

# Assignment 1

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## Task 1

Write the following code in the simulator and run it:

```
MOVZ    X0, #5
MOVZ    X1, #10
ADDI    X1, x1, #2
ADD     X2, X0, X1
```

After the program was run, the register X2 contains the DEC value 17.

## Task 2

Translate the following machine code instructions to LEGv8 Assembly code:

11010010100000000001000000000010

Translates to: MOVZ X2, #128

11010010100000000001110011100100

Translates to: MOVZ X4, #231

110010110000000100000000010000101

Translates to: SUB X5, X4, X2

D360 0CA5

Translates to: 110100110110000001100

Translates to: LSL X5, X5, X0, #3

## Task 3

Create a LEGv8 Assembly program to calculate the value of the following expression:

$$4 * 5 + 16 * 11 + 25$$

When finished, the result shall be stored in register x0.

```
MOVZ x9, #25
MOVZ x10, #11
LSL x10, x10, #4
ADD x9, x9, x10
MOVZ x10, #5
LSL x10, x10, #2
ADD x0, x9, x10
```

## Task 4

Write a LEGv8 Assembly program to calculate the sum  $1\,893\,423 + 443\,924$ . The numbers are decimal integers.

```
MOVZ    x0, #59169
LSL     x0, x0, #5
MOVZ    x9, #15
ADD     x0, x0, x9
MOVZ    x9, #27745
LSL     x9, x9, #4
MOVZ    x10, #4
ADD     x9, x9, x10
ADD     x0, x0, x9
```

### Task 5

Write a LEGv8 Assembly program to calculate the sum

$$1 + 3 + 5 + \dots + 99.$$

When finished, the sum shall be stored in register x1.

```
MOVZ    x1, #1
MOVZ    x9, #3
MOVK    x10, #100
MOVZ    x11, #2
loop:   CMP    x9, x10
        B.GE end
        ADD    x1, x1, x9
        ADD    x9, x9, x11
        B loop
end:
```

### Task 6

//Set up base memory address

```
MOVZ    x7, #0x1000, LSL #16
```

//Store the numbers 1, 4, 1, 5, 9, 2 in dynamic memory

```
MOVZ    x1, #1
STUR    x1, [x7, #0]
MOVZ    x1, #4
STUR    x1, [x7, #8]
MOVZ    x1, #1
STUR    x1, [x7, #16]
MOVZ    x1, #5
STUR    x1, [x7, #24]
MOVZ    x1, #9
STUR    x1, [x7, #32]
MOVZ    x1, #2
STUR    x1, [x7, #40]
```

Write a loop to add all the numbers stored in memory. When finished, the result shall be stored in register x0.

```
MOVZ    x8, #6
MOVZ    x9, #8
MOVZ    x10, #1
loop:   LDUR    x1, [x7, #0]
        ADD    x0, x0, x1
        ADD    x7, x7, x9
        SUBS   x8, x8, x10
        B.NE   loop
```