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<b>course:</b>	csci 10
<b>assignment:</b>	homework 6
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**1. Use the Nucleo-64 Reference Manual to find the following Arduino -> GPIOA mappings: D13, D12, D11, D7.**

D13 -> PA5  
D12 -> PA6  
D11 -> PA7  
D7 -> PA8  
GPIOA boundary addresses 0x4002 0000 - 0x4002 03FF  
GPIOA\_MODER Offset 0x00

**2. What ARM instruction is used to enable (set to 1) bits?**

The ORR instruction flips bits on. The following instructions ensures every bit in the 32 bit R0 register is on:  
ORR R0, R0, 0xFFFFFFFF

**3. What hexadecimal value is needed to enable the GPIOA pins identified above for output in GPIOA\_MODER? Remember that GPIOA\_MODER is 32-bits, each pin setting is 2-bits, and the setting for output is 01.**

0x15400

**4. What hexadecimal value is needed to enable the pins mapped to D13 and D11 in GPIOA\_ODR? Remember that GPIOA\_ODR is 16-bits, each pin setting is 1-bit.**

0xA0

**5. What ARM instruction is used to clear (set to 0) bits?**

BIC

**6. What hexadecimal value is needed to clear the pins mapped to D12 and D7 in GPIOA\_ODR? Remember that GPIOA\_ODR is 16-bits, each pin setting is 1-bit.**

0x140

**7. What ARM instruction is used to toggle (change 0s to 1s and 1s to 0s) bits?**

EOR

**8. What hexadecimal value is needed to toggle the pins mapped to D13, D12, D11 and D7 in GPIOA\_ODR? Remember that GPIOA\_ODR is 16-bits, each pin setting is 1-bit.**

0x1E0

**9. What is the range of values that can be loaded using the ARM MOV instruction? HINT: The Cortex-M4 on our board is ARMv7E-M.**

The range of permitted values is 0-255 for encoding T1 and 0-65535 for encoding T3. When both 32-bit encodings are available for an instruction, encoding T2 is preferred to encoding T3 (if encoding T3 is required, use the MOVW syntax) LDR and STR support 32 bit words. LDRD and STRD support 64 bit, by moving 2 words of 32 bits.

**10. What is the purpose of the "LDR Rd, =const" pseudo-instruction?**

The LDR Rd,=const pseudo-instruction can construct any 32-bit numeric constant in a single instruction. You can use this pseudo-instruction to generate constants that are out of range of the MOV and MVN instructions.