EE 306, Fall, 2006
Yale Patt, Instructor
Exam 2, November 15, 2006

Name:________________________________________

Problem 1 (15 points):________
Problem 2 (10 points):________
Problem 3 (15 points):________
Problem 4 (20 points):________
Problem 5 (20 points):________
Problem 6 (20 points):________
Total (100 points):________________

Note: Please be sure that your answers to all questions (and all supporting work that is required) are contained in the space provided.

Note: Please be sure your name is written legibly on each sheet of the exam.

I will not cheat on this exam.

________________________________________
Signature

GOOD LUCK!
Problem 1 (15 points)

Part a (5 points): An Assembly Language program contains the instruction `ADD R1, R2, #25`. What will the Assembler produce as a result?

Answer:

Part b (5 points): An LC-3 machine language program contains the instruction:

```
0 0 0 0 1 1 1 1 1 1 1 1 1 1 1 1
```

The PC contains the address of this instruction. What will the LC-3 computer do? Be careful. This question will require a little thought. The answer “The computer will execute the above instruction” will earn zero points.

Answer:

Part c (5 points): The HC-1 (Humongous Computer) has N different opcodes, 100 registers, and supports `operate` instructions just like the LC-3. It also allows immediate operands in the “style” of the LC-3, expressing values between -512 and +511. What is the maximum value for N if an instruction is 4 bytes long? Please show your work.

Answer:
Problem 2 (10 points)

The following program is assembled and loaded into the LC3 simulator. Before execution, a breakpoint is set at the TRAP x25 instruction. The run button is pressed. What is the value of R1 when the breakpoint is reached?

```
.ORIG x3000
LD   R0, A
AND  R1, R1, #0
STR  R1, R0, #3
ADD  R1, R1, #5
TRAP x25
A    .FILL x3000
.END
```

Answer: 3
Problem 3 (15 points)

The figure below shows some of the digital logic associated with an implementation of the LC-3 computer.

Part a (3 points): What information is provided by the signal labeled X in the diagram (in ten words or fewer, please)?

Answer:

Part b (3 points): What information is provided by the signal labeled Y in the diagram (in ten words or fewer, please)? Note that this signal depends on both the output of the AND gate and the output of the combinational logic block.

Answer:

Part c (3 points): Identify the three inputs labeled A, B, and C in the space provided.

Part d (6 points): Design the combinational logic (inside the block shown) that is necessary for the signal Y to act as required by the LC-3.
Problem 4 (20 points)

Part a (5 points): Generate the symbol table for the program below. You may not need all of the spaces provided.

```assembly
.ORIG x3000
JSR A
BR END
A LD R0, LF
TRAP x21
LEA R0, EE306
TRAP x22
LEA R0, AWE
TRAP x22
ADD R7, R7, #-1
RET
END TRAP x25
EE306 .STRINGZ "EE306 IS"
AWE .STRINGZ " AWESOME!"
BUFFER .BLKW 3
LF .FILL x0A
.END
```

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>.ORIG</td>
<td>x3000</td>
</tr>
<tr>
<td>JSR</td>
<td>A</td>
</tr>
<tr>
<td>BR</td>
<td>END</td>
</tr>
<tr>
<td>A</td>
<td>LD R0, LF</td>
</tr>
<tr>
<td>TRAP</td>
<td>x21</td>
</tr>
<tr>
<td>LEA</td>
<td>R0, EE306</td>
</tr>
<tr>
<td>TRAP</td>
<td>x22</td>
</tr>
<tr>
<td>LEA</td>
<td>R0, AWE</td>
</tr>
<tr>
<td>TRAP</td>
<td>x22</td>
</tr>
<tr>
<td>ADD</td>
<td>R7, R7, #-1</td>
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<tr>
<td>RET</td>
<td></td>
</tr>
<tr>
<td>END</td>
<td>TRAP x25</td>
</tr>
<tr>
<td>EE306</td>
<td>.STRINGZ &quot;EE306 IS&quot;</td>
</tr>
<tr>
<td>AWE</td>
<td>.STRINGZ &quot; AWESOME!&quot;</td>
</tr>
<tr>
<td>BUFFER</td>
<td>.BLKW 3</td>
</tr>
<tr>
<td>LF</td>
<td>.FILL x0A</td>
</tr>
<tr>
<td>.END</td>
<td></td>
</tr>
</tbody>
</table>

Part b (15 points): What does this program output? Be specific. Also, be careful.

Answer:
Problem 5 (20 points)

In Problem set 5, you were asked to write the subroutine **BIN_GET** which inputs a binary number entered from the keyboard and stores the zero extended value into R0. The program below calls the subroutine **MOD_BIN_GET** which in addition to storing the zero extended value in R0, also stores the total number of bits entered into R1. For example, if the user types 10010, R0 would contain 0000000000010010, and R1 would contain the value 5. Assume the user types from 1 to 16 binary digits.

After calling the **MOD_BIN_GET** subroutine, the program below sign extends the value that the user entered from the keyboard and stores the result in R0. However, a few instructions have been left out. Your job: complete the program. Note: Each box corresponds to 1 missing instruction.
Problem 6 (20 points)

A program executing on the LC-3 computer encounters a breakpoint set at address x3500, and halts. The computer operator does not change the state of the computer in any way, but immediately presses the run button to resume execution.

The table below shows the contents of MAR and MDR for the first six memory accesses that the LC-3 performs after resuming execution.

Your job: Fill in the missing entries.

<table>
<thead>
<tr>
<th>MAR</th>
<th>MDR</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st:</td>
<td>x3500</td>
</tr>
<tr>
<td>2nd:</td>
<td></td>
</tr>
<tr>
<td>3rd:</td>
<td></td>
</tr>
<tr>
<td>4th:</td>
<td></td>
</tr>
<tr>
<td>5th:</td>
<td></td>
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<td>6th:</td>
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