

Quiz #3
Monday, October 9th

ALL QUESTIONS ARE MULTIPLE CHOICE:

Circle the correct assembly language implementation of each C assignment statement:

1. `u32 = 0; // assume: uint32_t u32;`

<code>LDR u32,=0</code>	<code>LDR R0,=0</code> <code>STR R0,u32</code>	<code>MOV R0,u32</code> <code>MOV R0,0</code>	None of the first three.
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2. `u64 = (uint64_t) u32; // assume: uint64_t u64; uint32_t u32;`

<code>LDR R0,u32</code> <code>STRD R0,R0,u64</code>	<code>LDRD R0,R1,u32</code> <code>STRD R0,R1,u64</code>	<code>LDR R0,u32</code> <code>LDR R1,=0</code> <code>STRD R0,R1,u64</code>	None of the first three.
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3. `*pu16 = 0; // assume: uint16_t *pu16;`

<code>LDR R0,=0</code> <code>STRH R0,[pu16]</code>	<code>LDR R0,=0</code> <code>LDR R1,pu16</code> <code>STRH R0,[R1]</code>	<code>LDR R0,=0</code> <code>LDRH R1,pu16</code> <code>STRH R0,[R1]</code>	None of the first three.
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4. `*(pu16 + 1) = 0; // assume: uint16_t *pu16;`

<code>LDR R0,=0</code> <code>LDR R1,pu16+1</code> <code>STRH R0,[R1]</code>	<code>LDR R0,=0</code> <code>LDR R1,pu16</code> <code>STRH R0,[R1,1]</code>	<code>LDR R0,=0</code> <code>LDR R1,pu16</code> <code>STRH R0,[R1,2]</code>	None of the first three.
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5. `s64 = (int64_t) s32; // assume: int64_t s64; int32_t s32;`

<code>LDR R0,s32</code> <code>LDR R1,=0</code> <code>STRD R0,R1,s64</code>	<code>LDR R0,s32</code> <code>LDR R1,=-1</code> <code>STRD R0,R1,s64</code>	<code>LDRD R0,R1,s32</code> <code>STRD R0,R1,s64</code>	None of the first three.
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6. `a32[3] = 0; // assume: int32_t a32[10];`

<code>LDR R0,=0</code> <code>ADR R1,a32</code> <code>STR R0,[R1,3]</code>	<code>LDR R0,=0</code> <code>ADR R1,a32</code> <code>STR R0,[R1,12]</code>	<code>LDR R0,=0</code> <code>LDR R1,a32</code> <code>STR R0,[R1,12]</code>	None of the first three.
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7. `*(ps32 + s32) = 0; // assume: int32_t s32, *ps32;`

<code>LDR R0,=0</code> <code>LDR R1,ps32</code> <code>LDR R2,s32</code> <code>STR R0,[R1,R2]</code>	<code>LDR R0,=0</code> <code>LDR R1,ps32</code> <code>LDR R2,s32</code> <code>ADD R1,R1,R2</code> <code>STR R0,[R1]</code>	<code>LDR R0,=0</code> <code>LDR R1,ps32</code> <code>LDR R2,s32</code> <code>STR R0,[R1,R2,LSL 2]</code>	None of the first three.
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