

Tutorial 4 – Assembly Programming

1. Given the following fragment of assembly code

(a) Complete the table below.

1. LDS R16, \$0050
2. LDI R17, \$51
3. STS \$004A, R16
4. STS \$004B, R17

Registers	Initial Values	After 1.	After 2.	After 3.	After 4.
(PC)	\$00				
(R16)	\$00				
(R17)	\$FF				
(\$004A)	\$3C				
(\$004B)	\$1D				
(\$0050)	\$42				
(\$0051)	\$B9				

Note:

- Word size in program memory is 16 bits
- Word size in data memory is 8 bits
- LDI instruction (opcode+operand) has a length of 16 bits, while LDS and STS have a length of 32bits.
- Therefore LDI instruction takes up only 1 memory word and PC only increments by 1 after execution.

(b) Given that the Butterfly is running at 16 MHz, calculate the total execution time required to execute the 4 instructions in the code in question 1.

2. What is the value in the following registers and/or memory locations after executing the following instructions?

1. LDS R16, \$0400

<i>Before</i>	<i>After</i>
R16 = \$76	R16 =
[\$0400] = \$89	[\$0400] =

2. LDI R16, \$04

<i>Before</i>	<i>After</i>
R16 = \$76	R16 =
[\$0400] = \$89	[\$0400] =

3. CPI R16, \$76

<i>Before</i>	<i>After</i>
R16 = \$76	R16 =
[\$0400] = \$89	[\$0400] =
--	[CC] =

(overflow flag is set to 0, negative is 0, zero is 1, carry is 0)

4. LDS R16, \$0400
STS \$0401, R16

<i>Before</i>	<i>After</i>
R16 = \$76	R16 =
[\$0400] = \$89	[\$0400] =
[\$0401] = \$00	[\$0401] =

5. ADD R16, R17

<i>Before</i>	<i>After</i>
R16 = \$76	R16 =
R17 = \$12	R17 =

6. AND R16, R17

<i>Before</i>	<i>After</i>
R16 = \$76	R16 = 0111 0110 AND 0001 0010 =
R17 = \$12	R17 =

7. OR R16, R17

<i>Before</i>	<i>After</i>
R16 = \$76	R16 = 0111 0110 OR 0001 0010 =
R17 = \$12	R17 =

8. INC R30

<i>Before</i>	<i>After</i>
R30 = \$79	R30 =

9. DEC R30

<i>Before</i>	<i>After</i>
R30 = \$00	R30 =

10. CLR R30

<i>Before</i>	<i>After</i>
R30 = \$FF	R30 =

11. SER R30

<i>Before</i>	<i>After</i>
R30 = \$55	R30 =

12. SBR R18, 1

<i>Before</i>	<i>After</i>
R18 = \$50	R18 =

13. CBR R18, 7

<i>Before</i>	<i>After</i>
R18 = \$FF	R18 =

14. COM R18

<i>Before</i>	<i>After</i>
R18 = \$55	R18 = NOT 0101 0101 =

15. NEG R18

<i>Before</i>	<i>After</i>
R18 = \$55	R18 = \$AA+1 =

16. MOV R18, R1

<i>Before</i>	<i>After</i>
R18 = \$55	R18 =

- | | | |
|-----|-----------------|--------------|
| | R1 = \$66 | R1 = |
| 17. | MOVW R18, R0 | |
| | <i>Before</i> | <i>After</i> |
| | R19 = \$66 | R18 = |
| | R18 = \$55 | R18 = |
| | R1 = \$03 | R1 = |
| | R0 = \$02 | R0 = |
| 18. | LD R18, X | |
| | <i>Before</i> | <i>After</i> |
| | R18 = \$55 | R18 = |
| | X = \$0450 | X = |
| | [\$0450] = \$20 | [\$0450] = |
| 19. | LD R18, X+ | |
| | <i>Before</i> | <i>After</i> |
| | R18 = \$55 | R18 = |
| | X = \$0450 | X = |
| | [\$0450] = \$20 | [\$0450] = |
| 20. | ST -Y, R18 | |
| | <i>Before</i> | <i>After</i> |
| | R18 = \$55 | R18 = |
| | Y = \$0450 | Y = |
| | [\$0450] = \$20 | [\$0450] = |
| | [\$044F] = \$10 | [\$044F] = |