

Final Exam S3

Computer Architecture

Duration: 1 hr. 30 min.

Exercise 1 (9 points)

All questions in this exercise are independent. **Except for the output registers, none of the data or address registers must be modified when the subroutine returns.** A string of characters always ends with a null character (the value zero). A blank character is either a space character or a tab character.

1. Write the **IsBlank** subroutine that determines if a character is blank (i.e. if it is a space or a tab character).

Input : **D1.B** holds the ASCII code of the character to test.

Output : If the character is blank, **D0.L** returns 0.

If the character is not blank, **D0.L** returns 1.

Tip: The ASCII code of the tab character is 9.

2. Write the **BlankCount** subroutine that returns the number of blank characters in a string. To know if a character is blank, use the **IsBlank** subroutine.

Input : **A0.L** points to a string of character.

Output : **D0.L** returns the number of blank characters in the string.

Tips:

- Use **D2** as a blank-character counter (because **D0** is used by **IsBlank**).
- Then, copy **D2** into **D0** before returning from the subroutine.

3. Write the **BlankToUnderscore** subroutine that converts the blank characters in a string into underscore characters. To know if a character is blank, use the **IsBlank** subroutine.

Input : **A0.L** points to a string of characters.

Output : The blank characters of the string are replaced by the « _ » character.

Exercise 2 (4 points)

Complete the table shown on the [answer sheet](#). Write down the new values of the registers (except the PC) and memory that are modified by the instructions. **Use the hexadecimal representation. Memory and registers are reset to their initial values for each instruction.**

Initial values: D0 = \$0004FFFF A0 = \$00005000 PC = \$00006000
 D1 = \$FFFF000A A1 = \$00005008
 D2 = \$FFFFFFFE A2 = \$00005010

\$005000	54	AF	18	B9	E7	21	48	C0
\$005008	C9	10	11	C8	D4	36	1F	88
\$005010	13	79	01	80	42	1A	2D	49

Exercise 3 (3 points)

Complete the table shown on the [answer sheet](#). Give the result of the additions and the values of the N, Z, V and C flags.

Exercise 4 (4 points)

Let us consider the following program:

```

Main      move.l  #$44AA77FF,d7
next1     moveq.l #1,d1
          tst.w   d7
          bmi     next2
          moveq.l #2,d1
next2     clr.l   d2
          move.w  #$1234,d0
loop2     addq.l  #1,d2
          subq.b  #1,d0
          bne     loop2
next3     clr.l   d3
          move.w  #$1234,d0
loop3     addq.l  #1,d3
          dbra    d0,loop3      ; DBRA = DBF
next4     moveq.l #1,d4
          cmp.b   #$70,d7
          blt     quit
          moveq.l #2,d4
quit      illegal

```

Complete the table shown on the [answer sheet](#).

EASy68K Quick Reference v1.8<http://www.wowgwp.com/EASy68K.htm>

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Opcode	Size	Operand	CCR	Effective Address s=source, d=destination, e=either, i=displacement												Operation	Description
		s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(iAn)	(iAn,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n		
ABCD	B	Dy,Dx -(Ay),-(Ax)	*U*U*	e	-	-	-	-	-	-	-	-	-	-	-	$Dy_{10} + Dx_{10} + X \rightarrow Dx_{10}$ $-(Ay)_{10} + -(Ax)_{10} + X \rightarrow -(Ax)_{10}$	Add BCD source and eXtend bit to destination, BCD result
ADD ⁴	BWL	s,Dn Dn,d	*****	e	s	s	s	s	s	s	s	s	s	s	s ⁴	$s + Dn \rightarrow Dn$ $Dn + d \rightarrow d$	Add binary (ADDI or ADDQ is used when source is #n. Prevent ADDQ with #n.L)
ADDA ⁴	WL	s,An	-----	s	e	s	s	s	s	s	s	s	s	s	s	$s + An \rightarrow An$	Add address (.W sign-extended to .L)
ADDI ⁴	BWL	#n,d	*****	d	-	d	d	d	d	d	d	d	-	-	s	$\#n + d \rightarrow d$	Add immediate to destination
ADDQ ⁴	BWL	#n,d	*****	d	d	d	d	d	d	d	d	d	-	-	s	$\#n + d \rightarrow d$	Add quick immediate (#n range: 1 to 8)
ADDX	BWL	Dy,Dx -(Ay),-(Ax)	*****	e	-	-	-	-	-	-	-	-	-	-	-	$Dy + Dx + X \rightarrow Dx$ $-(Ay) + -(Ax) + X \rightarrow -(Ax)$	Add source and eXtend bit to destination
AND ⁴	BWL	s,Dn Dn,d	-**00	e	-	s	s	s	s	s	s	s	s	s	s ⁴	$s \text{ AND } Dn \rightarrow Dn$ $Dn \text{ AND } d \rightarrow d$	Logical AND source to destination (ANDI is used when source is #n)
ANDI ⁴	BWL	#n,d	-**00	d	-	d	d	d	d	d	d	d	-	-	s	$\#n \text{ AND } d \rightarrow d$	Logical AND immediate to destination
ANDI ⁴	B	#n,CCR	=====	-	-	-	-	-	-	-	-	-	-	-	s	$\#n \text{ AND CCR} \rightarrow \text{CCR}$	Logical AND immediate to CCR
ANDI ⁴	W	#n,SR	=====	-	-	-	-	-	-	-	-	-	-	-	s	$\#n \text{ AND SR} \rightarrow \text{SR}$	Logical AND immediate to SR (Privileged)
ASL	BWL	Dx,Dy	*****	e	-	-	-	-	-	-	-	-	-	-	-		Arithmetic shift Dy by Dx bits left/right
ASR	W	#n,Dy		d	-	-	-	-	-	-	-	-	-	-	s		Arithmetic shift Dy #n bits L/R (#n: 1 to 8)
Bcc	BW ⁴	address ²	-----	-	-	-	-	-	-	-	-	-	-	-	-	if cc true then address \rightarrow PC	Branch conditionally (cc table on back) (8 or 16-bit \pm offset to address)
BCHG	B L	Dn,d #n,d	---*---	e ¹	-	d	d	d	d	d	d	d	-	-	-	$\text{NOT}(\text{bit number of } d) \rightarrow Z$ $\text{NOT}(\text{bit } n \text{ of } d) \rightarrow \text{bit } n \text{ of } d$	Set Z with state of specified bit in d then invert the bit in d
BCLR	B L	Dn,d #n,d	---*---	e ¹	-	d	d	d	d	d	d	d	-	-	-	$\text{NOT}(\text{bit number of } d) \rightarrow Z$ $0 \rightarrow \text{bit number of } d$	Set Z with state of specified bit in d then clear the bit in d
BRA	BW ⁴	address ²	-----	-	-	-	-	-	-	-	-	-	-	-	-	address \rightarrow PC	Branch always (8 or 16-bit \pm offset to addr)
BSET	B L	Dn,d #n,d	---*---	e ¹	-	d	d	d	d	d	d	d	-	-	-	$\text{NOT}(\text{bit } n \text{ of } d) \rightarrow Z$ $1 \rightarrow \text{bit } n \text{ of } d$	Set Z with state of specified bit in d then set the bit in d
BSR	BW ⁴	address ²	-----	-	-	-	-	-	-	-	-	-	-	-	-	PC \rightarrow -(SP); address \rightarrow PC	Branch to subroutine (8 or 16-bit \pm offset)
BTST	B L	Dn,d #n,d	---*---	e ¹	-	d	d	d	d	d	d	d	d	d	s	$\text{NOT}(\text{bit } Dn \text{ of } d) \rightarrow Z$ $\text{NOT}(\text{bit } \#n \text{ of } d) \rightarrow Z$	Set Z with state of specified bit in d Leave the bit in d unchanged
CHK	W	s,Dn	-*UUU	e	-	s	s	s	s	s	s	s	s	s	s	if $Dn < 0$ or $Dn > s$ then TRAP	Compare Dn with 0 and upper bound [s]
CLR	BWL	d	-0100	d	-	d	d	d	d	d	d	d	-	-	-	$0 \rightarrow d$	Clear destination to zero
CMP ⁴	BWL	s,Dn	-*****	e	s ⁴	s	s	s	s	s	s	s	s	s	s ⁴	set CCR with $Dn - s$	Compare Dn to source
CMPA ⁴	WL	s,An	-*****	s	e	s	s	s	s	s	s	s	s	s	s	set CCR with $An - s$	Compare An to source
CMPI ⁴	BWL	#n,d	-*****	d	-	d	d	d	d	d	d	d	-	-	s	set CCR with $d - \#n$	Compare destination to #n
CMPP ⁴	BWL	(Ay),-(Ax)+	-*****	-	-	-	e	-	-	-	-	-	-	-	-	set CCR with $(Ax) - (Ay)$	Compare (Ax) to (Ay); Increment Ax and Ay
DBcc	W	Dn,address ²	-----	-	-	-	-	-	-	-	-	-	-	-	-	if cc false then { $Dn-1 \rightarrow Dn$ if $Dn < -1$ then addr \rightarrow PC }	Test condition, decrement and branch (16-bit \pm offset to address)
DIVS	W	s,Dn	-***0	e	-	s	s	s	s	s	s	s	s	s	s	$\pm 32\text{bit } Dn / \pm 16\text{bit } s \rightarrow \pm Dn$	$Dn = [16\text{-bit remainder}, 16\text{-bit quotient}]$
DIVU	W	s,Dn	-***0	e	-	s	s	s	s	s	s	s	s	s	s	$32\text{bit } Dn / 16\text{bit } s \rightarrow Dn$	$Dn = [16\text{-bit remainder}, 16\text{-bit quotient}]$
EOR ⁴	BWL	Dn,d	-**00	e	-	d	d	d	d	d	d	d	-	-	s ⁴	$Dn \text{ XOR } d \rightarrow d$	Logical exclusive OR Dn to destination
EORI ⁴	BWL	#n,d	-**00	d	-	d	d	d	d	d	d	d	-	-	s	$\#n \text{ XOR } d \rightarrow d$	Logical exclusive OR #n to destination
EORI ⁴	B	#n,CCR	=====	-	-	-	-	-	-	-	-	-	-	-	s	$\#n \text{ XOR CCR} \rightarrow \text{CCR}$	Logical exclusive OR #n to CCR
EORI ⁴	W	#n,SR	=====	-	-	-	-	-	-	-	-	-	-	-	s	$\#n \text{ XOR SR} \rightarrow \text{SR}$	Logical exclusive OR #n to SR (Privileged)
EXG	L	Rx,Ry	-----	e	e	-	-	-	-	-	-	-	-	-	-	register \leftrightarrow register	Exchange registers (32-bit only)
EXT	WL	Dn	-**00	d	-	-	-	-	-	-	-	-	-	-	-	$Dn.B \rightarrow Dn.W \mid Dn.W \rightarrow Dn.L$	Sign extend (change .B to .W or .W to .L)
ILLEGAL			-----	-	-	-	-	-	-	-	-	-	-	-	-	PC \rightarrow -(SSP); SR \rightarrow -(SSP)	Generate Illegal Instruction exception
JMP		d	-----	-	-	d	-	-	d	d	d	d	d	d	-	$\uparrow d \rightarrow \text{PC}$	Jump to effective address of destination
JSR		d	-----	-	-	d	-	-	d	d	d	d	d	d	-	PC \rightarrow -(SP); $\uparrow d \rightarrow \text{PC}$	push PC, jump to subroutine at address d
LEA	L	s,An	-----	-	e	s	-	-	s	s	s	s	s	s	-	$\uparrow s \rightarrow An$	Load effective address of s to An
LINK		An,#n	-----	-	-	-	-	-	-	-	-	-	-	-	-	$An \rightarrow \text{-(SP)}; SP \rightarrow An;$ $SP + \#n \rightarrow SP$	Create local workspace on stack (negative n to allocate space)
LSL	BWL	Dx,Dy	***0*	e	-	-	-	-	-	-	-	-	-	-	-		Logical shift Dy, Dx bits left/right
LSR	BWL	#n,Dy		d	-	-	-	-	-	-	-	-	-	-	s		Logical shift Dy, #n bits L/R (#n: 1 to 8)
MOVE ⁴	BWL	s,d	-**00	e	s ⁴	e	e	e	e	e	e	e	s	s	s ⁴	$s \rightarrow d$	Move data from source to destination
MOVE	W	s,CCR	=====	s	-	s	s	s	s	s	s	s	s	s	s	$s \rightarrow \text{CCR}$	Move source to Condition Code Register
MOVE	W	s,SR	=====	s	-	s	s	s	s	s	s	s	s	s	s	$s \rightarrow \text{SR}$	Move source to Status Register (Privileged)
MOVE	W	SR,d	-----	d	-	d	d	d	d	d	d	d	-	-	-	$\text{SR} \rightarrow d$	Move Status Register to destination
MOVE	L	USP,An	-----	-	d	-	-	-	-	-	-	-	-	-	-	$\text{USP} \rightarrow An$	Move User Stack Pointer to An (Privileged)
		An,USP	-----	-	s	-	-	-	-	-	-	-	-	-	-	$An \rightarrow \text{USP}$	Move An to User Stack Pointer (Privileged)
	BWL	s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(iAn)	(iAn,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n		

Opcode	Size	Operand	CCR	Effective Address s=source, d=destination, e=either, i=displacement													Operation	Description
	BWL	s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(i,An)	(i,An,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n			
MOVEA ⁴	WL	s,An	-----	s	e	s	s	s	s	s	s	s	s	s	s	s	s → An	Move source to An (MOVE s,An use MOVEA)
MOVEM ³	WL	Rn-Rn,d s,Rn-Rn	-----	-	-	d	-	d	d	d	d	d	-	-	-	-	Registers → d s → Registers	Move specified registers to/from memory (W source is sign-extended to .L for Rn)
MOVEP	WL	Dn,(i,An) (i,An),Dn	-----	s	-	-	-	-	d	-	-	-	-	-	-	-	Dn → (i,An)...(i+2,An)...(i+4,A. (i,An) → Dn...(i+2,An)...(i+4,A.	Move Dn to/from alternate memory bytes (Access only even or odd addresses)
MOVEQ ⁴	L	#n,Dn	-***00	d	-	-	-	-	-	-	-	-	-	-	-	s	#n → Dn	Move sign extended 8-bit #n to Dn
MULS	W	s,Dn	-***00	e	-	s	s	s	s	s	s	s	s	s	s	s	±16bit s * ±16bit Dn → ±Dn	Multiply signed 16-bit; result: signed 32-bit
MULU	W	s,Dn	-***00	e	-	s	s	s	s	s	s	s	s	s	s	s	16bit s * 16bit Dn → Dn	Multiply unsg'd 16-bit; result: unsg'd 32-bit
NBCD	B	d	*U*U*	d	-	d	d	d	d	d	d	d	-	-	-	-	0 - d ₁₀ - X → d	Negate BCD with eXtend, BCD result
NEG	BWL	d	*****	d	-	d	d	d	d	d	d	d	-	-	-	-	0 - d → d	Negate destination (2's complement)
NEGX	BWL	d	*****	d	-	d	d	d	d	d	d	d	-	-	-	-	0 - d - X → d	Negate destination with eXtend
NOP			-----	-	-	-	-	-	-	-	-	-	-	-	-	-	None	No operation occurs
NOT	BWL	d	-***00	d	-	d	d	d	d	d	d	d	-	-	-	-	NOT(d) → d	Logical NOT destination (1's complement)
OR ⁴	BWL	s,Dn Dn,d	-***00	e	-	s	s	s	s	s	s	s	s	s	s	s ⁴	s OR Dn → Dn Dn OR d → d	Logical OR (ORI is used when source is #n)
ORI ⁴	BWL	#n,d	-***00	d	-	d	d	d	d	d	d	d	-	-	-	s	#n OR d → d	Logical OR #n to destination
ORI ⁴	B	#n,CCR	=====	-	-	-	-	-	-	-	-	-	-	-	-	s	#n OR CCR → CCR	Logical OR #n to CCR
ORI ⁴	W	#n,SR	=====	-	-	-	-	-	-	-	-	-	-	-	-	s	#n OR SR → SR	Logical OR #n to SR (Privileged)
PEA	L	s	-----	-	-	s	-	-	s	s	s	s	s	s	s	-	↑s → -(SP)	Push effective address of s onto stack
RESET			-----	-	-	-	-	-	-	-	-	-	-	-	-	-	Assert RESET Line	Issue a hardware RESET (Privileged)
ROL	BWL	Dx,Dy #n,Dy	-***0*	e	-	-	-	-	-	-	-	-	-	-	-	-		Rotate Dy, Dx bits left/right (without X) Rotate Dy, #n bits left/right (#n: 1 to 8) Rotate d 1-bit left/right (W only)
ROXL	BWL	Dx,Dy #n,Dy	***0*	e	-	-	-	-	-	-	-	-	-	-	-	-		Rotate Dy, Dx bits L/R, X used then updated Rotate Dy, #n bits left/right (#n: 1 to 8) Rotate destination 1-bit left/right (W only)
ROXR	W	d		-	-	d	d	d	d	d	d	d	-	-	-	-		
RTE			=====	-	-	-	-	-	-	-	-	-	-	-	-	-	(SP)+ → SR; (SP)+ → PC	Return from subroutine and restore CCR
RTR			=====	-	-	-	-	-	-	-	-	-	-	-	-	-	(SP)+ → CCR; (SP)+ → PC	Return from subroutine and restore CCR
RTS			-----	-	-	-	-	-	-	-	-	-	-	-	-	-	(SP)+ → PC	Return from subroutine
SBCD	B	Dy,Dx -(Ay),-(Ax)	*U*U*	e	-	-	-	-	-	-	-	-	-	-	-	-	Dx ₁₀ - Dy ₁₀ - X → Dx ₁₀ -(Ax) ₁₀ - (Ay) ₁₀ - X → -(Ax) ₁₀	Subtract BCD source and eXtend bit from destination, BCD result
Scc	B	d	-----	d	-	d	d	d	d	d	d	d	-	-	-	-	If cc is true then 1's → d else 0's → d	If cc true then d.B = 11111111 else d.B = 00000000
STOP		#n	=====	-	-	-	-	-	-	-	-	-	-	-	-	s	#n → SR; STOP	Move #n to SR, stop processor (Privileged)
SUB ⁴	BWL	s,Dn Dn,d	*****	e	s	s	s	s	s	s	s	s	s	s	s	s ⁴	Dn - s → Dn d - Dn → d	Subtract binary (SUBI or SUBQ used when source is #n. Prevent SUBQ with #n.L)
SUBA ⁴	WL	s,An	-----	s	e	s	s	s	s	s	s	s	s	s	s	s	An - s → An	Subtract address (W sign-extended to .L)
SUBI ⁴	BWL	#n,d	*****	d	-	d	d	d	d	d	d	d	-	-	-	s	d - #n → d	Subtract immediate from destination
SUBQ ⁴	BWL	#n,d	*****	d	d	d	d	d	d	d	d	d	-	-	-	s	d - #n → d	Subtract quick immediate (#n range: 1 to 8)
SUBX	BWL	Dy,Dx -(Ay),-(Ax)	*****	e	-	-	-	-	-	-	-	-	-	-	-	-	Dx - Dy - X → Dx -(Ax) - (Ay) - X → -(Ax)	Subtract source and eXtend bit from destination
SWAP	W	Dn	-***00	d	-	-	-	-	-	-	-	-	-	-	-	-	bits[31:16] ↔ bits[15:0]	Exchange the 16-bit halves of Dn
TAS	B	d	-***00	d	-	d	d	d	d	d	d	d	-	-	-	-	test d → CCR; 1 → bit7 of d	N and Z set to reflect d, bit7 of d set to 1
TRAP		#n	-----	-	-	-	-	-	-	-	-	-	-	-	-	s	PC → -(SSP); SR → -(SSP); (vector table entry) → PC	Push PC and SR, PC set by vector table #n (#n range: 0 to 15)
TRAPV			-----	-	-	-	-	-	-	-	-	-	-	-	-	-	If V then TRAP #7	If overflow, execute an Overflow TRAP
TST	BWL	d	-***00	d	-	d	d	d	d	d	d	d	-	-	-	-	test d → CCR	N and Z set to reflect destination
UNLK		An	-----	-	d	-	-	-	-	-	-	-	-	-	-	-	An → SP; (SP)+ → An	Remove local workspace from stack
	BWL	s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(i,An)	(i,An,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n			

Condition Tests (+ OR, ! NOT, ⊕ XOR; * Unsigned, ^ Alternate cc)					
cc	Condition	Test	cc	Condition	Test
T	true	I	VC	overflow clear	IV
F	false	O	VS	overflow set	V
HI ^u	higher than	I(C + Z)	PL	plus	IN
LS ^u	lower or same	C + Z	MI	minus	N
HS ^u , CC ^a	higher or same	IC	GE	greater or equal	!(N ⊕ V)
LO ^u , CS ^a	lower than	C	LT	less than	(N ⊕ V)
NE	not equal	IZ	GT	greater than	![(N ⊕ V) + Z]
EQ	equal	Z	LE	less or equal	(N ⊕ V) + Z

Revised by Peter Csaszar, Lawrence Tech University – 2004-2006

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An Address register (16/32-bit, n=0-7)
Dn Data register (8/16/32-bit, n=0-7)
Rn any data or address register
s Source, **d** Destination
e Either source or destination
#n Immediate data, **i** Displacement
BCD Binary Coded Decimal
↑ Effective address
¹ Long only; all others are byte only
² Assembler calculates offset
³ Branch sizes: **.B** or **.S** -128 to +127 bytes, **.W** or **.L** -32768 to +32767 bytes
⁴ Assembler automatically uses A, I, Q or M form if possible. Use #n.L to prevent Quick optimization

SSP Supervisor Stack Pointer (32-bit)**USP** User Stack Pointer (32-bit)**SP** Active Stack Pointer (same as A7)**PC** Program Counter (24-bit)**SR** Status Register (16-bit)**CCR** Condition Code Register (lower 8-bits of SR)**N** negative, **Z** zero, **V** overflow, **C** carry, **X** extend***** set according to operation's result, **=** set directly**-** not affected, **0** cleared, **1** set, **U** undefined