

Due Monday Feb 25 at the beginning of class.

For the problems below that require you to write and verify functional code, you should submit a printed copy of the .LST file and CLEARLY indicate at the top of the page which problem # it belongs to.

Copying someone else's code is not permitted.

NOTE: In the WinIDE program you can use the command `mm <address> <value>` to modify a memory value. This is very handy when testing a program; it allows you to change data values without editing and reloading the .asm file. Just remember to reset the PC before running again.

1. Write a complete ASM program that will do the following:
 - a. Store the following values in memory starting at location \$64A0
`$E2,$D7,$CB,$A0,$9F,$91,$88,$83,$5E,$28,$1F,$01`
 - b. Begin your code at \$4000 by initializing accA to \$11
 - c. Read through the numbers above sequentially and perform the following conditional tasks
 - i. If the S2C number is positive, end program
 - ii. If the number is negative and odd, XOR the value with the contents of accA and save it back to the same memory location
 - iii. If the number is negative and even, complement (negate) the value and store result into accA.
 - d. Once the code is functioning properly, print the final .LST file and submit with your homework.
 - e. To verify your code is correct, list the final contents of accA memory \$64A0 - \$64AF. You can write these by hand or paste a simulator image cropped to the memory block.
2. a. Complete Exercise 2-4 of PC Lab 2 by following these steps (as in the PC Lab 2 slides).
 - Download the "PCLab2-4.asm" file from class website.
 - The existing code assumes data values are stored in memory. Modify the program file to include directives to store 10 values and an initial SUM at the appropriate memory locations.
 - Modify the program so that the counter starts at 10 (\$0A) and counts down to 0.
 - Simulate the program and verify it is free of syntax errors and working correctly.
 - Print the final .LST file and submit with your homework.
- b. Describe briefly what you should check/test to determine if your program is correct, and specify the final SUM value your program computed for your data.
3. Branch Set/Clear: Assuming address \$50FF holds the value \$33, indicate if the following branches will be taken or not taken (no branch).
 - a. BRSET \$50FF %00110011 ZAY
 - b. BRCLR \$50FF %00110011 ZAY
 - c. BRCLR \$50FF %11001100 ZAY
 - d. BRSET \$50FF %11110000 ZAY
4. Peripheral hardware concepts:
 - a. What function do configuration registers hold in microcontroller operation?
 - b. What are the two general I/O addressing schemes? What is the difference between them?
 - c. What is a parallel I/O port?
 - d. How do you determine if a parallel I/O port is an input or an output?

5. Parallel I/O Ports
 - a. Write an ASM program segment that will assign the lowest five pins (4:0) of Port B to be inputs and the upper three pins (7:5) to be outputs. Use the specific MCU Register addresses for an HCS12 device; see textbook Appendix C or MC9S12DP256 user manual (under "Registers" chapter) on class website.
 - b. Write an ASM program segment that will output a logic low on all output pins of Port B.

6. Using the block diagram for the MC9S12DP256, list the secondary functions (other than general purpose I/O) of each of the following ports on the HCS12. For more information, see the course textbook or MC9S12DP256 user manual on class website.
 - a) Port AD0
 - b) Port AD1
 - c) Port A
 - d) Port B
 - e) Port E
 - f) Port H
 - g) Port P
 - h) Port S
 - i) Port T

7. Operation Modes:
 - a. How many Modes of Operation does the HC12/S12 have?
 - b. How many of these modes are useful for "normal" applications?
 - c. What MCU pin (signal) determines if the chip will operate in a normal or special mode?
 - d. Which HCS12 I/O ports are consumed by secondary functions in normal expanded wide mode and not available for general purpose I/O?
 - e. In Normal Single-Chip mode, which ports are available for general purpose I/O?