



## Recap

**Programmer must keep track of format**  
**Precision, decimal digits, basis, ASCII**  
**Unsigned, signed (2's complement)**  
**Big and little endian**

## Overview

**Architecture, registers**  
**Addressing Modes**  
**Memory Allocation**

## Architecture: how pieces are connected together

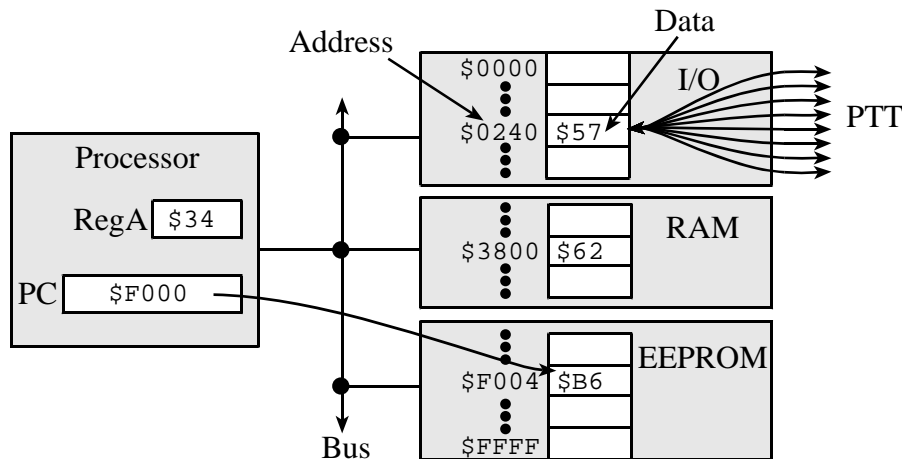


Figure 2.3. The memory model of a simplified 9S12 computer.

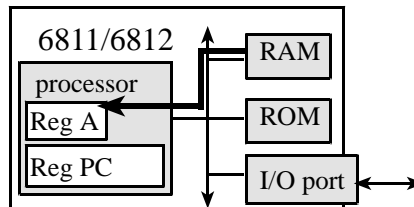
## To clarify operations that read/write memory,

= [U] specifies an 8-bit read from address U

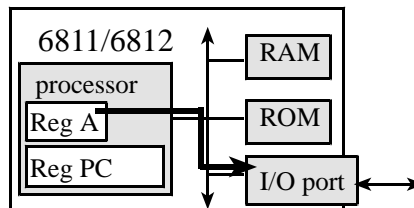
- = {U} specifies a 16-bit read from addresses U, U+1  
(most significant byte first)
- [U] = specifies an 8-bit write to address U
- {U} = specifies a 16-bit write to address addresses U, U+1  
(most significant byte first)

```

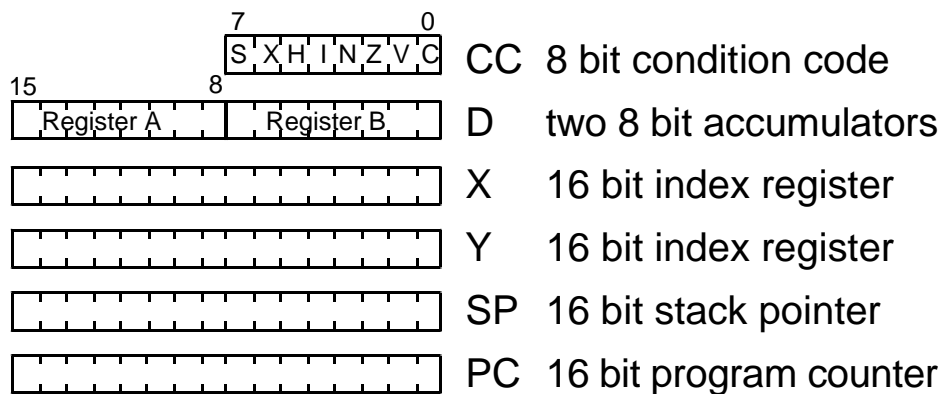
ldaa #w ;RegA=w
ldaa U ;RegA=[U]
staa U ;[U]=RegA
bra U ;PC=U
    
```



*The ldaa \$3800 instruction reads data from memory*



*The staa PTT instruction stores*



## 2.4. Simplified 9S12 Machine Language Execution

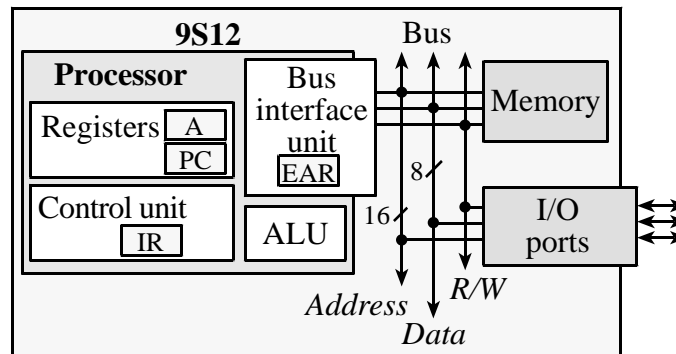


Figure 2.6. Block diagram of a simplified 9S12 computer.

Phase	Function	R/W	Address	Comment
1	Op code fetch	read	PC++	Put op code into IR
	Operand fetch	read	PC++	Immediate or calculate EA
2	Decode instruction	none		Figure out what to do
3	Evaluation address	none		Determine EAR
4	Data read	read	SP,EAR	Data passes through ALU,
5	Free cycle	read	PC/SP/\$FFFF	ALU operations, set CCR
6	Data store	write	SP,EAR	Results stored in memory

```

org $F000
main clra ;RegA=0 inherent mode
      ldaa #36 ;RegA=36 immediate mode
      ldaa $32 ;RegA=[$0032] direct page mode
      ldaa $3800 ;RegA=[$3800] extended mode
      bra main ;PC=$F000 PC-relative mode
      org $FFFE
      fdb main
    
```

### 2.5.1. Inherent addressing mode

**Action:** Start TExaS, new UC (see PC, A), new RTF  
Copy paste program, assemble

**Observe:** See listing file, compare to Figure 2.7

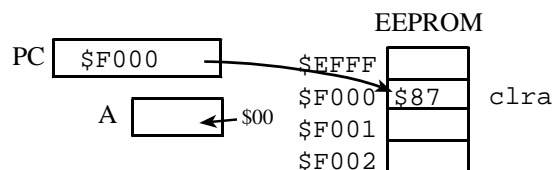


Figure 2.7. Example of the inherent addressing mode (before execution).

**Action: Single step**

Opcode fetch R 0xF000 0x87 from EEPROM Phase 1

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### 2.5.2. Immediate addressing mode

**Observe: See listing file, compare to Figure 2.8**

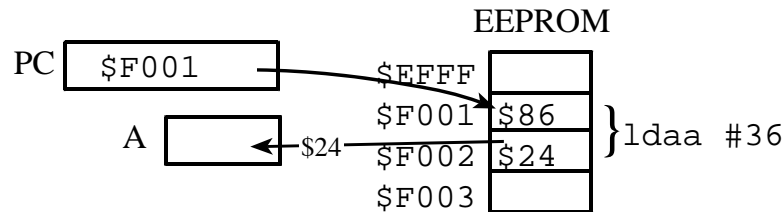


Figure 2.8. Example of the immediate addressing mode (before execution).

**Action: Single step**

Opcode fetch R 0xF001 0x86 from EEPROM Phase 1

Operand fetch R 0xF002 0x24 from EEPROM Phase 1

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### 2.5.3. Direct addressing mode

**Observe: See listing file, compare to Figure 2.9**

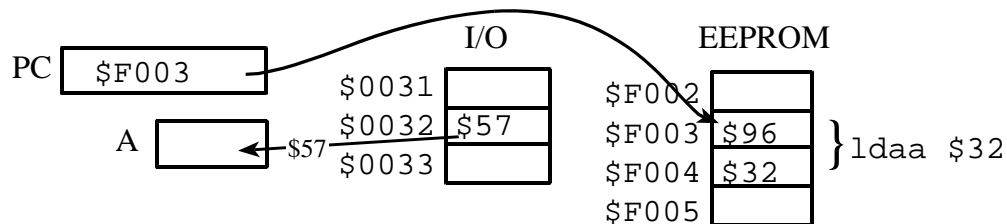


Figure 2.9. Example of the direct-page addressing mode (before execution).

**Action: Single step**

Opcode fetch R 0xF003 0x96 from EEPROM Phase 1

Operand fetch R 0xF004 0x32 from EEPROM Phase 1

Fetch using EARR 0x0032 0x57 from I/O Phase 4

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### 2.5.4. Extended addressing mode

**Observe: See listing file, compare to Figure 2.10**

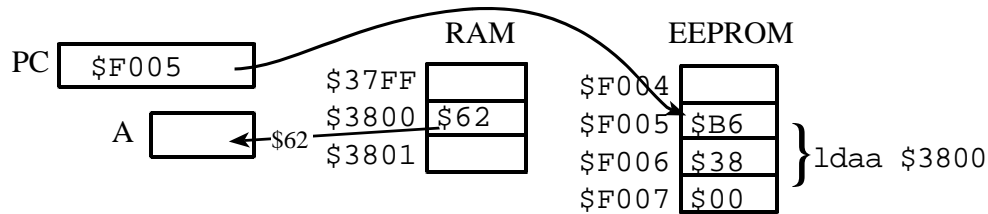


Figure 2.10. Example of the extended addressing mode (before execution).

### Action: Single step

Opcode fetch	R	0xF005	0xB6	from EEPROM	Phase 1
Operand fetch	R	0xF006	0x38	from EEPROM	Phase 1
Operand fetch	R	0xF007	0x00	from EEPROM	Phase 1
Fetch using EARR		0x3800	0x62	from RAM	Phase 4

### 2.5.5. PC relative addressing mode

**Observe:** See listing file, look at bra main

### Action: Single step

Opcode fetch	R	0xF008	0x20	from EEPROM	Phase 1
Operand fetch	R	0xF009	0xF6	from EEPROM	Phase 1

## The bottom line

**Computers execute one instruction at a time**

- Fetch opcode and all operands, PC++ each time**
- Decide what to do (decode)**
- Determine EARR**
- Read data from memory if needed**
- Perform operation as needed, sets CCR**
- Write data to memory if needed**

**Addressing mode specifies how data is obtained**

- How to calculate EARR**

**Inherent (data is not needed or implied)**

**Immediate (data in the operand)**

**Direct (8-bit address into memory)**

**Extended (16-bit address into memory)  
PC relative ( $PC=PC+rr$ )**