

# ECE 3120

## Computer Systems

### HCS12 Assembly Programming

#### - Review

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# Program Structure

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LABEL:

OPCODE

OPERAND

;Comments

Assembler Directives  
Initializations  
Reserving Memory  
Declaring array elements

Main Logic of the program

# Arithmetic Programming

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- Addition
- Subtraction
- Multiprecision Addition (Carry Flag)
- Multiprecision Subtraction (Borrow Flag)
- BCD
- Multiplication
- Division

# Example1: Addition of 16 bit numbers

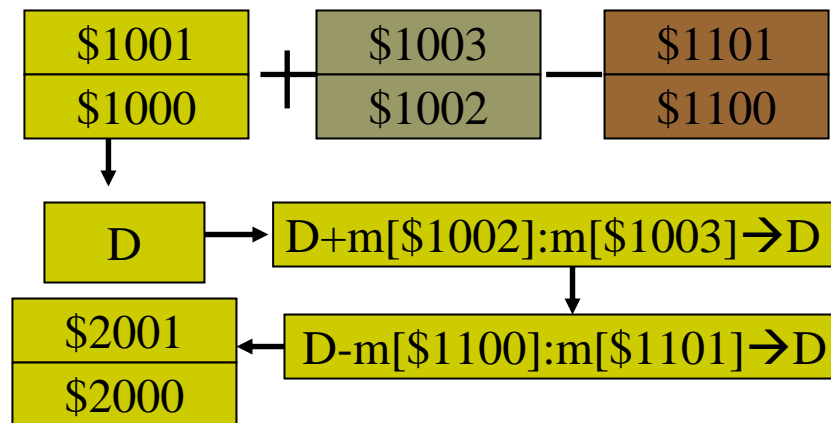
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Write a program to add two 16 bit numbers, one of which is \$1234 and the other is stored at memory location \$1000~1001. Store the result in \$2000

```
org      $1500
ldd      #$1234          ;place 16 bit number in D
                        ;D=$1234
addd     $1000           ;D + m[$1000]:m[$1001]→D
std      $2000           ;Sum → $2000
```

# Example2: Subtraction & Addition

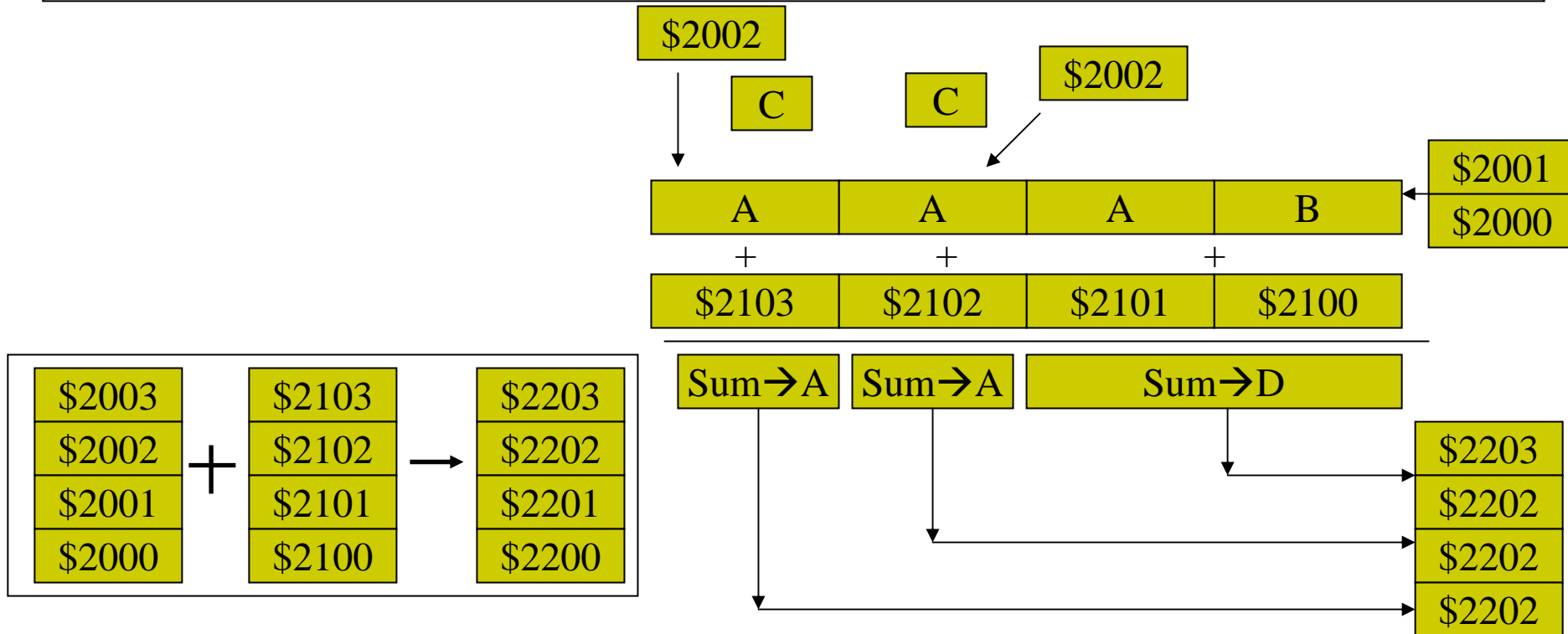
Write a program to add two 16 bit numbers, one of which is at \$1000~\$1001 and the other is stored at memory location \$1002~1003 and subtract a 16 bit number that is stored in \$1100~1101 from the sum. Store the result in \$2000



```
org      $1500
ldd      $1000    ;D←m[$1000]:m[1001]
addd     $1002    ;D←D+m[$1002]:m[$1003]
subd     $1100    ;D←D-m[$1100]:m[$1101]
std      $2000    ;m[$2000]←D
```

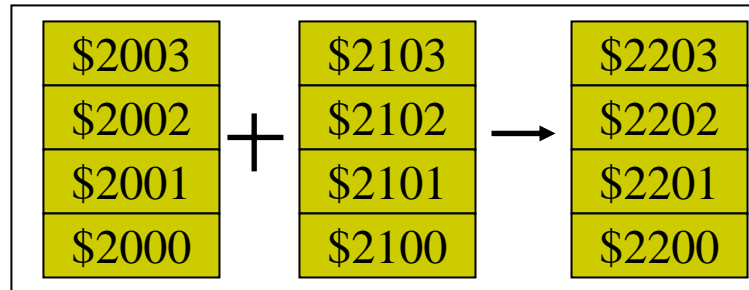
# Example3: Multiprecision Addition

Write a program to add two 4 byte numbers that are stored at \$2000~\$2003 & \$2100~\$2103 and store the result at \$2200~\$2203



# Example 3: Multiprecision Addition

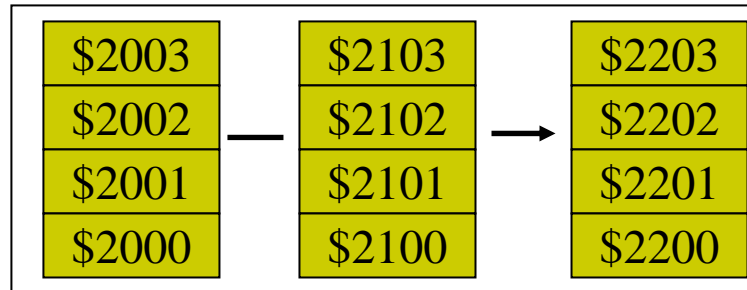
Write a program to add two 4 byte numbers that are stored at \$2000~\$2003 & \$2100~\$2103 and store the result at \$2200~\$2203



```
org      $1000
ldd      $2000    ;D←m[$2000]:m[$2001]
addd     $2100    ;D←D+m[$2100]:m[$2101]
std      $2200    ;m[$2200]←D
ldaa     $2002    ;A←m[$2002]
adca     $2102    ;A←A+m[$2102]
staa     $2202    ;m[$2202]←A
ldaa     $2003    ;m[$2003]
adca     $2103    ;A←A+m[$2103]
staa     $2203    ;m[$2203]←A
```

# Example 4: Multiprecision Subtraction

Write a program to subtract two 4 byte numbers that are stored at \$2000~\$2003 & \$2100~\$2103 and store the result at \$2200~\$2203

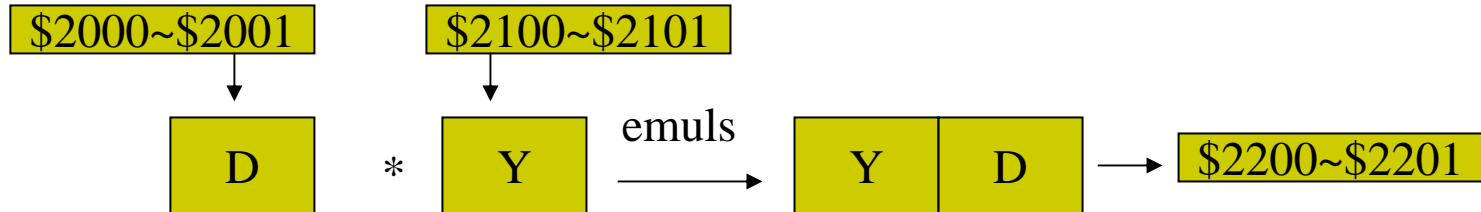


```
org      $1000
ldd      $2000    ;D←m[$2000]:m[$2001]
subd     $2100    ;D←D-m[$2100]:m[$2101]
std      $2200    ;m[$2200]←D
ldaa     $2002    ;A←m[$2002]
sbca     $2102    ;A←A-m[$2102]
staa     $2202    ;m[$2202]←A
ldaa     $2003    ;m[$2003]
sbca     $2103    ;A←A-m[$2103]
staa     $2203    ;m[$2203]←A
```



# Example 5: Multiplication

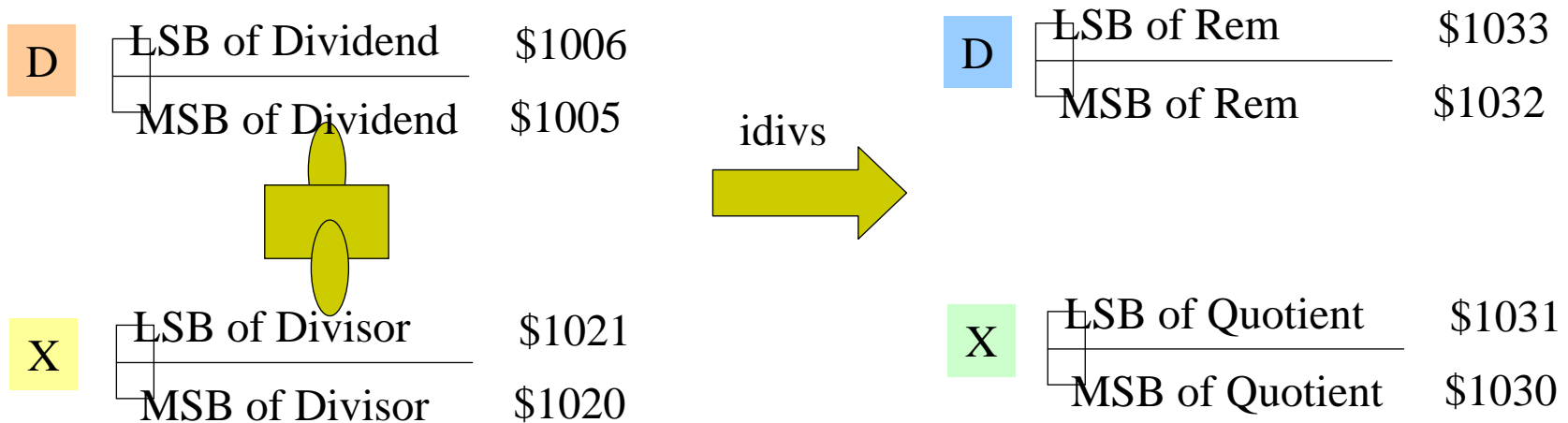
Write a program to multiply two **signed 16 bit numbers** that are stored at \$2000~\$2001 & \$2100~\$2101 and store the result at \$2200~\$2201



```
org      $1000
ldd      $2000    ;D ← m[$2000]:m[$2001]
ldy      $2100    ;Y ← [m[$2100]:m[$2101]]
emuls
std      $2201    ;m[$2201] ← D
sty      $2200    ;m[$2200] ← Y
```

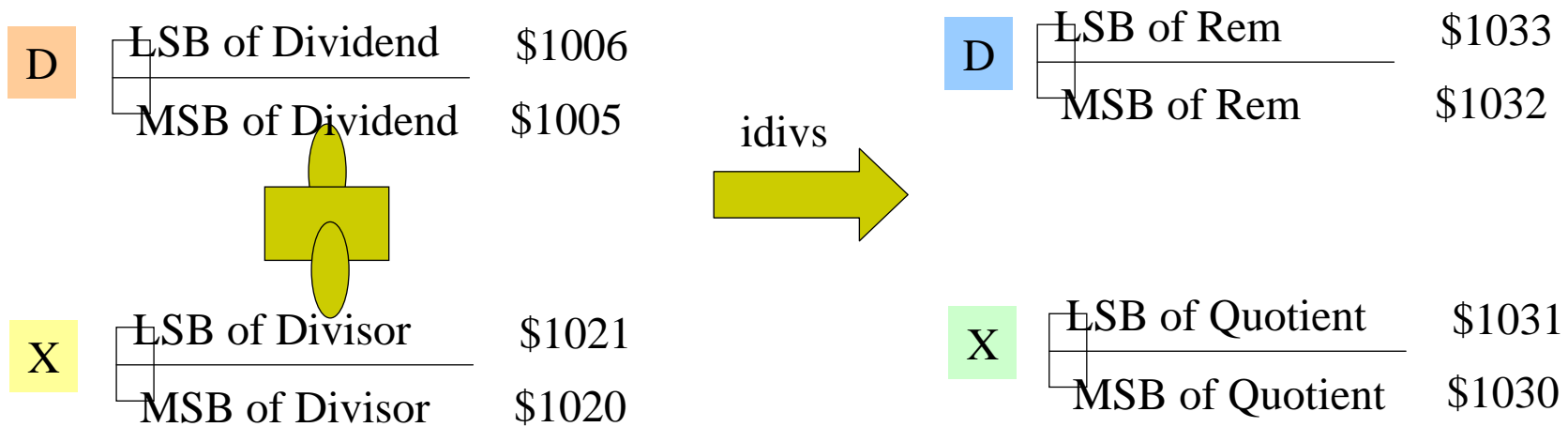
# Example 6: Division

Write an instruction sequence to divide the signed 16-bit number stored at \$1005-\$1006 by the signed 16-bit number stored at \$1020-\$1021 and store the quotient and remainder at \$1030-\$1031 and \$1032-\$1033, respectively.



ldd	\$1005	;load the dividend into D
ldx	\$1020	;load the divisor into X
idivs		; perform signed division
stx	\$1030	;storing the quotient
std	\$902	;storing the remainder

**Example 2.11** Write an instruction sequence to divide the signed 16-bit number stored at \$1005-\$1006 by the signed 16-bit number stored at \$1020-\$1021 and store the quotient and remainder at \$1030-\$1031 and \$1032-\$1033, respectively.



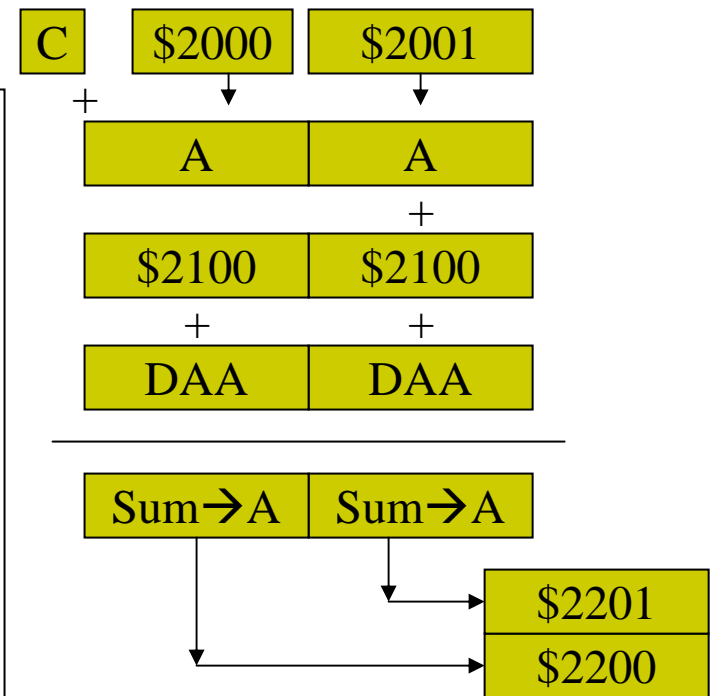
ldd	\$1005	;load the dividend into D
ldx	\$1020	;load the divisor into X
idivs		; perform signed division
stx	\$1030	;storing the quotient
std	\$902	;storing the remainder

# Example 7 : BCD

Write a program to add the 4 digit BCD numbers that are stored at \$2000~\$2001  
& \$2100~\$2101 and store the result at \$2200~\$2201

Similar to normal addition, except we have to take care of the decimal adjustment part by using the 'daa' instruction. Works with only reg A so have to work with one byte at a time starting from the LSB

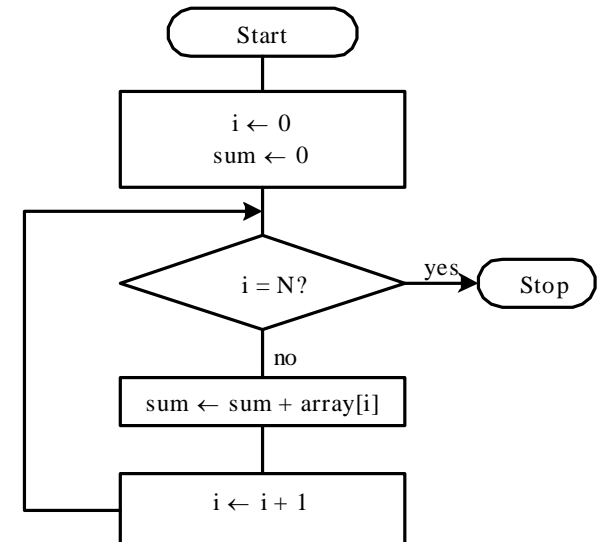
```
org    $1000
lda    $2001    ;A ← m[$2001]
adaa   $2101    ;A ← A+m [$2101]
daa    ;decimal adjust lower byte
staa   $2201    ;m[$2201] ← A
lda    $2000    ;A ← m[$2000]
adaa   $2100    ;A ← A+m [$2100]
daa    ;decimal adjust Higher byte
staa   $2200    ;m[$2200] ← A
```



# Example 8 :Loops

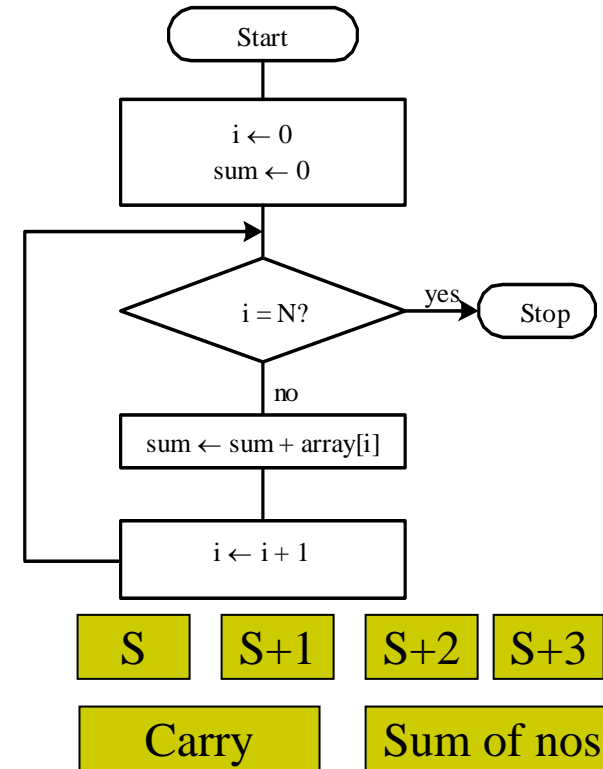
Write a program to compute the sum of 10, 16-bit unsigned numbers stored at the memory address \$1000~\$1020 and store the result in \$1100~\$1103

```
N      equ      10      ;array count
      org      $1000    ;starting address of the elements
array  dw      320,333,321,420,500,550,620,700,400,300
sum    rmb     4        ;array sum
i      rmb     1        ;array index
      org      $1500    ;starting addr of program
      ldaa     #0
      staa     sum      ;initiallize sum to 0
      staa     sum      ;
      staa     sum      ;
      staa     sum      ;
      staa     i        ; intialize loop counter zero
```



# Example 8 : Loops Contd..

loop	ldab	i	;B←i
	cmpb	#N	;is i=N?
	beq	done	;if i=N then branch to label 'done'
	ldx	#array	;use index register X as pointer to the array , X=\$1000
	abx		;X←X+B = X+I, to compute the ;addr of current element
	ldd	0,x	;place array[i] in D
	addd	sum+2	;D←D+sum
	std	sum+2	
	ldaa	#0	
	adca	sum+1	;propagating carry to msb
	staa	sum+1	
	inc	i	;moving to next element
	inc	I	
	bra	loop	
done	swi		
	end		



# Example 9: Bit Condition Branch Instructions

Write a program to count the number of elements that are divisible by 4 in an array of N 8-bit numbers

Numbers divisible by 4 have the least significant two bits to be 00

```
N      equ      10
      org      $1000    ;starting address of the 1st element in the array
array  db       1,2,3,4,5,6,7,8,9,10
total  rmb      1       ;variable counting no.of elements divisible by 4
      org      $1500    ;starting address of the program
      clr      total    ;initializing counter to 0
      ldx      #array    ;loading x with the address of the array, X= $1000
      ldab     #N        ;B is used as the loop counter
loop   brclr    0,x,$03,yes
```

-----  
Operand at the memory location pointed by 0,x → 00000100

Operand provided by the mask in the instr → 00000011

AND result = 0

Execution will branch to the location specified in the label (yes)

## Example 9: Bit Condition Branch Instructions

Write a program to count the number of elements that are divisible by 4 in an array of N 8-bit numbers

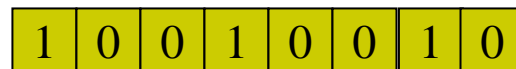
Numbers divisible by 4 have the least significant two bits to be 00

```
N      equ      10
      org      $1000    ;starting address of the 1st element in the array
array  db      1,2,3,4,5,6,7,8,9,10
total  rmb      1        ;variable counting no.of elements divisible by 4
      org      $1500    ;starting address of the program
      clr      total    ;initializing counter to 0
      ldx      #array    ;loading x with the address of the array, X= $1000
      ldab     #N        ;B is used as the loop counter
loop   brclr   0,x,$03,yes
      bra      chkend
yes     inc     total    ;add 1 to total as the number is divisible by 4
chkend  inx     ;move the array pointer
      dbne     b,loop
      end
```



# Example 10: Bit Condition Branch Instructions

Write a program to count the number of elements that whose bit 1,4,7 are 1's using brset



Mask = \$49

```
N      equ      10
      org      $1000    ;starting address of the 1st element in the array
array  db      1,2,3,4,5,6,7,8,9,10
total  rmb      1       ;variable counting no.of elements having the required pattern
      org      $1500    ;starting address of the program
      clr      total    ;initializing counter to 0
      ldx      #array    ;loading x with the address of the array, X= $1000
      ldab     #N        ;B is used as the loop counter
loop   brclr    0,x,$49,yes
```

-----  
Operand at the memory location pointed by 0,x → 11010110 → Inv → 00101001

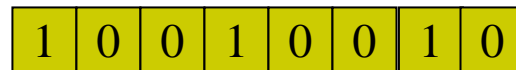
Operand provided by the mask in the instr → 10010010

AND result = 0

Execution will branch to the location specified in the label (yes)

# Example 10: Bit Condition Branch Instructions

Write a program to count the number of elements that whose bit 1,4,7 are 1's using brset



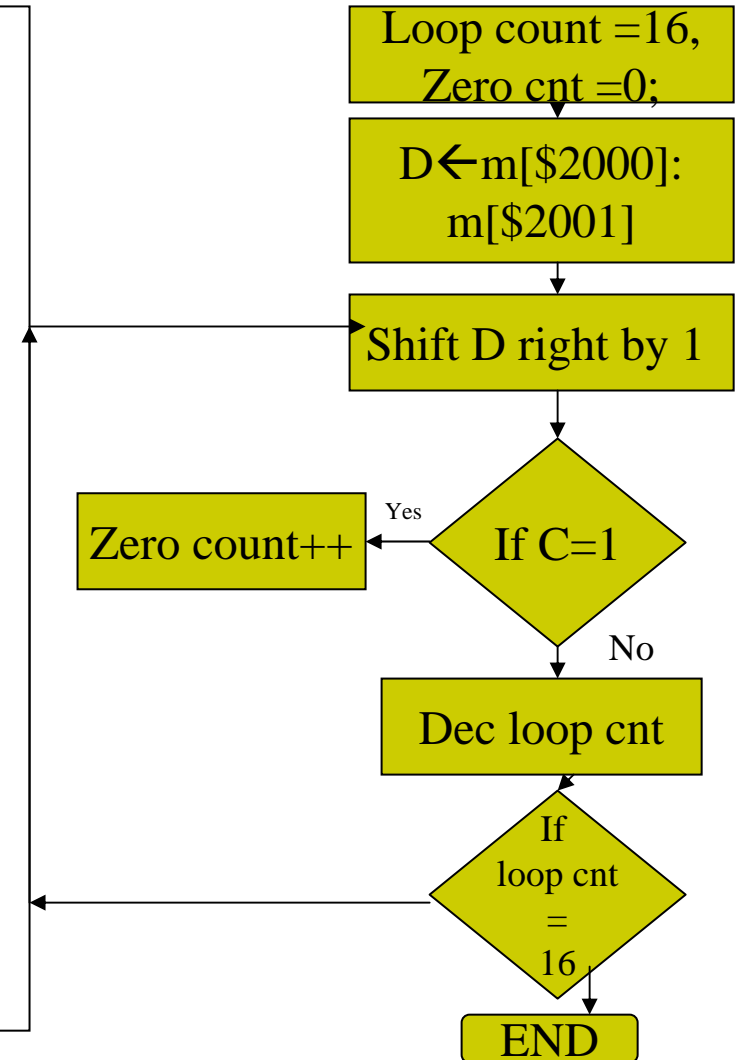
Mask = \$49

```
N      equ      10
      org      $1000    ;starting address of the 1st element in the array
array  db      1,2,3,4,5,6,7,8,9,10
total  rmb      1       ;variable counting no.of elements with the pattern
      org      $1500    ;starting address of the program
      clr      total    ;initializing counter to 0
      ldx      #array   ;loading x with the address of the array, X= $1000
      ldab     #N        ;B is used as the loop counter
loop   brset    0,x,$49,yes
      bra      chkend
yes     inc      total    ;add 1 to total as the number has the required pattern
chkend  inx      ;move the array pointer
      dbne     b,loop
      end
```

# Example 11: Shift

Write a program to count the number of 1's contained in the memory locations \$2000~\$2001 and save the result at memory location \$1000

```
org      $2000
word:    dc.w      $2355    ;number to be worked on
one_ct   rmb       1
lp_ct    rmb       1
org      $1500    ;starting addr of program
clr      one_ct    ;initializing to 0
movb     #16,lp_ct ;initializing to 16
ldd      word      ;place 16 bit number in D
again    lsr      ;shift right by 1 place
         bcc      chkend    ;branch if lsb is a 0
         inc      one_ct    ;in case of C=1
chkend    dec      lp_ct
         bne      again    ;chk to see if we tested all
                           ;16 bits
end
```



# Example 12: Boolean Logic Instructions

Write a sequence of instructions to clear the lower 4 pins of the I/O port located at \$82 using AND

ldaa	\$82	;loading the contents of the mem location \$82 into A
anda	#\$F0	;clearing lower 4 bits in A
staa	\$82	;A→m[\$82]

---

m[\$82]	=	10101010
Mask=\$F0	=	11110000
AND	=	10100000

# Example 13: Boolean Logic Instructions

Write a sequence of instructions to set the bit 7 of the I/O port located at \$82 using OR

ldaa	\$82	;loading the contents of the mem location \$82 into A
ora	#\$80	;sets bit 7 in A
staa	\$82	;A→m[\$82]

---

m[\$82] = 00101010

Mask=\$80=10000000

OR = 10101010

# Example 14: Boolean Logic Instructions

Write a sequence of instructions to toggle the upper four bits of the I/O port at \$82

ldaa	\$82	;loading the contents of the mem location \$82 into A
eora	#\$F0	;toggles upper 4 bits in A
staa	\$82	;A→m[\$82]

---

m[\$82] = 10101010

Mask=\$F0=11110000

XOR = 01011010

# Example 15: Bit Test & Manipulate

Write a sequence of instructions to clear the upper four bits at \$82

```
bclr    $82,$F0
```

Write a sequence of instructions to set the upper four bits at \$82

```
bset    $82,$F0
```

Write a sequence of instructions to test the upper four bits at \$82

```
ldaa    $82  
bita    #$F0
```

# Chapter Review

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- ❑ Assembly Language Program Structure:
  - Label, operation, operand, comment
- ❑ Directives: end,org,db,ds,fill...
- ❑ Flow chart
- ❑ Arithmetic
- ❑ Loops, branch instructions
- ❑ Shift and rotate
- ❑ Boolean logic
- ❑ Bit test and manipulate
- ❑ Program execution time



# Now, you should be able to:

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- ❑ Allocate memory blocks, define constants, and create a message using assembler directives
- ❑ Write assembly programs to perform simple arithmetic operations
- ❑ Write loops to perform repetitive operations
- ❑ Use loops to create time delays
- ❑ Use boolean and bit manipulation instructions to perform bit field operations.