

ARM Instructions Worksheet #3

Addressing Modes

Prerequisite Reading: Chapter 4

Revised: March 26, 2020

Objectives: To use the web-based simulator ("CPULator") to better understand the four addressing modes:

1. Immediate Offset Addressing: [R1] and [R1,4]

2. Register Offset Addressing: [R1,R2] and [R1,R2,LSL 2]

3. Post-Indexed Addressing: [R1],44. Pre-Indexed Addressing: [R1,4]!

To do offline: Answer the questions that follow the listing below. (Numbers at far left are memory addresses.)

```
.syntax
                                 unified
                    .global
                                 _start
                                 0x100
                    .skip
         Array32:
                                               // uint32 t Array[4];
00000100
                    .word 0xBEEFBEEF
00000104
                    .word 0xC0DEC0DE
00000108
                    .word 0xF00DF00D
0000010C
                    .word 0xFACEFACE
                    LDR
                          R1,=Array32
                                               // *** EXECUTION STARTS HERE ***
00000110
          start:
00000114
                    LDR
                          R0,[R1]
                                               // Address provided by R1
00000118
                    LDR
                          R0,[R1,4]
                                               // Address = R1 + 4
                          R2,=8
                                               // R2 = Offset = 8
0000011C
                    LDR
00000120
                    LDR
                          R0,[R1,R2]
                                              // Address = R1 + R2
                                              // R2 = Subscript = 3
00000124
                    LDR
                          R2.=3
00000128
                    LDR
                          R0,[R1,R2,LSL 2]
                                              // Address = R1 + 4*R2
0000012C
                    LDR
                          R0,[R1],4
                                              // Address = R1; Post-Increment
00000130
                          R0,[R1,4]!
                                              // Address = R1 + 4; Pre-Increment
                    LDR
00000134 done:
                          done
                                               // infinite loop
                    .end
```

What hex <u>address</u> is copied into R1 by the LDR instruction at address 00000110 ₁₆ ?	
What hex <u>data</u> is copied from the address in R1 by the LDR at address 00000114 ₁₆ ?	
What hex \underline{data} is copied into R0 by the LDR instruction at address 00000118 ₁₆ ?	
What hex <u>address</u> did that value come from?	
What hex \underline{data} is copied into R0 by the LDR instruction at address 00000120_{16} ?	
What hex <u>address</u> did that value come from?	

	What hex $\underline{\textit{data}}$ is copied into R0 by the LDR instruction at address 00000128_{16} ?	
	What hex <u>address</u> did that value come from?	
	What hex $\underline{\textit{data}}$ is copied into R0 by the LDR instruction at address $0000012C_{16}$?	
	What hex <u>address</u> did that value come from?	
	What hex $\underline{address}$ is left in R1 by the LDR instruction at address $0000012C_{16}$?	
	What hex $\underline{\textit{data}}$ is copied into R0 by the LDR instruction at address 00000130_{16} ?	
	What hex <u>address</u> did that value come from?	
l	What hex <u>address</u> is left in R1 by the LDR instruction at address 00000130 ₁₆ ?	
	1. Click here to open a browser for the ARM instruction simulator with pre-loaded code. 2. Press Ctrl-M to open the memory display window and drag-n-drop it about halfway to 3. In the "Memory" window, enter 0x100 into the search box and press Enter to highlig the 1: Press F2 exactly 2 times to execute the first two LDR instructions. (The 3 rd LDR should be set to the search box and press Enter to highlighter 1: Press F2 exactly 2 times to execute the first two LDR instructions.	the right. ht that address for easy reference.
Su	What hex <i>address</i> is copied into R1 by the LDR instruction at address 00000110 ₁₆ ?	e nigniignieu in yenow.)
	•	
Ç¢.	What hex <u>data</u> is copied from the address in R1 by the LDR at address 00000114 ₁₆ ? Exp 2: Press F2 exactly once to execute the LDR R0, [R1,#4]	
Su	What hex <u>data</u> is copied into R0 by the LDR instruction at address 00000118_{16} ?	
	What hex <u>address</u> did that value come from?	
St	ep 3: Press F2 exactly 2 times to execute the LDR R2,=8 (MOV R2,#8) and the LDR R0,	[R1 R2]
Si	What hex <u>data</u> is copied into R0 by the LDR instruction at address 00000120_{16} ?	[11,12]
	What hex <u>address</u> did that value come from?	
Sta	ep 4: Press F2 exactly 2 times to execute the LDR R2,=3 (MOV R2,#3) and the LDR R0,[R1.R2.ISI #2]
	What hex <u>data</u> is copied into R0 by the LDR instruction at address 00000128 ₁₆ ?	
	What hex <u>address</u> did that value come from?	
Ste	ep 5: Press F2 exactly once to execute the LDR R0,[R1],#4	
	What hex <u>data</u> is copied into R0 by the LDR instruction at address 0000012C ₁₆ ?	
	What hex <u>address</u> did that value come from?	
	What hex <u>address</u> is left in R1 by the LDR instruction at address $0000012C_{16}$?	
Ste	ep 6: Press F2 exactly once to execute the LDR R0,[R1,#4]! .	
	What hex $\underline{\textit{data}}$ is copied into R0 by the LDR instruction at address 00000130_{16} ?	
	What hex <u>address</u> did that value come from?	
ļ	What hex <u>address</u> is left in R1 by the LDR instruction at address 00000130 ₁₆ ?	