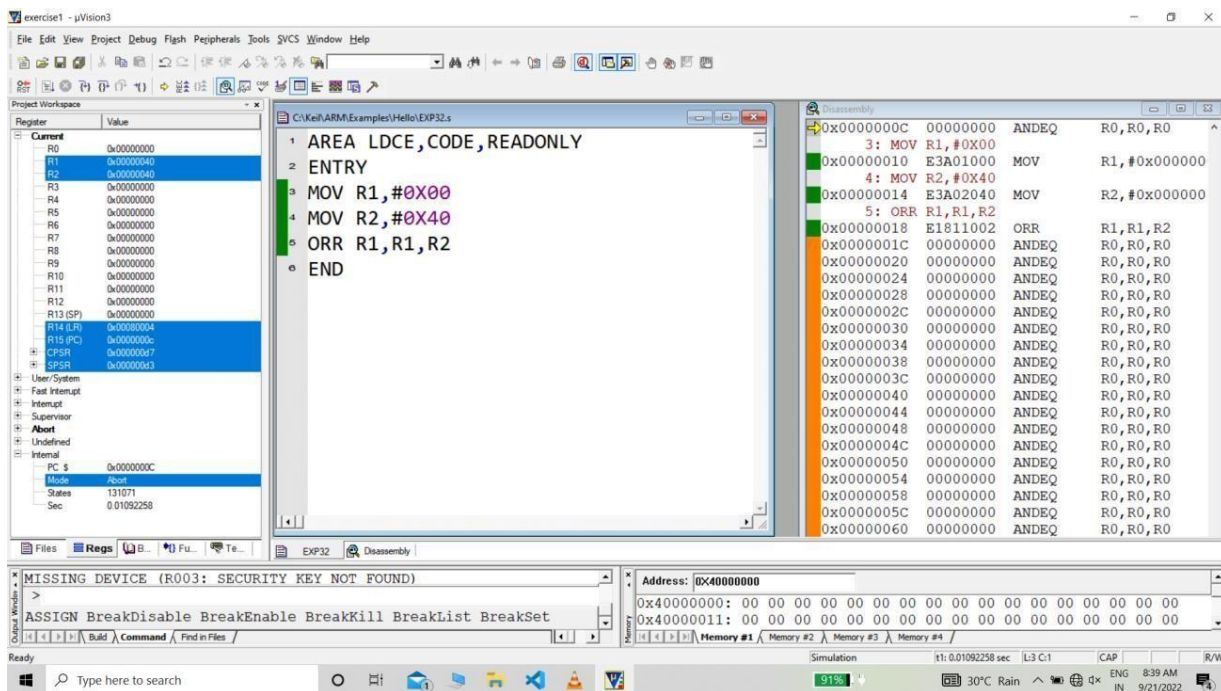
```
MOV R1, #0X00
```

```
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
```

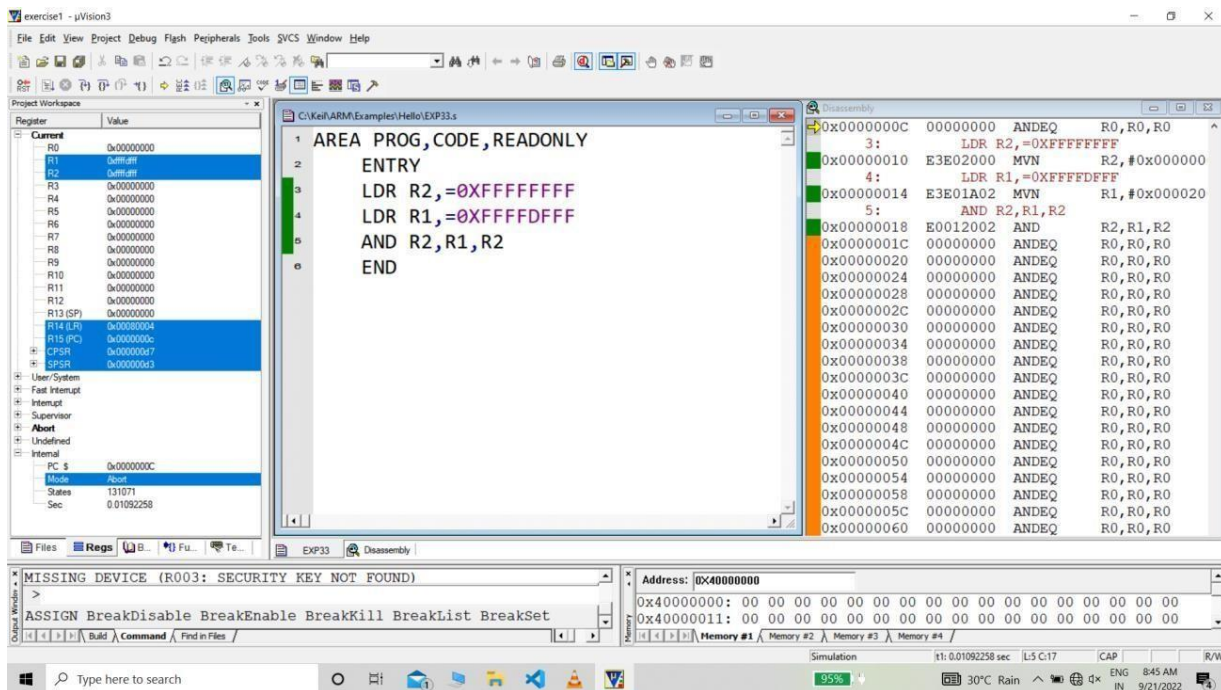
```
LDR R2, =0xFFFFFFFF
```

```
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
```

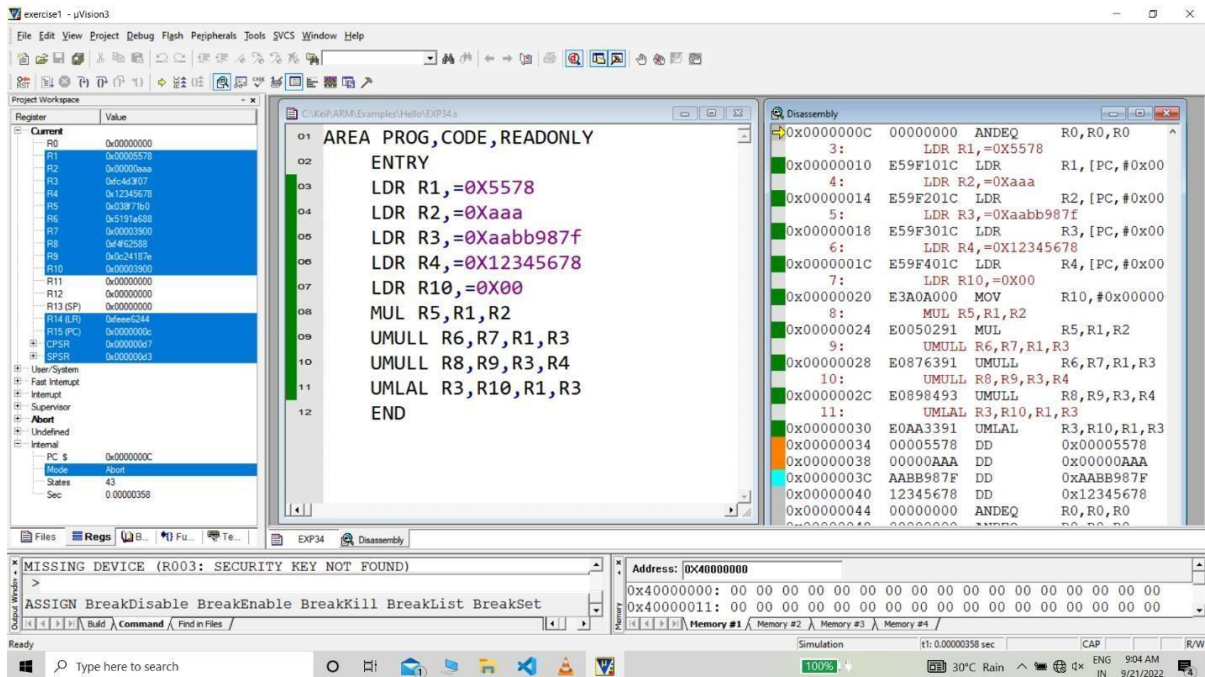
```
MUL R5, R1, R2
```

```
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
```

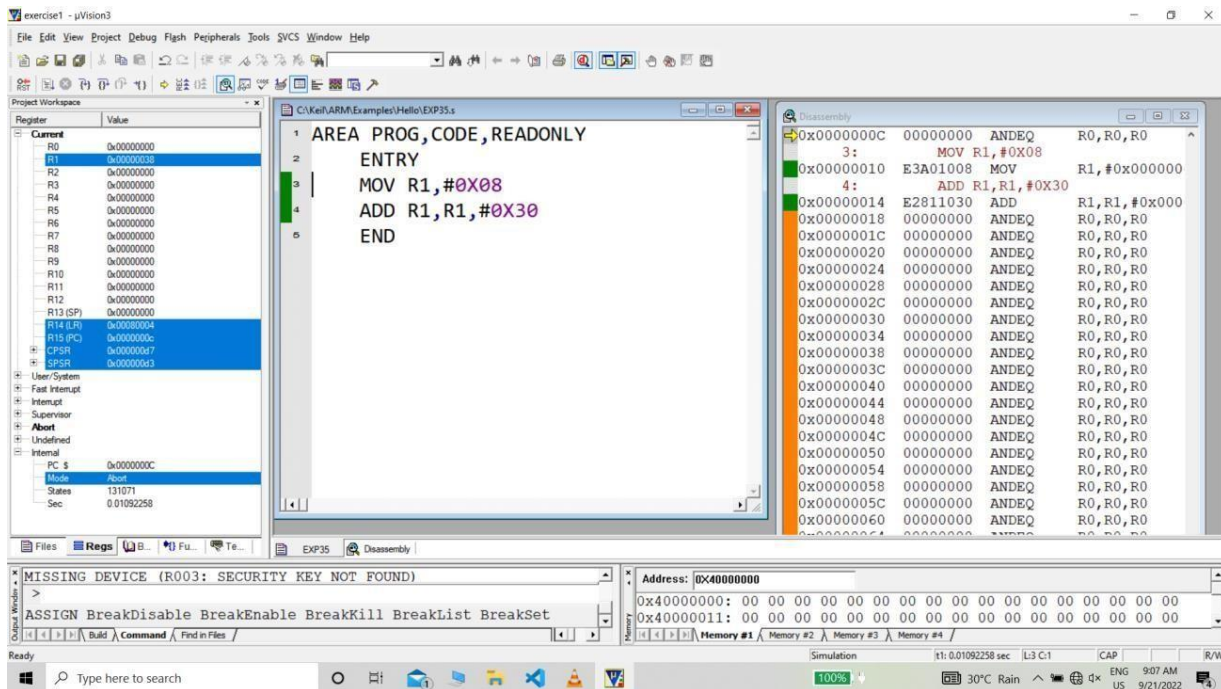
```
ENTRY
```

```
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
```

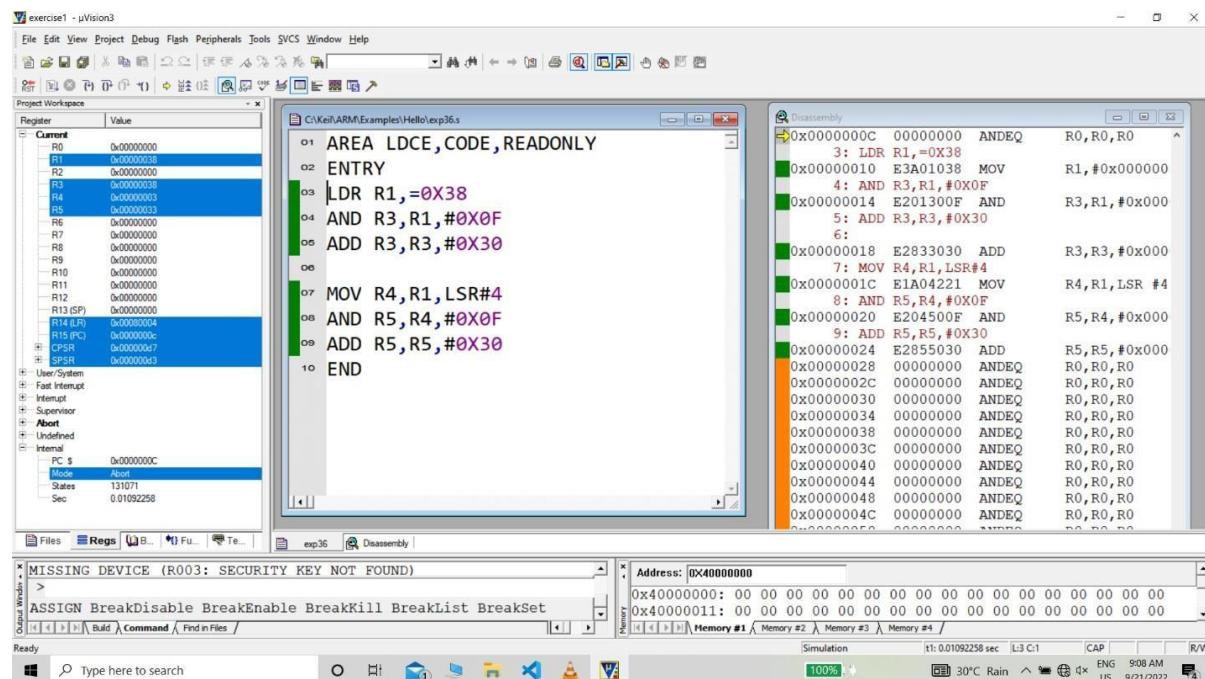
```
MOV R4, R1, LSR#4
```

```
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:

