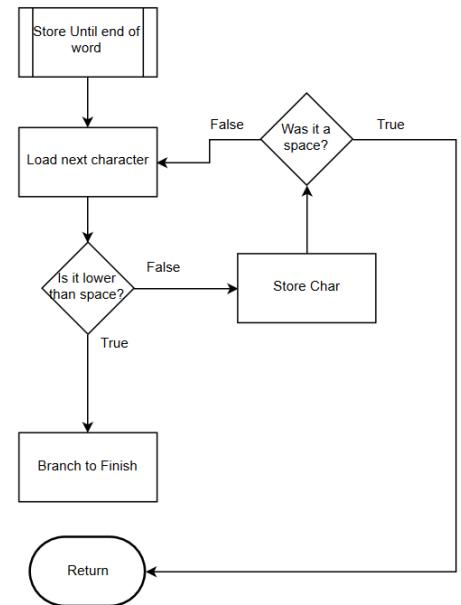
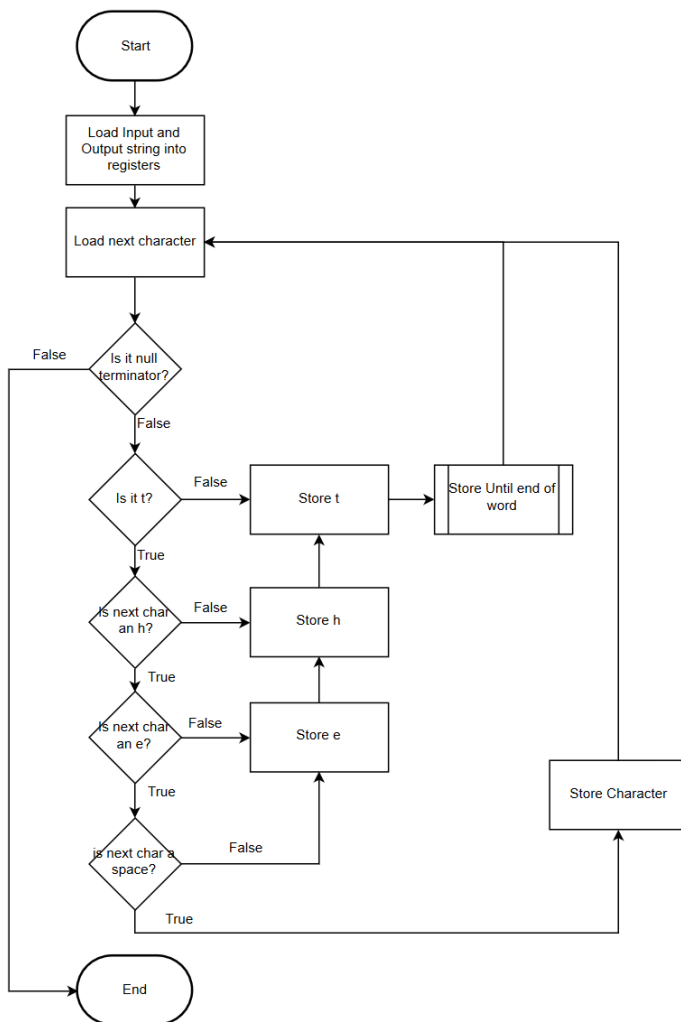
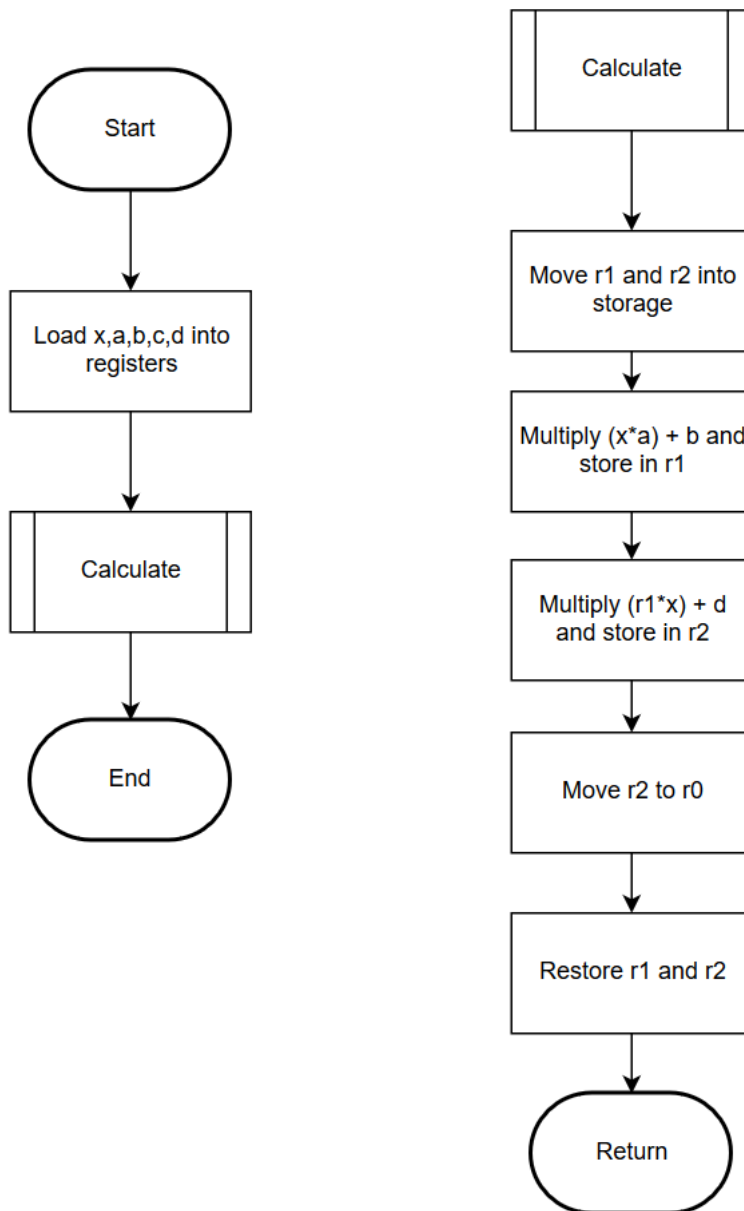


Flowcharts

Question1:



Question 2:



CODE:

Question 1:

```

AREA RemoveThe, CODE, READONLY
ENTRY

ADR r0, inputString      ; Point to the start of the first String
ADR r1, outputString     ; Point to the start of the string to write to

MOV r3, #'t'             ; Store t incase the first word is the
MOV r4, #'h'             ; Store h incase the first word is the
MOV r5, #'e'             ; Store e incase the first word is the

Loop
    LDRB r2, [r0], #1     ; Load the next character in the String
    CMP r2, #0x00         ; Check if it's the end of the String
    BEQ Done              ; If so, then exit

    CMP r2, #'t'          ; Check if next character is t
    STRBNE r2, [r1], #1   ; If not, then store the character
    BLNE Store            ; Then store every other character until next space
    BNE Loop              ; Loop back to the start

    LDRB r2, [r0], #1     ; Get next character
    CMP r2, #'h'          ; Check if next character is h
    STRBNE r3, [r1], #1   ; If not, then store the last t we removed
    STRBNE r2, [r1], #1   ; If not, then store the current character
    BLNE Store            ; Store the rest of the word
    BNE Loop              ; Repeat for next character

    LDRB r2, [r0], #1     ; Get next character
    CMP r2, #'e'          ; Check if next character is e
    STRBNE r3, [r1], #1   ; If not, then store the last t we removed
    STRBNE r4, [r1], #1   ; If not, then store the last h we removed
    STRBNE r2, [r1], #1   ; If not, then store the current e
    BLNE Store            ; Store the rest of the word
    BNE Loop              ; Repeat for next character

    LDRB r2, [r0], #1     ; Get next character
    CMP r2, #' '          ; Check if space
    STRBNE r3, [r1], #1   ; If not, then store the last t we removed
    STRBNE r4, [r1], #1   ; If not, then store the last h we removed
    STRBNE r5, [r1], #1   ; If not, then store the last e we removed
    STRB r2, [r1], #1     ; Store the current character
    B Loop                ; Loop for next character

Store
    LDRB r2, [r0], #1     ; Load the next character
    CMP r2, #' '          ; Check if null/end of string, since nothing should be lower than space in ASCII
    BEQ Done              ; If so, then the word is over, so get next char

    STRB r2, [r1], #1     ; Store the character
    BNE Store              ; Loop until next character is a space

    CMP r0, #0xFF         ; Used to clear flags from function
    MOV r15, r14          ; Jump back to main routine

Done
    B Done                ; End loop

inputString DCD "the them the123 the" ; String to remove 'the' from
EoS        DCD 0x00             ; End of the first String
outputString DCD 0xFF           ; Space to store new parsed string
END

```

Question2:

```

AREA polynomial, CODE, READONLY
ENTRY

LDR r0, x                ; Load x into r0
ADR r9, abcd              ; Pointer to the variables of a,b,c,d
LDM r9!, {r4,r5,r6,r7}   ; Store a,b,c,d into r4,r5,r6,r7

BL Calc                  ; Function to calculate result
MOV r1, r0, LSL #1       ; Shift to multiply by two

Done
    B Done                ; End loop

Calc
    STR r1, storage1      ; Store the value in r1 to be put back later
    STR r2, storage2      ; Store the value in r2 to be put back later
    MLA r1, r0, r4, r5     ; Calculate (x*a) + b and store into r1
    MLA r2, r1, r0, r6     ; Calculate a*x^2 + b*x + c and store into r0
    MOV r0, r2            ; Move value of calculation into r0, to avoid unexpected MLA errors
    CMP r0, r7            ; Check if y > d
    MOVGT r0, r7          ; If so, then return d
    LDR r1, storage1      ; Load r1 from the storage, restoring original value
    LDR r2, storage2      ; Load r2 from the storage, restoring original value
    BX r14                ; Load in the old value inside r1 from storage

AREA polynomial, CODE, READWRITE
abcd DCD 5,6,7,90        ; Variables a, b, c, d for use within the function
x    DCD 3                ; Value to x to be used as input for function
storage1 DCD 0x00         ; temporary value storage for sub-routine
storage2 DCD 0x00         ; temporary value storage for sub-routine
END

```