

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, STATUS = 0x00

a. (2 pts) rrcf 0x05C, f.

location 0x5C contains 0x29 = 0010 1001  
 right shift  $\longrightarrow$   
 -----  
 new value of location 0x5C is 0001 0100 = 0x14

b. (2 pts) bcf 0x05B,6

	7654 3210
location 0x5B contains	0xFD = 1111 1101
Bit clear bit #6	0
	-----
new value of location 0x5B is 1011 1101 = 0xBD	

c. (3 pts) Fill in the blanks below

unsigned char i,k;

```
do {
    i--;
} while (i > k);
```

```
loop_top
    decf    i,f
    movf    _i_,w
    subwf   _k_,w    ; do k - i
    bnc     loop_top ; if i > k, then k - i causes borrow, clearing
                    ; Carry flag, so branch on no carry to loop top.

.....rest of code....
```

d. (3 pts) Write the following in PIC18 assembly.

rewrite this as:

```
s = p;
s = s >> 1;
w = q << 1;
s = s + w;
```

char s,p,q;

s = (p &gt;&gt; 1) + (q &lt;&lt; 1)

;;RIGHT ANSWER

```
movff p,s    ;s = p
bcf STATUS,C ; clear carry
              ; before shift
rrcf s,f     ;s = p >> 1
bcf STATUS,C
rlcf q,w     ;w = q << 1
addwf s,w    ;s = w + s
```

Both p, q are changed. This is equivalent to:  
 p = p >> 1;  
 q = q << 1;  
 s = p + q; // original code did NOT change p or q

;;A WRONG ANSWER

```
bcf STATUS,C
rrcf p,f    ;p = p >> 1
bcf STATUS,C
rlcf q,f    ;q = q << 1
movf q,w
addwf p,f
movwf s     ;s = p + q
```