Lab 0b – Introduction to Assembly

Short Description: Math, it’s what's for dinner!
Difficulty Level: 2/10
Grading: All or None

In this assignment you will be asked to write your own code. Given below is a skeleton that you should use when writing your assembly programs. Be sure to include plenty of comments and the information header at the beginning of the code.

; Name: Your Name
; BlazerID: blazers
; Program: Lab 0b
; Version: 1.0
; Date: August 23, 2008
; Description:

XD
EF
Entry, main
; we use export 'Entry' as symbol.
XREF __SEG_END_SSTACK
; symbol defined by the linker for the end of the stack

INCLUDE 'mc9s12dg256.inc'
; include derivative specific macros

MyCode: SECTION
main:
Entry:
//Your Code Here!!!!!
End

For this assignment you are asked to do some very simple math. First off you are to load five random imaginary numbers (ex. 2+5i) into memory. You should load the real portion into the first memory slot followed by the imaginary portion in the next location. For example 0x1000 would contain ‘2’ and 0x1001 would contain ‘5’. Accumulator A should contain the real portion of the answer and Accumulator B should contain the imaginary portion of the answer.

Hint: Start loading your numbers into memory at 0x1000. Ten locations will be needed, so do not go above 0x1000A.

Hint 2: Only run this in the simulator, since there is no user I/O.

Good Luck!