

AREA Assignment5, CODE, READONLY

```

ENTRY
x    EQU 2
n    EQU 2
Main  ADR sp, stack           ;define the stack
      MOV r0, #x              ;prepare the parameter, store x in R0
      MOV r1, #n              ;prepare the parameter, store n in R1
      STMFD sp!, {r0, r1}     ;push the parameters on the stack
      SUB sp,sp,#4            ;reserve a place in the stack for the return value
      BL power                ;call the power subroutine
      LDR r0, [sp], #4         ;load the result in r0 and pop it from the stack
      ADD sp,sp,#8            ;also remove the parameter from the stack
      ADR r1, result          ;get the address of the result variable
      STR R0, [R1]            ;store the final result in the result variable
Loop  B Loop                  ;infinite loop

```

AREA Assignment5, CODE, READONLY

```

power  STMFD sp!,{r0-r2,fp,lr} ;push general registers, as well as fp and lr
      MOV fp, sp              ;set the fp for this call
      SUB sp, sp, #12         ;create space for the x and y local variables
      LDR r0, [fp, #0x1C]     ;get the parameter from the stack
      LDR r1, [fp, #0x18]     ;get the parameter from the stack
      CMP r1, #0              ;test the base condition for recursion
      MOVEQ r0, #1            ;if n == 0, store 1 to the register
      BEQ Return              ;jump to the return part
      LSRS r2, r1, #1         ;test whether n is even or odd
      BCC else                ;if n is even, do the else branch
      SUB r1,r1,#1            ;if n is odd, subtract 1 from n
      STMFD fp, {r0, r1}     ;store parameter x and n for recursive call
      BL power                ;call subroutine
      LDR r1, [fp, #-12]      ;load the returned value to R1
      MUL r2, r0, r1          ;multiply the returned value with x
      B Return                ;jump to the return part
else   STMFD fp, {r0, r2}     ;store parameter x and n for recursive call
      BL power                ;call subroutine
      LDR r1, [fp, #-12]      ;load the returned value to R1
      MUL r2, r1, r1          ;square the returned value
Return STR r2, [fp, #20]      ;store the returned value in the stack
      ADD sp, #12            ;remove also the parameter from the stack
      LDMFD sp!,{r0-r2,fp,pc} ;load all registers and return to the caller

```

AREA Assignment5, DATA, READWRITE

result	DCD 0x00	;the final result
	SPACE 0xF0	;declare the space for stack
stack	DCD 0x00	;initial stack position
	END	

