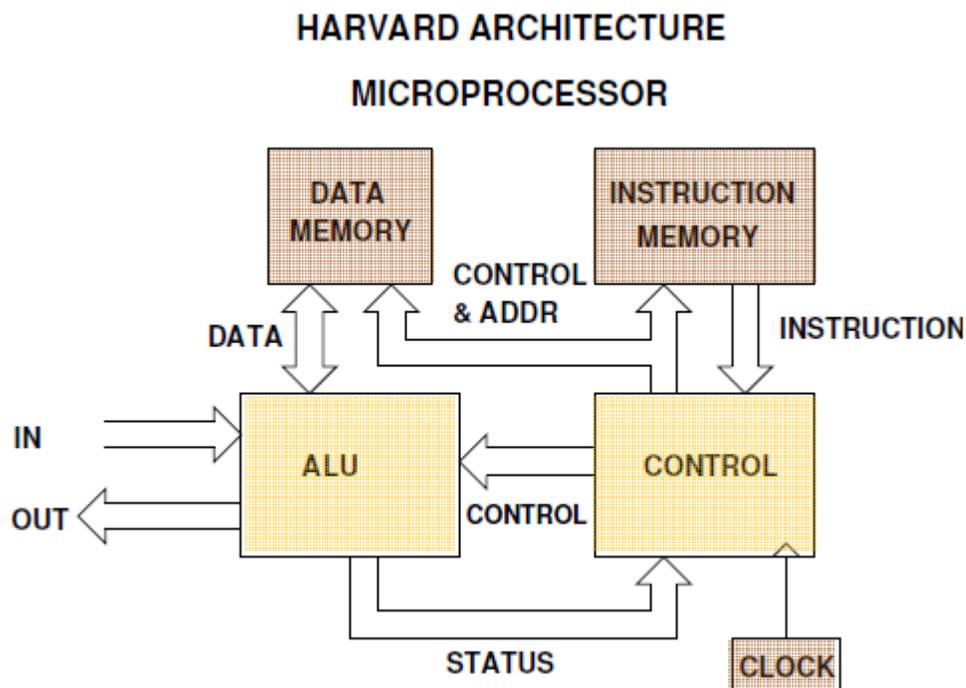
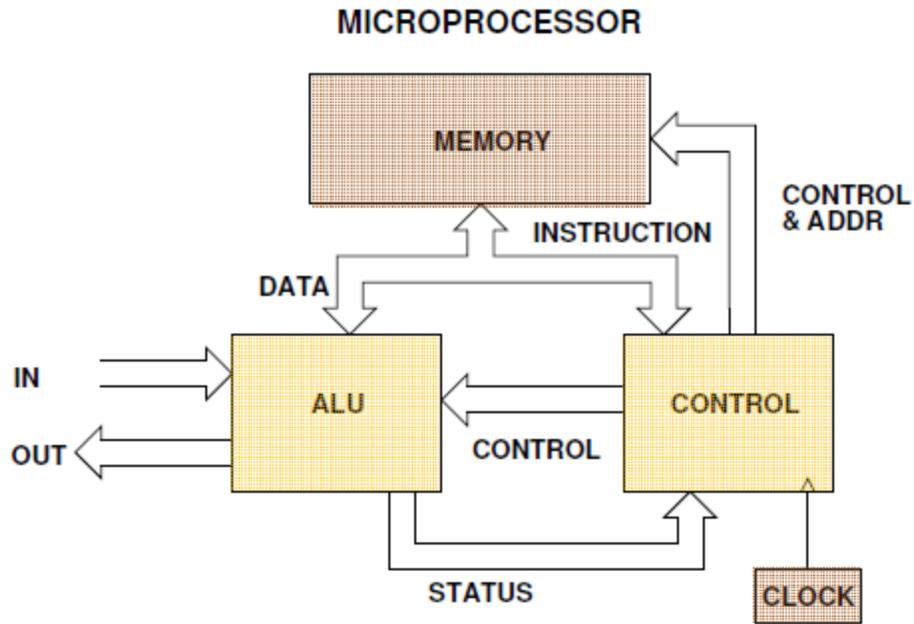


- **Introduction to the 9S12 Microcontroller**

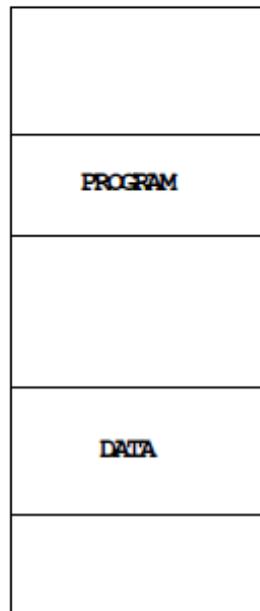
- Harvard architecture and Princeton architecture
- Memory map for a Princeton architecture microprocessor
- 68HC12 Address Space
- 68HC12 ALU
- 68HC12 Programming Model
- Some 9S12 Instructions Needed for Lab 1
- A Simple Assembly Language Program
- Assembling an Assembly Language Program



PRINCETON (VON NEUMAN) ARCHITECTURE



**MEMORY MAP
 (Princeton Architecture)**

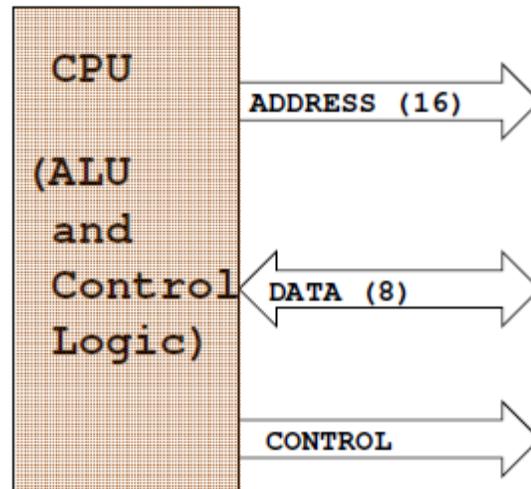


Function of memory determined by programmer

MC9S12 Address Space

- MC9S12 has 16 address lines
- MC9S12 can address 2^{16} distinct locations
- For MC9S12, each location holds one byte (eight bits)
- MC9S12 can address 2^{16} bytes
- $2^{16} = 65536$
- $2^{16} = 2^6 \times 2^{10} = 64 \times 1024 = 64 \text{ KB}$
- ($1\text{K} = 2^{10} = 1024$)
- MC9S12 can address 64 KB
- Lowest address: $0000000000000000_2 = 0000_{16} = 0_{10}$
- Highest address: $1111111111111111_2 = \text{FFFF}_{16} = 65535_{10}$

Simplified MC9S12 Address and Data Bus



MEMORY TYPES

RAM: Random Access Memory (can read and write)

ROM: Read Only Memory (programmed at factory)

PROM: Programmable Read Only Memory
(Programmed once at site)

EPROM: Erasable Programmable Read Only Memory
(Program at site, can erase using UV light and reprogram)

EEPROM: Electrically Erasable Programmable Read Only
Memory
(Program and erase using voltage rather than UV light)

MC9S12 has:

12 KB RAM

4 KB EEPROM (Normally can only access 3 KB)

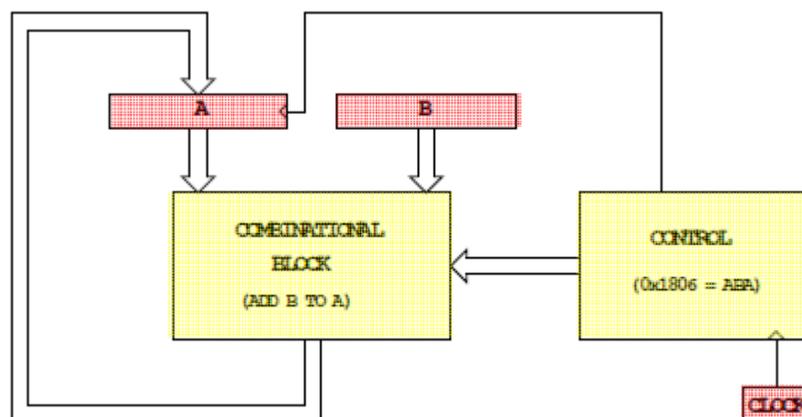
256 KB Flash EEPROM (Can access 16 KB at a time)

MC9S12 Address Space

0x0000	Registers (Hardware)	1 K Byte (Covers 1 K Byte of EEPROM)
0x03FF		
0x0400	User EEPROM	3 K Bytes
0x0FFF		
0x1000	User RAM	11 K Bytes
0x3BFF		
0x3C00	D-Bug 12 RAM	1 K Bytes
0x3FFF		
0x4000	Fixed Flash EEPROM	16k Bytes
0x7FFF		
0x8000	Banked Flash EEPROM	16k Bytes
0xBFFF		
0xC000	Fixed Flash EEPROM (D-Bug 12)	16k Bytes
0xFFFF		

MC9S12 ALU

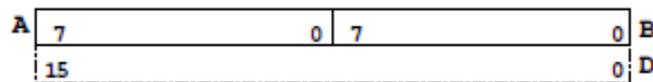
- Arithmetic Logic Unit (ALU) is where instructions are executed.
- Examples of instructions are arithmetic (add, subtract), logical (bitwise AND, bitwise OR), and comparison.
- MC9S12 has two 8-bit registers for executing instructions. These registers are called **A** and **B**.
- For example, the MC9S12 can add the 8-bit number stored in **B** to the eight-bit number stored in **A** using the instruction **ABA** (**add B to A**):



When the control unit sees the sixteen-bit number **0x1806**, it tells the ALU to **add B to A**, and **store the result into A**.

MC9S12 Programming Model

- A Programming Model details the registers in the ALU and control unit which a programmer needs to know about to program a microprocessor.
- Registers **A** and **B** are part of the programming model. Some instructions treat **A** and **B** as a sixteen-bit register called **D** for such things as adding two sixteen-bit numbers. Note that **D** is the same as **A** and **B**.



- The MC9S12 can work with 8-bit numbers (bytes) and 16-bit numbers (words).
- The size of word the MC9S12 uses depends on the instruction. For example, the instruction **LDAA** (Load Accumulator A) **puts a byte into A**, and **LDD** (Load Double Accumulator) **puts a word into D**.

Some MC9S12 Instructions Needed for Lab 1

LDAA address puts the byte contained in memory at address into A

STAA address puts the byte contained in A into memory at address

STAB address puts the byte contained in B into memory at address

ADDA address adds the byte in memory address to A, and save result in A

CLRB clears B ($0 \Rightarrow B$)

INCA adds 1 to A ($(A) + 1 \rightarrow A$)

DECB decrements B by 1 ($(B) - 1 \rightarrow B$)

LSRA shifts A right by one bit (puts 0 into MSB)
This divides an unsigned byte by 2

ASRA shifts A right by one bit (keep MSB the same)
This divides a signed byte by 2

SWI Software Interrupt (Used to end all our MC9S12 programs)

A Simple MC9S12 Program

- All programs and data must be placed in memory between address **0x1000** and **0x3BFF**. For our short programs we will put the first instruction at **0x2000**, and the first data byte at **0x1000**.

- Consider the following program:

```
ldaa $1000      ; Put contents of memory at 0x1000 into A  
inca           ; Add one to A  
staa $1001     ; Store the result into memory at 0x1001  
swi           ; End program
```

- If the first instruction is at address 0x2000, the following bytes in memory will tell the MC9S12 to execute the above program:

Address	Value	Instruction
0x2000	B6	ldaa \$1000
0x2001	10	
0x2002	00	
0x2003	42	inca
0x2004	7A	staa \$1001
0x2005	10	
0x2006	01	
0x2007	3F	swi

- If the contents of address 0x1000 were 0xA2, the program would put a 0xA3 into address 0x1001.

A Simple Assembly Language Program

- It is difficult for humans to remember the numbers (*op codes*) for computer instructions. It is also hard for us to keep track of the addresses of numerous data values. Instead we use words called *mnemonics* to represent instructions, and *labels* to represent addresses, and let a computer programmer called **an assembler** to convert our program to binary numbers (*machine code*).
- Here is an assembly language program to implement the previous program:

```
prog:      equ  $2000      ; Start program at 0x2000
data:     equ  $1000      ; Data value at 0x1000

           org  prog

           ldaa input
           inca
           staa result
           swi

           org  data      ; Start of data
input:    dc.b  $A2
result:   ds.b  1
```

- We would put this code into a file and give it a name, such as **main.asm** (assembly language programs usually have the extension .s or .asm).
- Note that **equ**, **org**, **dc.b** and **ds.b** (define constant byte and define storage byte) are not instructions for the MC9S12 but are directives to the assembler which makes it possible for us to write assembly language programs. They are called *assembler directives* or *psuedo-ops*. For example the psuedo-op **org** tells the assembler that the starting address (origin) of our program should be 0x2000.

Assembling an Assembly Language Program

- A computer program called an assembler can convert an assembly language program into machine code.
- The assembler we use in class is a commercial compiler from Freescale called CodeWarrior (with Eclipse IDE) .
- How to use CodeWarrior is discussed in Lab 1 and in Huang (Section 3.8).
- The assembler will produce a file called **main.lst**, which shows the machine code generated.

Freescale HC12-Assembler
(c) Copyright Freescale 1987-2009

Abs.	Rel.	Loc	Obj. code	Source line
----	----	-----	-----	-----
1	1			
2	2	0000 2000		prog equ \$2000 ; Start program at 0x2000
3	3	0000 1000		data equ \$1000 ; Data value at 0x1000
4	4			
5	5			org prog
6	6			
7	7	a002000 B610 00	ldaa input	
8	8	a002003 42	inca	
9	9	a002004 7A10 01	staa result	
10	10	a002007 3F	swi	
11	11			
12	12			org data
13	13	a001000 A2	input: dc.b \$A2	
14	14	a001001	result: ds.b 1	

- This will produce a file called Project.abs.s19 which we can load into the MC9S12.

```
S06B0000433A5C446F63756D656E747320616E642053657474696E6773
S1051000A20048
S10B2000B61000427A10013F02
S9030000FC
```

- The first line of the S19 file starts with a S0: the **S0** indicates that it **is the first line**.
 - This first line is just for information; it does not contain code which is loaded into the MC9S12
 - The S0 line generated by CodeWarrior is so long that it confuses the MC9S12 Dbug-12 monitor. You will need to delete it before loading the S19 file into the MC9S12.
- The last line of the S19 file starts with a S9: the **S9** indicates that it **is the last line**.
- The other lines begin with a S1: the **S1** indicates these lines **are data** to be loaded into the MC9S12 memory.
- Here is the second line (with some spaces added):

```
S1 0B 2000 B6 1000 42 7A 1001 3F 02
```

- On the second line, the S1 is followed by a **0B**. This tells the loader that there this line has 11 (0x0B) bytes of data follow.
- The count 0B is followed by **2000**. This tells the loader that the data (program) should be put into memory starting with address 0x2000.

- The next 16 hex numbers B61000427A10013F are the 8 bytes to be loaded into memory. You should be able to find these bytes in the **main.lst** file.
- The last two hex numbers, **0x02**, is a one byte checksum, which the loader can use to make sure the data was loaded correctly.

What will this program do?

Freescale HC12-Assembler

(c) Copyright Freescale 1987-2009

Abs.	Rel.	Loc	Obj. code	Source line
1	1			
2	2	0000 2000		prog equ \$2000 ; Start program at 0x2000
3	3	0000 1000		data equ \$1000 ; Data value at 0x1000
4	4			
5	5			org prog
6	6			
7	7	a002000 B610 00		ldaa input
8	8	a002003 42		inca
9	9	a002004 7A10 01		staa result
10	10	a002007 3F		swi
11	11			
12	12			org data
13	13	a001000 A2		input: dc.b \$A2
14	14	a001001		result: ds.b 1

- `ldaa input` : Load contents of 0x1000 into A
(0xA2 into A)
- `inca`: Increment A
(0xA2 + 1 = 0xA3 → A)
- `staa result` : Store contents of A to address 0x1001
(0xA3 → adress 0x1001)