

Contrôle S3 – Corrigé

Architecture des ordinateurs

Durée : 1 h 30

Répondre exclusivement sur le document réponse.

Exercice 1 (5 points)

Remplir le tableau présent sur le [document réponse](#). Donnez le nouveau contenu des registres (sauf le PC) et/ou de la mémoire modifiés par les instructions. **Vous utiliserez la représentation hexadécimale. La mémoire et les registres sont réinitialisés à chaque nouvelle instruction.**

Valeurs initiales : D0 = \$FFFF0010 A0 = \$00005000 PC = \$00006000
 D1 = \$10000002 A1 = \$00005008
 D2 = \$FFFFFFF0 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

Exercice 2 (4 points)

Remplissez le tableau présent sur le [document réponse](#). Donnez le résultat des additions ainsi que le contenu des bits N, Z, V et C du registre d'état.

Exercice 3 (2 points)

Soit les programmes ci-dessous. Complétez le tableau présent sur le [document réponse](#).

```

move.l  #$76543210,d1
ror.b   #4,d1
rol.l   #8,d1
ror.w   #4,d1
swap    d1
rol.w   #4,d1

```

```

move.l  #$76543210,d2
swap    d2
ror.l   #4,d2
swap    d2
ror.l   #8,d2
ror.w   #4,d2
rol.l   #8,d2

```

Exercice 4 (3 points)

Répondez aux questions sur le [document réponse](#).

Exercice 5 (6 points)

Soit le programme ci-dessous. Complétez le tableau présent sur le [document réponse](#).

```
Main      move.l  #$ff11ff,d7
next1     moveq.l #1,d1
          tst.l   d7
          bpl   next2
          moveq.l #2,d1
next2     moveq.l #1,d2
          tst.b  d7
          bmi  next3
          moveq.l #2,d2
next3     clr.l   d3
          move.l  #$fffffff,d0
loop3     addq.l  #1,d3
          subq.w  #1,d0
          bne   loop3
next4     clr.l   d4
          move.w  #$100,d0
loop4     addq.l  #1,d4
          dbra  d0,loop4      ; DBRA = DBF
next5     moveq.l #1,d5
          cmp.b  #$42,d7
          bgt   next6
          moveq.l #2,d5
next6     moveq.l #1,d6
          cmp.b  #$42,d7
          bls   quit
          moveq.l #2,d6
quit      illegal
```

EASy68K Quick Reference v1.8

<http://www.wowgwp.com/EASy68K.htm>

Copyright © 2004-2007 By: Chuck Kelly

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)	(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	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	$s + An \rightarrow An$	Add address (.W sign-extended to .L)
ADDI ⁴	BWL	#n,d	*****	d	-	d	d	d	d	d	d	d	-	-	s	s	$#n + d \rightarrow d$	Add immediate to destination
ADDQ ⁴	BWL	#n,d	*****	d	d	d	d	d	d	d	d	d	-	-	s	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	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	s	$#n \text{ AND } d \rightarrow d$	Logical AND immediate to destination
ANDI ⁴	B	#n,CCR	=====	-	-	-	-	-	-	-	-	-	-	-	s	s	$#n \text{ AND } CCR \rightarrow CCR$	Logical AND immediate to CCR
ANDI ⁴	W	#n,SR	=====	-	-	-	-	-	-	-	-	-	-	-	s	s	$#n \text{ AND } SR \rightarrow SR$	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	s		Arithmetic shift Dy #n bits L/R (#n: 1 to 8)
Bcc	BW ²	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	-	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	-	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 ²	address ²	-----	-	-	-	-	-	-	-	-	-	-	-	-	-	address \rightarrow PC	Branch always (8 or 16-bit \pm offset to addr)
BSET	B L	Dn,d #n,d	---*--	e	-	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 ²	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	-	d	d	d	d	d	d	d	d	d	-	-	$\text{NOT}(\text{bit } Dn \text{ of } d) \rightarrow Z$ $\text{NOT}(\text{bit } \#n \text{ of } d) \rightarrow Z$	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	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	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	s	set CCR with $An - s$	Compare An to source
CMPI ⁴	BWL	#n,d	-----	d	-	d	d	d	d	d	d	d	-	-	s	s	set CCR with $d - \#n$	Compare destination to #n
CMPM 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	-----	e	-	s	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	-----	e	-	s	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	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	s	$\#n \text{ XOR } d \rightarrow d$	Logical exclusive OR #n to destination
EORI ⁴	B	#n,CCR	=====	-	-	-	-	-	-	-	-	-	-	-	s	s	$\#n \text{ XOR } CCR \rightarrow CCR$	Logical exclusive OR #n to CCR
EORI ⁴	W	#n,SR	=====	-	-	-	-	-	-	-	-	-	-	-	s	s	$\#n \text{ XOR } SR \rightarrow SR$	Logical exclusive OR #n to SR (Privileged)
EXG	WL	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	-	-	$\uparrow d \rightarrow$ PC	Jump to effective address of destination
JSR		d	-----	-	-	d	-	-	d	d	d	d	d	d	-	-	PC \rightarrow -(SP); $\uparrow d \rightarrow$ 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	-----	-	-	-	-	-	-	-	-	-	-	-	-	-	$An \rightarrow$ -(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	W	#n,Dy		d	-	-	-	-	-	-	-	-	-	-	s	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 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	$s \rightarrow$ CCR	Move source to Condition Code Register
MOVE	W	s,SR	=====	s	-	s	s	s	s	s	s	s	s	s	s	s	$s \rightarrow$ SR	Move source to Status Register (Privileged)
MOVE	W	SR,d	-----	d	-	d	d	d	d	d	d	d	-	-	-	-	$SR \rightarrow d$	Move Status Register to destination
MOVE	L	USP,An	-----	-	d	-	-	-	-	-	-	-	-	-	-	-	$USP \rightarrow An$	Move User Stack Pointer to An (Privileged)
	BWL	s,d	XNZVC	Dn	An	(An)	(An)+	-(An)	(iAn)	(iAn,Rn)	abs.W	abs.L	(i,PC)	(i,PC,Rn)	#n		$An \rightarrow$ USP	Move An to User Stack Pointer (Privileged)

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)	(iAn)	(iAn,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	s → An	Move source to An (MOVE s,An use MOVEA)
MOVEM ⁴	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,An) (i,An) → Dn...(i+2,An)...(i+4,An)	Move Dn to/from alternate memory bytes (Access only even or odd addresses)
MOVEQ ⁴	L	#n,Dn	-***00	d	-	-	-	-	-	-	-	-	-	-	-	-	-	#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	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	s	16bit s * 16bit Dn → Dn	Multiply unsig'd 16-bit; result: unsig'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	s	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)
RDL	BWL	Dx,Dy	-***0*	e	-	-	-	-	-	-	-	-	-	-	-	-	-		Rotate Dy, Dx bits left/right (without X)
ROR	W	#n,Dy		d	-	-	-	-	-	-	-	-	-	-	-	s	-	Rotate Dy, #n bits left/right (#n: 1 to 8)	
	W	d		-	-	d	d	d	d	d	d	d	-	-	-	-	-	Rotate d 1-bit left/right (.W only)	
ROXL	BWL	Dx,Dy	***0*	e	-	-	-	-	-	-	-	-	-	-	-	-	-		Rotate Dy, Dx bits L/R, X used then updated
ROXR	W	#n,Dy		d	-	-	-	-	-	-	-	-	-	-	-	s	-	Rotate Dy, #n bits left/right (#n: 1 to 8)	
	W	d		-	-	d	d	d	d	d	d	d	-	-	-	-	-	Rotate destination 1-bit left/right (.W only)	
RTE			=====	-	-	-	-	-	-	-	-	-	-	-	-	-	-	(SP)+ → SR; (SP)+ → PC	Return from exception (Privileged)
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 stop processor (Privileged)	
SUB ⁴	BWL	s,Dn Dn,d	*****	e	s	s	s	s	s	s	s	s	s	s	s	s	s	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	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 ^o	higher than	I(C + Z)	PL	plus	IN
LS ^o	lower or same	C + Z	MI	minus	N
HS ^o , CC ^o	higher or same	IC	GE	greater or equal	!(N ⊕ V)
LO ^o , CS ^o	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

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, **O** cleared, **I** set, **U** undefined

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

Distributed under the GNU general public use license.

Nom : Prénom : Classe :

DOCUMENT RÉPONSE À RENDRE
Exercice 1

Instruction	Mémoire	Registre
Exemple	\$005000 54 AF 00 40 E7 21 48 C0	A0 = \$00005004 A1 = \$0000500C
Exemple	\$005008 C9 10 11 C8 D4 36 FF 88	Aucun changement
MOVE.L #\$5006, -(A2)	\$005008 C9 10 11 C8 00 00 50 06	A2 = \$0000500C
MOVE.L \$5006, -4(A2)	\$005008 C9 10 11 C8 48 C0 C9 10	Aucun changement
MOVE.B #32, (A1)+	\$005008 20 10 11 C8 D4 36 1F 88	A1 = \$00005009
MOVE.B 5(A2), 3(A2, D2.L)	\$005000 54 AF 18 1A E7 21 48 C0	Aucun changement
MOVE.L -4(A2), -16(A2, D0.W)	\$005010 D4 36 1F 88 42 1A 2D 49	Aucun changement

Exercice 2

Opération	Taille (bits)	Résultat (hexadécimal)	N	Z	V	C
\$67 + \$A8	8	\$0F	0	0	0	1
\$67 + \$A8	16	\$010F	0	0	0	0
\$FF67 + \$FFA8	16	\$FF0F	1	0	0	1
\$FFFFFF00 + \$00000100	32	\$00000000	0	1	0	1

Exercice 3

Valeurs des registres après exécution du programme. Utilisez la représentation hexadécimale sur 32 bits.	
D1 = \$60174325	D2 = \$07365421

Exercice 4

Question	Réponse
Combien de registres de donnée possède le 68000 ?	8 (D0, D1, D2, D3, D4, D5, D6, D7)
Combien de registres d'adresse possède le 68000 ?	8 (A0, A1, A2, A3, A4, A5, A6, A7)
Combien de compteurs programme possède le 68000 ?	1 (PC)
Combien de pointeurs de pile possède le 68000 ?	2 (SSP, USP)
Combien de registres d'état possède le 68000 ?	1 (SR)
Combien de modes de fonctionnement possède le 68000 ?	2 (superviseur et utilisateur)

Exercice 5

Valeurs des registres après exécution du programme. Utilisez la représentation hexadécimale sur 32 bits.		
D1 = \$00000001	D3 = \$0000FFFF	D5 = \$00000002
D2 = \$00000001	D4 = \$00000101	D6 = \$00000002