

Embedded Systems
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Tutorial 3 – Assembly, Circuits and Chips

1. Given the following fragment of assembly code 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.

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
Before *After*
R16 = \$76 R16 = 0111 0110 OR 0001 0010 =
R17 = \$12 R17 =
8. INC R30
Before *After*
R30 = \$79 R30 =
9. DEC R30
Before *After*
R30 = \$00 R30 =
10. CLR R30
Before *After*
R30 = \$FF R30 =
11. SER R30
Before *After*
R30 = \$55 R30 =
12. SBR R18, 1
Before *After*
R18 = \$50 R18 =
13. CBR R18, 7
Before *After*
R18 = \$FF R18 =
14. COM R18
Before *After*
R18 = \$55 R18 = NOT 0101 0101 =
15. NEG R18
Before *After*
R18 = \$55 R18 = \$AA+1 =
16. MOV R18, R1
Before *After*
R18 = \$55 R18 =

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

3. Draw a wiring diagram of a circuit that can count from 0-9 using two 74HC74 D flipflop chips, a push button, some resistors and some LEDs.

4. Implement the above circuit in tinkercad.