Memory access instructions
```
   LDR    Rd, [Rn]        ; load 32-bit number at [Rn] to Rd
   LDR    Rd, [Rn,#off]   ; load 32-bit number at [Rn+off] to Rd
   LDR    Rd, =value      ; set Rd equal to any 32-bit value (PC rel)
   LDRH   Rd, [Rn]        ; load unsigned 16-bit at [Rn] to Rd
   LDRH   Rd, [Rn,#off]   ; load unsigned 16-bit at [Rn+off] to Rd
   LDRSH  Rd, [Rn]        ; load signed 16-bit at [Rn] to Rd
   LDRSH  Rd, [Rn,#off]   ; load signed 16-bit at [Rn+off] to Rd
   LDRB   Rd, [Rn]        ; load unsigned 8-bit at [Rn] to Rd
   LDRB   Rd, [Rn,#off]   ; load unsigned 8-bit at [Rn+off] to Rd
   LDRSB  Rd, [Rn]        ; load signed 8-bit at [Rn] to Rd
   LDRSB  Rd, [Rn,#off]   ; load signed 8-bit at [Rn+off] to Rd
   STR    Rt, [Rn]        ; store 32-bit Rt to [Rn]
   STR    Rt, [Rn,#off]   ; store 32-bit Rt to [Rn+off]
   STRH   Rt, [Rn]        ; store least sig. 16-bit Rt to [Rn]
   STRH   Rt, [Rn,#off]   ; store least sig. 16-bit Rt to [Rn+off]
   STRB   Rt, [Rn]        ; store least sig. 8-bit Rt to [Rn]
   STRB   Rt, [Rn,#off]   ; store least sig. 8-bit Rt to [Rn+off]
   PUSH   {Rt}            ; push 32-bit Rt onto stack
   POP    {Rd}            ; pop 32-bit number from stack into Rd
   ADR    Rd, label       ; set Rd equal to the address at label
   MOV{S} Rd, <op2>       ; set Rd equal to op2
   MOV    Rd, #im16       ; set Rd equal to im16, im16 is 0 to 65535
   MVN{S} Rd, <op2>       ; set Rd equal to -op2
```
Branch instructions
```
   B    label   ; branch to label    Always
   BEQ  label   ; branch if Z == 1   Equal
   BNE  label   ; branch if Z == 0   Not equal
   BCS  label   ; branch if C == 1   Higher or same, unsigned ≥
   BHS  label   ; branch if C == 1   Higher or same, unsigned ≥
   BCC  label   ; branch if C == 0   Lower, unsigned <
   BLO  label   ; branch if C == 0   Lower, unsigned <
   BMI  label   ; branch if N == 1   Negative
   BPL  label   ; branch if N == 0   Positive or zero
   BVS  label   ; branch if V == 1   Overflow
   BVC  label   ; branch if V == 0   No overflow
   BHI  label   ; branch if C==1 and Z==0  Higher, unsigned >
   BLS  label   ; branch if C==0 or  Z==1  Lower or same, unsigned ≤
   BGE  label   ; branch if N == V   Greater than or equal, signed ≥
   BLT  label   ; branch if N != V   Less than, signed <
   BGT  label   ; branch if Z==0 and N==V  Greater than, signed >
   BLE  label   ; branch if Z==1 or N!=V  Less than or equal, signed ≤
   BX   Rm      ; branch indirect to location specified by Rm
   BL   label   ; branch to subroutine at label
   BLX  Rm      ; branch to subroutine indirect specified by Rm
```
Interrupt instructions
```
   CPSIE  I               ; enable interrupts  (I=0)
   CPSID  I               ; disable interrupts (I=1)
```
Logical instructions
```
   AND{S} {Rd,} Rn, <op2> ; Rd=Rn&op2    (op2 is 32 bits)
   ORR{S} {Rd,} Rn, <op2> ; Rd=Rn|op2    (op2 is 32 bits)
   EOR{S} {Rd,} Rn, <op2> ; Rd=Rn^op2    (op2 is 32 bits)
   BIC{S} {Rd,} Rn, <op2> ; Rd=Rn&(~op2) (op2 is 32 bits)
   ORN{S} {Rd,} Rn, <op2> ; Rd=Rn|(~op2) (op2 is 32 bits)
   LSR{S} Rd, Rm, Rs      ; logical shift right Rd=Rm>>Rs  (unsigned)
   LSR{S} Rd, Rm, #n      ; logical shift right Rd=Rm>>n   (unsigned)
   ASR{S} Rd, Rm, Rs       ; arithmetic shift right Rd=Rm>>Rs (signed)
   ASR{S} Rd, Rm, #n       ; arithmetic shift right Rd=Rm>>n  (signed)
   LSL{S} Rd, Rm, Rs       ; shift left Rd=Rm<<Rs (signed, unsigned)
   LSL{S} Rd, Rm, #n       ; shift left Rd=Rm<<n  (signed, unsigned)
```

Arithmetic instructions

```
   ADD{S} {Rd,} Rn, <op2> ; Rd = Rn + op2
   ADD{S} {Rd,} Rn, #im12 ; Rd = Rn + im12, im12 is 0 to 4095
   SUB{S} {Rd,} Rn, <op2> ; Rd = Rn - op2
   SUB{S} {Rd,} Rn, #im12 ; Rd = Rn - im12, im12 is 0 to 4095
   RSB{S} {Rd,} Rn, <op2> ; Rd = op2 - Rn
   RSB{S} {Rd,} Rn, #im12 ; Rd = im12 – Rn
   CMP    Rn, <op2>       ; Rn – op2      sets the NZVC bits
   CMN    Rn, <op2>       ; Rn - (-op2)   sets the NZVC bits
   MUL    {Rd,} Rn, Rm    ; Rd = Rn * Rm       signed or unsigned
   MLA    Rd, Rn, Rm, Ra  ; Rd = Ra + Rn*Rm    signed or unsigned
   MLS    Rd, Rn, Rm, Ra  ; Rd = Ra - Rn*Rm    signed or unsigned
   UDIV   {Rd,} Rn, Rm    ; Rd = Rn/Rm         unsigned
   SDIV   {Rd,} Rn, Rm    ; Rd = Rn/Rm         signed
```

Notes `Ra Rd Rm Rn Rt represent 32-bit registers`

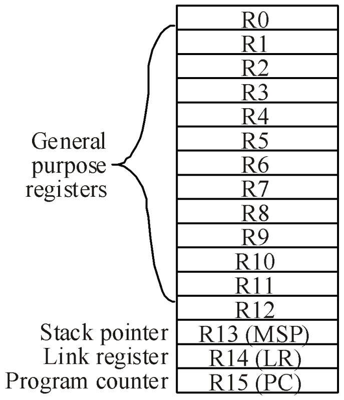
```
     value   any 32-bit value: signed, unsigned, or address
     {S}     if S is present, instruction will set condition codes
     #im12   any value from 0 to 4095
     #im16   any value from 0 to 65535
     {Rd,}   if Rd is present Rd is destination, otherwise Rn
     #n      any value from 0 to 31
     #off    any value from -255 to 4095
     label   any address within the ROM of the microcontroller
     op2     the value generated by <op2>
```

Examples of flexible operand **`<op2>`** creating the 32-bit number. E.g., **`Rd = Rn+op2`**

```
   ADD Rd, Rn, Rm         ; op2 = Rm
   ADD Rd, Rn, Rm, LSL #n ; op2 = Rm<<n  Rm is signed, unsigned
   ADD Rd, Rn, Rm, LSR #n ; op2 = Rm>>n  Rm is unsigned
   ADD Rd, Rn, Rm, ASR #n ; op2 = Rm>>n  Rm is signed
   ADD Rd, Rn, #constant  ; op2 = constant
```

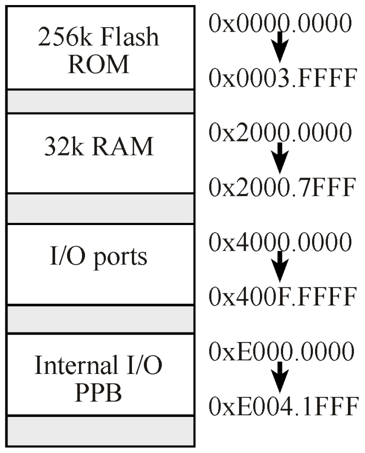
, where **X** and **Y** are hexadecimal digits:

- produced by shifting an 8-bit unsigned value left by any number of bits
- in the form **`0x00XY00XY`**
- in the form **`0xXY00XY00`**
- in the form **`0xXYXYXYXY`**



Condition code bits

N	negative
Z	zero
V	signed overflow
C	carry or unsigned overflow



```
      DCB   1,2,3 ; allocates three 8-bit byte(s)
      DCW   1,2,3 ; allocates three 16-bit halfwords
      DCD   1,2,3 ; allocates three 32-bit words
      SPACE 4     ; reserves 4 bytes
```

Address	7	6	5	4	3	2	1	0	Name
$400F.E608			GPIOF	GPIOE	GPIOD	GPIOC	GPIOB	GPIOA	SYSCTL_RCGCGPIO_R
$4000.53FC	DATA	DATA	DATA	DATA	DATA	DATA	DATA	DATA	GPIO_PORTB_DATA_R
$4000.5400	DIR	DIR	DIR	DIR	DIR	DIR	DIR	DIR	GPIO_PORTB_DIR_R
$4000.5420	SEL	SEL	SEL	SEL	SEL	SEL	SEL	SEL	GPIO_PORTB_AFSEL_R
$4000.551C	DEN	DEN	DEN	DEN	DEN	DEN	DEN	DEN	GPIO_PORTB_DEN_R

Table 4.5. TM4C123 Port B parallel ports. Each register is 32 bits wide. Bits 31 – 8 are zero.

Address	31	30	29-7	6	5	4	3	2	1	0	Name
0xE000E100		F	…	UART 1	UART 0	E	D	C	B	A	NVIC_EN0_R

Address	31-24	23-17	16	15-3	2	1	0	Name
$E000E010	0	0	COUNT	0	CLK_SRC	INTEN	ENABLE	NVIC_ST_CTRL_R
$E000E014	0	24-bit RELOAD value						NVIC_ST_RELOAD_R
$E000E018	0	24-bit CURRENT value of SysTick counter						NVIC_ST_CURRENT_R

Address	31-29	28-24	23-21	20-8	7-5	4-0	Name
$E000ED20	SYSTICK	0	PENDSV	0	DEBUG	0	NVIC_SYS_PRI3_R

Table 9.6. SysTick registers.

Table 9.6 shows the SysTick registers used to create a periodic interrupt. SysTick has a 24-bit counter that decrements at the bus clock frequency. Let f_{BUS} be the frequency of the bus clock, and let n be the value of the **RELOAD** register. The frequency of the periodic interrupt will be $f_{BUS}/(n+1)$. First, we clear the **ENABLE** bit to turn off SysTick during initialization. Second, we set the **RELOAD** register. Third, we write to the **`NVIC_ST_CURRENT_R`** value to clear the counter. Lastly, we write the desired mode to the control register, **`NVIC_ST_CTRL_R`**. To turn on the SysTick, we set the **ENABLE** bit. We must set **CLK_SRC**=1, because **CLK_SRC**=0 external clock mode is not implemented. We set **INTEN** to arm SysTick interrupts. The standard name for the SysTick ISR is **SysTick_Handler**.

ADC INFORMATION BELOW

Address	31-2	1	0	Name
$400F.E638		ADC1	ADC0	SYSCTL_RCGCADC_R

	31-14	13-12	11-10	9-8	7-6	5-4	3-2	1-0	
$4003.8020		SS3		SS2		SS1		SS0	ADC0_SSPRI_R

	31-16	15-12	11-8	7-4	3-0	
$4003.8014		EM3	EM2	EM1	EM0	ADC0_EMUX_R

	31-4	3	2	1	0	
$4003.8000		ASEN3	ASEN2	ASEN1	ASEN0	ADC0_ACTSS_R
$4003.80A0		MUX0				ADC0_SSMUX3_R
$4003.80A4		TS0	IE0	END0	D0	ADC0_SSCTL3_R
$4003.8028		SS3	SS2	SS1	SS0	ADC0_PSSI_R
$4003.8004		INR3	INR2	INR1	INR0	ADC0_RIS_R
$4003.8008		MASK3	MASK2	MASK 1	MASK0	ADC0_IM_R
$4003.8FC4		Speed				ADC0_PC_R

	31-12	11-0	
$4003.80A8		DATA	ADC0_SSFIFO3_R

Table 10.3. The TM4C ADC registers. Each register is 32 bits wide. LM3S has 10-bit data.

The Speed can be one of four values: 0x1,0x3,0x5, or0x7 for 125KHz, 250KHz, 500KHz or 1MHz respectively. We set bits 15–12 (**EM3**) in the **ADC_EMUX_R** register to specify how the ADC will be triggered. If we specify software start (**EM3**=0x0), then the software writes an 8 (**SS3**) to the **ADC_PSSI_R** to initiate a conversion on sequencer 3. Bit 3 (**INR3**) in the **ADC_RIS_R** register will be set when the conversion is complete. If we specify continuous sampling (**EM3**=0xF), then the system will continuously sample at the speed set and Bit 3 (**INR3**) in the **ADC_RIS_R** register will be set for every sample that is ready. We can enable and disable the sequencers using the **ADC_ACTSS_R** register. Which channel we sample is configured by writing to the **ADC_SSMUX3_R** register. The **ADC_SSCTL3_R** register specifies the mode of the ADC sample - Clear **TS0** for no temperature sense, set **IE0** so that the **INR3** bit is set on ADC conversion and **ADC0Seq3_Handler** is executed when sample is ready. When using sequencer 3, there is only one sample, so **END0** will always be set, signifying this sample is the end of the sequence. The **D0** bit is 1 for differential input and 0 otherwise. The **ADC_RIS_R** register has flags that are set when the conversion is complete, assuming the **IE0** bit is set. Write one to **ADC_ISC_R** to clear the corresponding bit in the **ADC_RIS_R** register.

UART INFORMATION BELOW

UART0 pins are on PA1 (transmit) and PA0 (receive). The **`UART0_IBRD_R`** and **`UART0_FBRD_R`** registers specify the baud rate. The baud rate **divider** is a 22-bit binary fixed-point value with a resolution of 2^{-6}. The **Baud16** clock is created from the system bus clock, with a frequency of (Bus clock frequency)/**divider**. The baud rate is

Baud rate = **Baud16**/**16** = (Bus clock frequency)/(16***divider**)

We set bit 4 of the **`UART0_LCRH_R`** to enable the hardware FIFOs. We set both bits 5 and 6 of the **`UART0_LCRH_R`** to establish an 8-bit data frame. The **RTRIS** is set on a receiver timeout, which is when the receiver FIFO is not empty and no incoming frames have occurred in a 32-bit time period. The arm bits are in the **`UART0_IM_R`** register. To acknowledge an interrupt (make the trigger flag become zero), software writes a 1 to the corresponding bit in the **`UART0_IC_R`** register. We set bit 0 of the **`UART0_CTL_R`** to enable the UART. Writing to **`UART0_DR_R`** register will output on the UART. This data is placed in a 16-deep transmit hardware FIFO. Data are transmitted first come first serve. Received data are place in a 16-deep receive hardware FIFO. Reading from **`UART0_DR_R`** register will get one data from the receive hardware FIFO. The status of the two FIFOs can be seen in the **`UART0_FR_R`** register (FF is FIFO full, FE is FIFO empty). The standard name for the UART0 ISR is **UART0_Handler**. RXIFLSEL specifies the receive FIFO level that causes an interrupt (010 means interrupt on ≥ ½ full, or 7 to 8 characters). TXIFLSEL specifies the transmit FIFO level that causes an interrupt (010 means interrupt on ≤ ½ full, or 9 to 8 characters).

	31–12	11	10	9	8	7–0	Name
$4000.C000		OE	BE	PE	FE	DATA	UART0_DR_R

	31–3	3	2	1	0	
$4000.C004		OE	BE	PE	FE	UART0_RSR_R

	31–8	7	6	5	4	3	2–0	
$4000.C018		TXFE	RXFF	TXFF	RXFE	BUSY		UART0_FR_R

	31–16	15–0	
$4000.C024		DIVINT	UART0_IBRD_R

	31–6	5–0	
$4000.C028		DIVFRAC	UART0_FBRD_R

	31–8	7	6 – 5	4	3	2	1	0	
$4000.C02C		SPS	WPEN	FEN	STP2	EPS	PEN	BRK	UART0_LCRH_R

	31–10	9	8	7	6–3	2	1	0	
$4000.C030		RXE	TXE	LBE		SIRLP	SIREN	UARTEN	UART0_CTL_R

	31–6	5-3	2-0	
$4000.C034		RXIFLSEL	TXIFLSEL	UART0_IFLS_R

	31-11	10	9	8	7	6	5	4		
$4000.C038		OEIM	BEIM	PEIM	FEIM	RTIM	TXIM	RXIM		UART0_IM_R
$4000.C03C		OERIS	BERIS	PERIS	FERIS	RTRIS	TXRIS	RXRIS		UART0_RIS_R
$4000.C040		OEMI S	BEMIS	PEMIS	FEMIS	RTMIS	TXMI S	RXMIS		UART0_MIS_R
$4000.C044		OEIC	BEIC	PEIC	FEIC	RTIC	TXIC	RXIC		UART0_IC_R

Table 11.2. UART0 registers. Each register is 32 bits wide. Shaded bits are zero.