NAME: \_\_\_\_\_

You may NOT use a calculator. Assume the following memory/register contents at the **beginning of each** instruction:

Location	Contents:
0x059	0xA8
0x05A	0x08
0x05B	0xFD
0x05C	0x29

$$W = 0xC3$$

- 1. For problems a, b give the contents of any affected memory or register locations.
  - a. (2 pts) subwf 0x05B, w

```
W reg = (0x05B) - (w) = 0xFD - 0xC3 = 0x3A new value of register W is 0x3A
```

b. (2 pts) movlw 0x5C

move the literal value 0x5C to W, so new value of W is 0x5C.

- 2. Do the following:
  - a. (3 pts) Write an instruction or instruction sequence that copies the contents of location 0x243 to location 0x3FF

;; Solution A movff 0x243, 0x3ff

```
;; Solution B
movlb 2 ;BSR =2
movf 0x243,w ;w ←(0x243)
movlb 3
movwf 0x3FF 0x3ff ←(W)
```

b. Convert the instruction 'decf 0x2A0, f' to machine code. Use our previously stated assumptions about the setting of the access ('a') bit.

```
0000 01da ffff ffff

decf 0x2A0,f 0000 0111 1010 0000

0 7 A 0

= 0x07A0 (d = 1 because destination is f),

(a = 1, because 0x2A0 is not in access bank, must use BSR)

note only the last 8 bits of 0x2A0 is encoded in the instruction.
```