(5) Question 1. The format is 8-bit signed. What is the hexadecimal representation of the value -60? First way using basis. -128 needed -60+128 = 68, 64 needed 68-64 = 4, 4 needed. Binary is 11000200, which is \$C4. Second way, first calculate +60 = 32+16+8+4, which in binary is 00111100. Next complement 11000011, then add one 11000100 = \$C4. (5) Question 2. Which of the following techniques can be used to handle the problem of overflow? E) Implement ceiling and floor. G) Use promotion. (5) Question 3. Consider the following two instructions ldab #250 subb #-2To determine the overflow (V) bit, first convert both to signed -128 to +127ldab #-6 subb #-2 -6 – (-2) is -4, so V=0 To determine the carry (C) bit, first convert both to unsigned 0 to +255 ldab #250 subb #254 250-254 is -4, so C=1 (10) Question 4. For the circuit, see Figure 2.17 (b). The desired operating point is 2.6V at 10 mA.  $R = \frac{5 - V_d - V_{OL}}{L_a} = \frac{5 - 2.6 - 0.4}{0.01} = 200\Omega$ 

(10) Question 5. \$0008 is pushed first, \$4009 is the return address. Both numbers are big endian

\$3FFC = \$40 <= SP \$3FFD = \$09 \$3FFE = \$00

Part b) The subroutine will be executed **4 times** because Y is pulled, allowing the action caused by **dex**.) (5) **Ouestion 6.** Fetch all machine bytes, then store D to memory. The effective address of **4**  $\cdot$  **x** is X+4.

(b) Question 6.1 etch an machine bytes, then store D to memory. The effective address of 47% is X14.					
R/W	Addr	Data	Changes to D,X,Y,S,PC,IR,EAR		
R	\$4000	\$6C	IR = \$6C, PC = \$4001		
R	\$4001	\$04	EAR = \$2004, PC = \$4002		
W	\$2004	\$11	(RegD and RegX are not changed)		
W	\$2005	\$22			

(20) Question 7. Write an assembly code that waits until the switch at PP1 is pressed.

(I) Quebeo	(20) Question nº write an assembly code that while and the switch at 111 is pressed.					
Wait ldaa	PTP	Wait brclr	PTP,#\$02,Wait			
anda	#\$02					
beq	Wait					

## (20) Question 8. Write assembly code that increments all numbers of the buffer

	ldx	#Buffer	;pointer		ldx	#Buffer	;pointer
loop	ldy	0,x			ldaa	#100	;loop counter
	iny		;add 1 to value	loop	ldy	0,x	
	sty	0,x			iny		;add 1 to value
	inx				sty	2,x+	
	inx				dbne	A,loop	
	cpx	#Buffer+2	00				
	blo	loop					

(20) Question 9. If Reg A is greater than 100, turn on the LED at PP5

<u> </u>	() <b>X</b> ===================================			
LEDout	cmpa #100			
	bls done			
	bset PTP,#\$20			
done	rts			