

4.

```
LD #0
ST i      // row
ST j      // column
ST cnt    // num of received, used for compare with SIZE
ST allCnt // num of all received
ST sem    // for PER1 and DMA
LD BUFFER
ST pBUFF
LD N
MUL N
ST allElements // num of elements in matrix
LD #8001h // start PER0
OUT FF00h
```

```
wait0: IN FF01h
      AND #1h
      JZ wait0
```

```
IN FF02h
ST elem
INC allCnt
CMP allElements
JE end // if last element is received jmp to the end
LD i
CMP j
JGE wait0 // skip element, element is not under \
LD elem
ST (pBUFF)
INC pBUFF
INC cnt

LD cnt
CMP SIZE
JNE skip
LD SIZE
PUSH // push size
LD BUFFER
ST pBUFF // reset pBUFF
PUSH // push addres of buffer
LD #0
ST cnt // reset cnt
call sendBuffer
POP
POP
```

```

skip: INC j
      LD j
      CMP N
      JNE wait0
      INC i      // increment row
      LD #0
      ST j      // reset column
      JMP wait0

end: LD cnt      // if buffer does not empty, start last transfer
     CMP #0
     JE endProg
     PUSH
     LD BUFFER
     PUSH
     CALL sendBuffer
     POP
     POP

endProg: HALT
/////////////////////////////////////////////////
sendBuffer:
      LD BP
      PUSH
                                     // stack:
                                     cnt +3
                                     buffer +2
                                     retPC +1
                                     BP +0

      LD [BP+3] // start DMA
      OUT FF24h
      LD [BP+2]
      OUT FF23h
      LD #8002h
      OUT FF20h
      LD #8000h // start PER1
      OUT FF10h

      wait1: LD sem // synchronous
             CMP #1
             JNZ wait1

      RTS
/////////////////////////////////////////////////
Pr. rut. DMA
      PUSH
      LD #1
      ST sem
      DEC
      OUT FF10h
      OUT FF20h
      RTI

```