

Homework 4 - CSS422 - Vu Dinh

Question 1

1. MOVE.W D1, \$0000A000

MOVE's first 2 bits are 00. Data size = W → 11.

Destination: (xxx).L → Mode: 111, Reg: 001

Source: D1 → Mode: 000, Reg: 001

Followed by additional data words

00	11	001	111	000	001
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0000000000000000

1010000000000000

2. MOVE.B \$42A3, D1

MOVE's first 2 bits are 00, data size = B → 01

Destination: D1 → Mode: 000, Reg: 001

Source: (xxx).W → Mode: 111, Reg: 000

Followed by one additional data word

00	01	001	000	111	000
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0100001010100011

3. ADD.L D7, D0

ADD's first 4 bits are 1101, Opmode is 010 because:

--- data type: L

--- form: <ea> + D0 → D0

Source <ea>: D7 → mode: 000, reg: 111

1101	000	010	000	111
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Question 2

1. `MOVE.B $A000, A3`

Moving data into Address Registers can only be done via MOVEA commands.

2. `ADD.B #$1000, D2`

`#$1000` has 4 hex bits, it does not fit as a byte.

3. `MOVEA.W $1234, D0`

MOVEA is used for moving data into Address Registers. If normal data is needed to be moved, use MOVE instead

4. `ANDI.B #23, #$100`

There seem to be multiple things wrong with this operation:

- ~~`#$100` has 3 hex bits, it does not fit as a byte.~~ Actually this is not a problem because the specified data size (Byte) only needs to match the first operand, which it does.
- ANDI needs an <ea> as destination operand (so that the result can be stored)

Question 3

1. Represent -99 and -39

99 in binary = `%01100011`

-99 in binary = `%10011101`

-99 in hex = `$9D`

39 in binary = `%00100111`

-39 in binary = `%11011001`

-39 in hex = `$D9`

2. Add

`$9D + $D9 = $76` (truncated the carry bit)

- a. The sign bit of the sum is 0 (which doesn't make sense when adding 2 negative numbers)
- b. An overflow definitely occurred.

3. Assembly program

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* Title      : Homework 4
* Written by : Vu Dinh
* Date       : October 31 2014
* Description: I'm late I'm late I'm lateeeee
*-----

        ORG      $1000
START:                      ; first instruction of program

* Put program code here

        MOVE.B   #$9D, D2      * test conversion
        MOVE.B   #$D9, $6000   * specified address for result
        ADD.B    D2, $6000     * Addition

        BVS      OVERFLOW
        BVC      NOOVERFLOW

OVERFLOW    LEA   BADMSG, A1
             MOVE.B #14, D0
             TRAP   #15
             BRA    PRINTRESULT

NOOVERFLOW  LEA   GOODMSG, A1
             MOVE.B #14, D0
             TRAP   #15
             BRA    PRINTRESULT

PRINTRESULT    MOVE.B $6000, D1      * prime for output
                MOVE.B #3, D0        * load trap task #3
                TRAP   #15

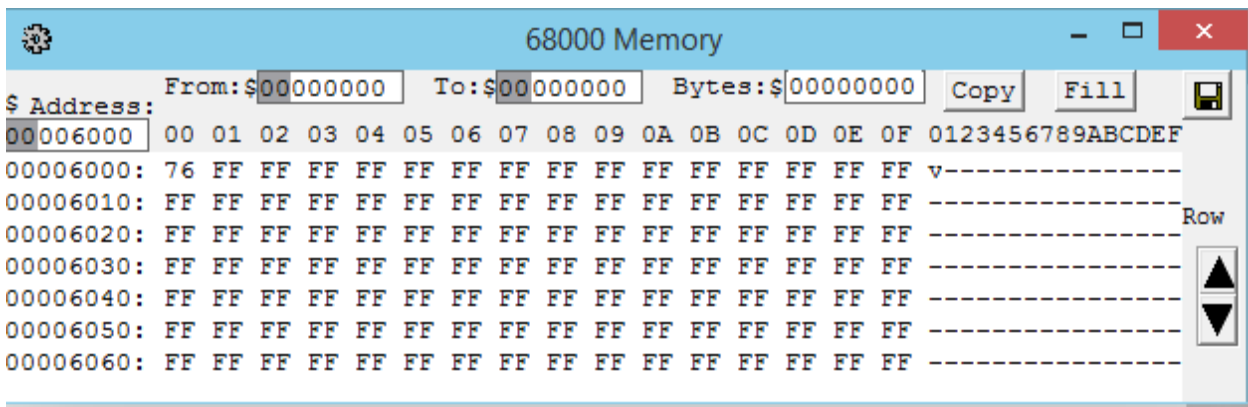
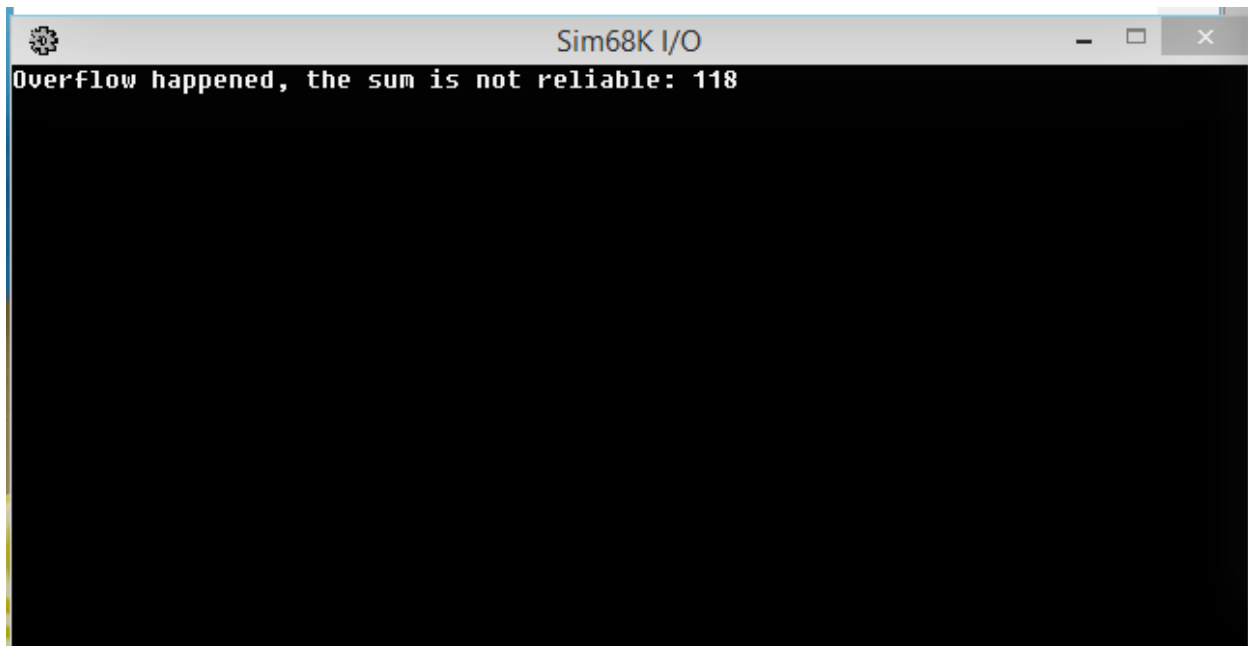
        SIMHALT                      ; halt simulator

* Put variables and constants here

GOODMSG      DC.B   'There were no overflows, the sum is: ',0
BADMSG       DC.B   'Overflow happened, the sum is not reliable: ',0

        END      START              ; last line of source

```



Question 4

I'm just not going to show the multiplication steps because it's quicker to do it in my head and write down 0 or 1

1. Convert into IEEE single-precision format

a. $-69/32 = -2.15625$

-2.15625 in binary is $-10.00101 = -1.000101 * 2^1$

1	10000000	000101000000000000000000
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in hex: C00A0000

b. 13.625

13.625 in binary is $1101.101 = 1.101101 * 2^3$

0	10000010	101101000000000000000000
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in hex: 415A0000

2. Convert into decimal

a. 42E48000

0	10000101	110010010000000000000000
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$\Rightarrow 42E48000 = + 1.11001001 * 2^{(133-127)} = 1.11001001 * 2^6 = 1110010.01 = 114.25$

b. C6F00040

1	10001101	111000000000000010000000
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$\Rightarrow C6F00040 = - 1.11100000000000001 * 2^{14} = - 11110000000000.001 = -30720.125$