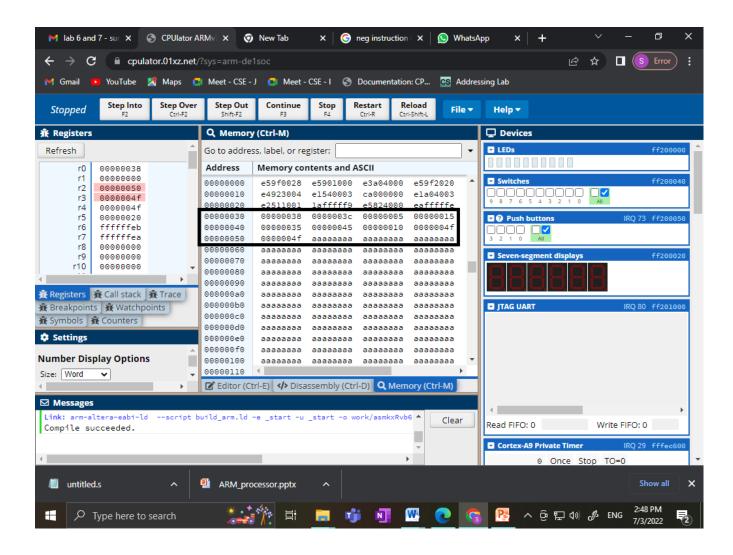
Lab-7:

Objective 1: Find the Largest number from a given array of size N using ARM assembly language.

```
Program:
.global _start
_start:
      @Largest number from a given array
      Idr r0,=count
      ldr r1,[r0]
      mov r4,#0x00
      ldr r2,=array
back: ldr r3, [r2],#4
      cmp r4,r3
      bgt fwd
      mov r4,r3
fwd: subs r1,r1,#01
      bne back
      str r4,[r2]
exit: b exit
.data
count: .word 0x05
array: .word 0x15, 0x35, 0x45, 0x10,0x4f
Result:
```



Objective 1: Find the smallest number from an array of size N using ARM assembly language

```
Program:
```

```
.global _start
_start:

@Smallest number from a given array
ldr r0,=count
ldr r1,[r0]
mov r4,#0x0ff
ldr r2,=array
back: ldr r3, [r2],#4
cmp r4,r3
blt fwd
mov r4,r3
```

fwd: subs r1,r1,#01

bne back

str r4,[r2]

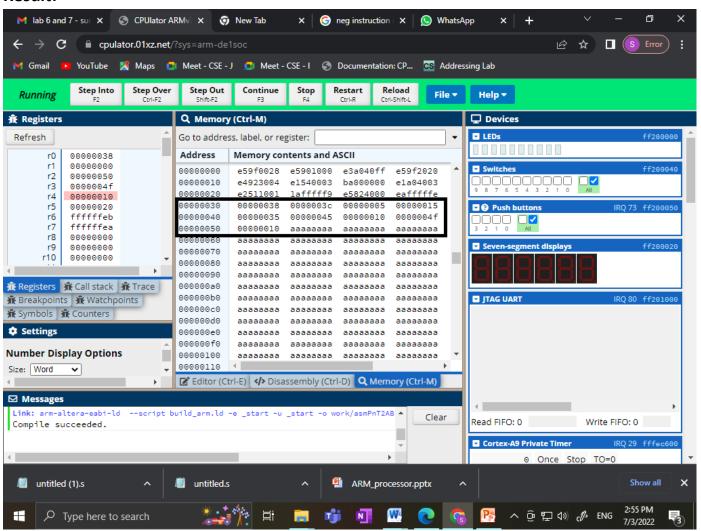
exit: b exit

.data

count: .word 0x05

array: .word 0x15, 0x35, 0x45, 0x10,0x4f

Result:



Objective-2: Separate Even numbers and Odds numbers in a given array of size N using ARM microprocessor.

```
Program:
.global _start
start:
      Idr r0,=count
      ldr r1,[r0]
      ldr r3,=array @ r3 = base address of array=array[0]
      ldr r4,=even @ r4=base address of even data locations =even[0]
      ldr r5,=odd @ r5=base address of odd data locations =odd[0]
back: ldr r6, [r3],#4
     ands r7,r6,#1
      beg fwd
      str r6,[r5],#4
      b fwd1
fwd: str r6,[r4],#4
fwd1: subs r1,r1,#01
       bne back
exit: b exit
.data
count: .word 0x07
array: .word 0x15, 0x35,0x32, 0x45, 0x10,0x4f,0x34,
even: .word 0, 0, 0, 0, 0
odd: .word 0, 0, 0, 0, 0
```

Result:

	00000000	e59f0034	e5901000	e3a02000	e59f302c	4
	00000010	e59f402c	e59f502c	e4936004	e2167001	
	00000020	0a000001	e4856004	ea000000	e4846004	1
	00000030	e2511001	lafffff7	eafffffe	00000050	100
	00000040	00000054	00000074	88000000	00000000	-
	00000050	00000007	00000015	00000035	00000032	100
	00000060	00000045	00000010	0000004f	00000034	- 1
	00000070	00000000	00000032	00000010	00000034	100
	00000080	00000000	00000000	00000015	00000035	100
-	00000090	00000045	0000004f	00000000	00000000	- 1
+	000000a0	aaaaaaaa	aaaaaaaa	aaaaaaaa	aaaaaaaa	
ace	000000b0	aaaaaaaa	aaaaaaaa	aaaaaaaa	aaaaaaaa	1
acc I						