

Subroutines and loops in assembly

Note Title

Revision: instructions so far:

opcode	mnemonic
1	load X
2	store X
3	add X
4	subt X
5	input
6	output
7	halt
8	skipcond
9	jump X

→ { skipcond 000 - skip if $AC < 0$
skipcond 000 - skip if $AC = 0$
skipcond 800 - skip if $AC > 0$

Revision: if-else statements:

eg. "if $X > 2$ then $Y = 3$ else $Y = 4$ "
becomes

```
load X
subt two
skipcond 800 / skip if  $X > 2$ 
jump else
if, load three
jump endif
else, load four
endif, store Y
```

Today's topics:

- ① while loops
- ② some new instructions
- ③ subroutines

① While loops (or equivalently, for loops)

These are easy using skipword.

Example:

```
for counter = 1 to 5  
  Y = Y + X  
end
```

See `loopdemo.masm` for the assembly version

fill in this column
interactively
[see table 4.6]

2) New instructions

opcode	mnemonic	pseudocode
0	Jns X	$M[x] = PC$ $PC = X + 1$
A	Clear	$AC = 0$
B	AddI X	$AC = AC + M[M[x]]$
C	JumpI X	$PC = M[x]$
D	LoadI X	$AC = M[M[x]]$
E	StoreI X	$M[M[x]] = AC$

used for
subroutines
- see later in
this lecture

Show demos of Jns, AddI, JumpI, Clear

See example 4.1 for a more practical use of AddI

③ Subroutines

subroutine (assembly) \equiv function (C, C++) \equiv method (Java)

Basic idea: - jump somewhere else, do some useful work, then return to where you were before

- the return address is the location to return to after the subroutine has finished its work.
- in MARI0, it's best to store the return address at the start of the subroutine. (Use JNS for that).
- after doing the required job, use JumpI to return to the return address

example: see subroutineDemo.mas

Minilab:

- (1) Step through subroutineDemo.masm, make sure you understand it.
- (2) Alter subroutineDemo.masm to achieve the result
$$X = (4 * X - 1) * 4 * 4$$
- (3) Write a subroutine that multiplies two positive integers X and Y, storing the result in Z.
- (4) Use your answer to write an assembly program that computes the product of a list of five numbers.
- (5) Can one subroutine call another subroutine?
Give examples or counterexamples.
- (6) Can a subroutine call itself?