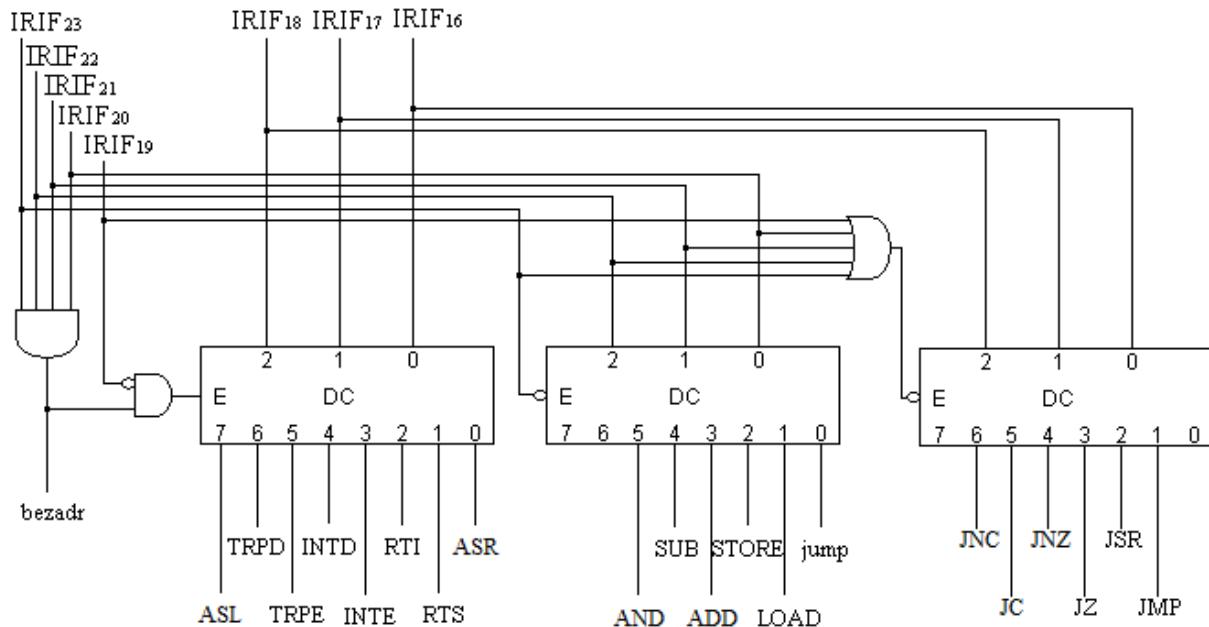


Kolokvijum iz Arhitekture i organizacije računara 2

-rešenje-

a) (5p)



b) (20p)

```

; Dohvatanje instrukcije
BEGIN:      PCout,MARin,Xin
            read,incA,ALUout,PCin
            wmfcc
            MDRout,IRin
; Dekodovanje instrukcije
            opcase
; LOAD instrukcija
LOAD:       admodld           ; način adresiranja za LOAD instrukciju

; Neposredno adresiranje
LDIMM:      PCout,MARin,Xin
            read,incA,ALUout,PCin
            wmfcc
            MDRout,TEMPHin
            PCout,MARin,Xin
            read,incA,ALUout,PCin
            wmfcc
            MDRout,TEMPLin
            TEMPout,Ain,branch(IRR,INTH)
            branch(,BEGIN)

; Registarsko direktno adresiranje
LDRD:      REGout,Ain,branch(IRR,INTH)
            branch(,BEGIN)

; Registarsko indirektno adresiranje sa pomerajem

```

```

LDRIP:      PCout,MARin,Xin
            read,incA,ALUout,PCin
            wmfC
            MDRout,TEMPHin
            PCout,MARin,Xin
            read,incA,ALUout,PCin
            wmfC
            MDRout,TEMPLin
            REGout,Xin
            TEMPout,Yin
            ALUadd,ALUout,MARin,Xin
            read
            wmfC
            MDRout,TEMPHin
            incA,ALUout,MARin
            read
            wmfC
            MDRout,TEMPLin
            TEMPout,Ain,branch(IRR,INTH)
            branch(,BEGIN)

; Memorijjsko direktno adresiranje
LDMD:      PCout,MARin,Xin
            read,incA,ALUout,PCin
            wmfC
            MDRout,TEMPHin
            PCout,MARin,Xin
            read,incA,ALUout,PCin
            wmfC
            MDRout,TEMPLin
            TEMPout,MARin,Xin
            read
            wmfC
            MDRout,TEMPHin
            incA,ALUout,MARin
            read
            wmfC
            MDRout,TEMPLin
            TEMPout,Ain,branch(IRR,INTH)
            branch(,BEGIN)

```

c) (5p)

START:	LOAD	#0100h	; A:=0100h
	STORE	R1	; R1:=0100h
	LOAD	R0	; A:=R0
	AND	R0	; A:=A AND R0
	JZ	END	; if(R0=0)goto end
LOOP:	LOAD	R1(0000h)	; A:=a[i]
	ADD	R2	; A:=A + R2
	STORE	R1(0000h)	; a[i]:=A
	LOAD	R1	; A:=R1
	ADD	#0002h	; A:=A + 2
	STORE	R1	; R1:=A
	LOAD	R0	; A:=R0
	SUB	#0001h	; A:=A - 1
	STORE	R0	; R0:=A
	JNZ	LOOP	; NEXT
END:			