

P8) Write a program that can evaluate the expression  $A \times B - C \times D$

**Logic Used**

Firstly, we load both A and B onto the accumulator. To perform their multiplication, we run through a loop to perform the multiplication and end it once we reach the final bit. Similarly, we perform the multiplication of C and D. For the subtraction step, we take the complement of  $RESULT_2$  (product of C and D) and add 1 to it to get its 16's complement. We, then, simply add  $RESULT_1$  (product of A and B) to get our desired result and store it in  $RESULT_3$ .

Other conditions: We check whether A or B are zero. If either of them are zero, we skip to multiplying C and D by branching there unconditionally (BUN SKIP). Similarly, we skip to performing the subtraction (BUN SUBTRACT) if either C or D are zero.

**Program**

```
LDA A
SZA
BUN B_0_CHECK
BUN SKIP

B_0_CHECK, LDA B
SZA
BUN MUL_1
BUN SKIP

MUL_1, LDA RESULT_1
ADD A
STA RESULT_1
LDA MUL_COUNTER_1
INC
STA MUL_COUNTER_1
CMA
AND B
SZA
BUN MUL_1

SKIP, LDA C
SZA
BUN D_0_CHECK
BUN SUBTRACT

D_0_CHECK, LDA D
SZA
BUN MUL_2
BUN SUBTRACT
```

```
MUL_2, LDA RESULT_2
ADD C
STA RESULT_2
LDA MUL_COUNTER_2
INC
STA MUL_COUNTER_2
CMA
AND D
SZA
BUN MUL_2
```

```
SUBTRACT, LDA RESULT_2
CMA
INC
ADD RESULT_1
STA RESULT_3

END, HLT
```

**Input 1**

A, HEX 0009  
B, HEX 000C  
C, HEX 0005  
D, HEX 0007  
MUL\_COUNTER\_1, HEX 0000  
MUL\_COUNTER\_2, HEX 0000  
RESULT\_1, HEX 0000  
RESULT\_2, HEX 0000  
RESULT\_3, HEX 0000

**Result 1**

0049

**Output 1**

A	02A	HEX 0009	0009
B	02B	HEX 000C	000C
C	02C	HEX 0005	0005
D	02D	HEX 0007	0007
MUL_COUNTER_1	02E		000C
MUL_COUNTER_2	02F		0007
RESULT_1	030		006C
RESULT_2	031		0023
RESULT_3	032		0049

**Input 2**

A, HEX 0000  
B, HEX 000C  
C, HEX 0005  
D, HEX 0007  
MUL\_COUNTER\_1, HEX 0000  
MUL\_COUNTER\_2, HEX 0000  
RESULT\_1, HEX 0000  
RESULT\_2, HEX 0000  
RESULT\_3, HEX 0000

**Result 2**

FFDD

**Output 2**

A	02A	HEX 0000	0000
B	02B	HEX 000C	000C
C	02C	HEX 0005	0005
D	02D	HEX 0007	0007
MUL_COUNTER_1	02E	HEX 0000	0000
MUL_COUNTER_2	02F		0007
RESULT_1	030	HEX 0000	0000
RESULT_2	031		0023
RESULT_3	032		FFDD

**Input 3**

A, HEX 0009  
B, HEX 000C  
C, HEX 0005  
D, HEX 0000  
MUL\_COUNTER\_1, HEX 0000  
MUL\_COUNTER\_2, HEX 0000  
RESULT\_1, HEX 0000  
RESULT\_2, HEX 0000  
RESULT\_3, HEX 0000

**Result 3**

006C

**Output 3**

A	02A	HEX 0009	0009
B	02B	HEX 000C	000C
C	02C	HEX 0005	0005
D	02D	HEX 0000	0000
MUL_COUNTER_1	02E		000C
MUL_COUNTER_2	02F	HEX 0000	0000
RESULT_1	030		006C
RESULT_2	031	HEX 0000	0000
RESULT_3	032		006C