# **Solutions - Homework 2**

(Due date: October 9th @ 5:30 pm)

Presentation and clarity are very important! Show your procedure!

#### PROBLEM 1 (10 PTS)

- Given a 24 MHz bus clock, provide a set of instructions to generate:
  - ✓ A time delay of 40 ms.
  - ✓ A time delay of 60 ms.

40 ms delay	60 ms delay			
$n \times ntimes \times \frac{1}{24 \times 10^6} = \frac{40}{10^3} \rightarrow n \times ntimes = 960000$ $ntimes = 64000 < 65535, n = 15$	$n \times ntimes \times \frac{1}{24 \times 10^{6}} = \frac{60}{10^{3}} \rightarrow n \times ntimes = 1440000$ $ntimes = 57600 < 65535, n = 25$			
1dx #64000	1dx #57600			
loop: psha ; 2 cycles pula ; 3 cycles psha ; 2 cycles pula ; 3 cycles pula ; 3 cycles nop ; 1 cycle nop ; 1 cycle dbne X, loop; 3 cycles	loop: psha ; 2 cycles pula ; 3 cycles psha ; 2 cycles pula ; 3 cycles psha ; 2 cycles pula ; 3 cycles pula ; 1 cycle nop ; 1 cycle dbne X, loop; 3 cycles			

### **PROBLEM 2 (30 PTS)**

 The following directives store a bunch of numbers in memory that represent degrees in Celsius.

Complete the program (*provide a printout*) that converts those numbers to Fahrenheit degrees. Use a subroutine for the Celsius to Fahrenheit conversion ( $F = \frac{C \times 9}{5} + 32$ ). Use a loop to convert every number in the array. Store the result in the array.

✓ For the division by 5, only consider the integer part of the division. Also, keep in mind that the input array contains 16-bit signed numbers.

Address	8 bits
	$\sim$
RAMStart $\rightarrow$ 0x100	\$FF ← arrayC
0x100	^
0x100	\$00
0x100	\$20
	:
	•
0x101	$\leftarrow$ arrayF
0x101	\$FB
0x101	\$00
0x101	\$59
	:
ROMStart $\rightarrow$ 0x400	Instructions
0x400	1 377/1/0/2/2
• •	· \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \

Main Routine	celtofah subroutine. Input: D		
for $i = 0$ to N-1			
$D \leftarrow array(C(i))$	$temp \leftarrow Dx9/5 + 32$		
$temp \leftarrow celtofah(D)$			
Store 'temp' on arrayF(i)			
end			

1

ASM Code: hw2p2.asm

#### **PROBLEM 3 (20 PTS)**

• For the following code snippets, complete the value of the register when the last instruction is reached:

ldaa #\$8C	ldaa #\$59	ldd #\$F3FE	movw #\$40FF, \$F1
ldx #\$04	staa \$F0	cba → N=1	ldd #\$7122
loop: asra inca	brset \$F0,\$3A,next inc \$F0 $\rightarrow$ [\$F0]=\$5A		addd \$F1 $\rightarrow$ V=1 bvs next
dbne X,loop	next: asr \$F0	next: deca	inca
frvr: bra frvr	ldaa \$F0	decb	next: decb
A = \$FA	A = \$2D	D = \$F2FD	D = \$B220

For the following code snippets, specify a value of B that makes the branch instruction branch to 'next':

B = \$EB	B = \$01	B = \$80	bge next B = \$F6	B = \$0F	B = \$7F	B = \$45
bhs next	dec \$FF brclr \$FF,\$60,next	rolb bcs next	asrb cmpb #\$EB	bpl next	cmpb #\$FB blt next	bitb #\$34 beq next
cmpb #\$EB	stab \$FF	clc	clc	addb #\$F1	incb	eorb #\$45
ldab #\$	ldab #\$	ldab #\$	ldab #\$	ldab #\$	ldab #\$	ldab #\$

## **PROBLEM 4 (20 PTS)**

ASM Code: hw2p4.asm

Create an Assembly program (provide a printout) that reads the DIP Switch of the Dragon12-Light Board and displays the
hexadecimal value present on the 4 LSBs. Utilize the 4 MSBs of the DIP Switch to determine which 7-segment displays to
display: Bit 7 (MSB) controls display 3 (rightmost), bit 6 controls the display 2, bit 5 controls display 1, bit 4 controls display
0 (leftmost).

2

#### **Examples:**

- If DIP Switch: 11001001, we display the character '9' on the two rightmost 7-segment displays.
- If DIP Switch: 00011110, we display the character 'E' on the leftmost 7-segment display.
- If DIP Switch: 00001001, no character is displayed.

```
DDRB \leftarrow $FF, DDRP \leftarrow $FF, DDRH \leftarrow $00, PTP \leftarrow $00  
X \leftarrow sevsegdata  
while (1)

A \leftarrow PORTH

B \leftarrow A

B \leftarrow B and $F0

B \leftarrow not(B); Display is ON with a 0 on the cathode Shift B to the right 4 positions

PTP \leftarrow B; This controls the displays that will be turned on A \leftarrow A AND $0F; We are only interested in the 4 LSBs B \leftarrow [[X] + [A]]

PORTB \leftarrow B; Display hexadecimal value only on the specified displays end
```

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#### **PROBLEM 5 (20 PTS)**

- Given the following Assembly code, specify the SP and the Stack Contents at the given times (right after the colored instruction has been executed). SP and the Stack Contents (empty) are specified for the first instruction (LDS #\$4000).
- ✓ HCS12 processor: When SP is incremented (by pulling values out of the Stack, or by executing leas), the values on the memory positions that used to be part of the Stack are considered unknown (i.e., the values are replaced by random data).

