

## EE 308/MENG 483 – Homework 1

1. Explain what the command BF 2010 20FE AA of the D-Bug 12 monitor does. (You may need to look in the manual Reference Guide for D-Bug12.)

2. Convert your name to ASCII. For example, if your name is "Jane Smith", the answer will be become:

| J    | a    | n    | е    |      | S    | m    | i    | t    | h    |
|------|------|------|------|------|------|------|------|------|------|
| 0x4A | 0x61 | 0x6E | 0x65 | 0x20 | 0x53 | 0x6D | 0x69 | 0x74 | 0x68 |

3. Consider the following MC9S12 program:

; MC9S12 demo program

| prog:<br>data:   | equ<br>equ<br>org   | \$2000<br>\$1000<br>prog                          | ; Starting address from program<br>; Starting address for data<br>; Set initial program counter value  |
|--|---|---|--|
|  | ldaa<br>adda<br>adda<br>adda<br>asra<br>asra<br>staa<br>swi | input1<br>input2<br>input3<br>input4<br>average ; | ; A =<br>; A =   |
| input1: dc.b<br>input2: dc.b<br>input3: dc.b<br>input4: dc.b<br>average: | org<br>\$2C<br>\$3F<br>\$42<br>\$35<br>ds.b                 | data<br>1   | ; Put data starting at this location<br>; First number<br>; Second number<br>; Third number<br>; Fourth number<br>; Reserve one byte for results |

What is the value of Register A after each instruction of the program has executed? (e.g., after the instruction ldaa input1, Register A will have a 0x2C in it.) You do not need to consider the swi instruction.

4. What is the addressing mode for each of the following instructions:

• ldaa input4

• asra

5. What are the address of RAM in the MC9S12 which are available to you for your program and data?