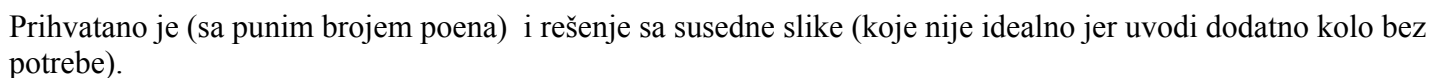
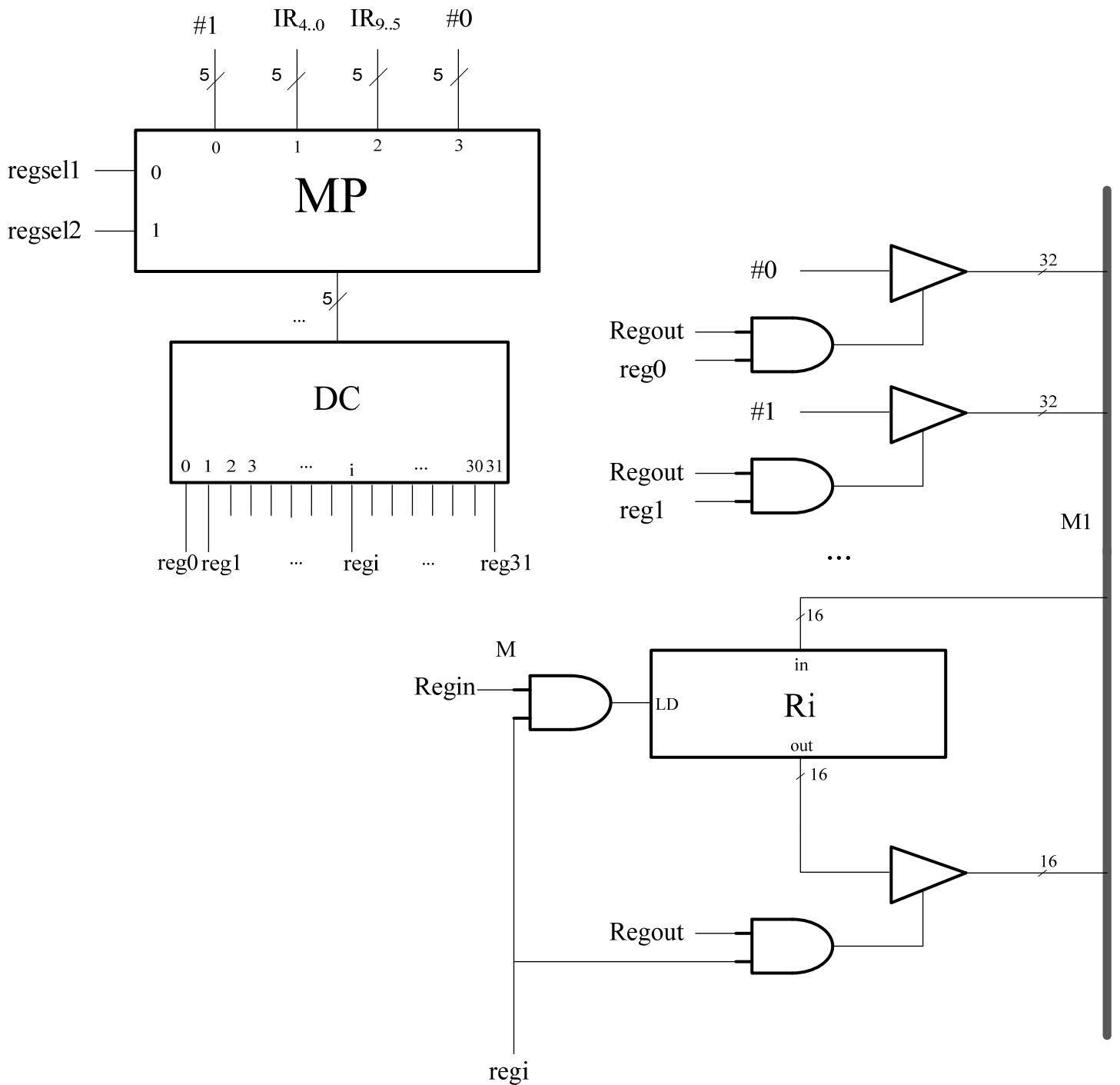


a)
Jedini kod koji ne definiše nijednu operaciju je 0h. On se može dobiti direktno iz dekodera operacija:

[illegible]

Prihvatao je (sa punim brojem poena) i sledeće rešenje (koje nije minimalno zbog nepotrebne složenosti multipleksera):



c)

```

begin:      PCout, G, MARin, XM1in, TEMPin //PC->TEMP
            read, regsel2, regout, aluADD, aluOUT, XM2in //X++
            wmfcc
            MDRout, IR1in
            transferA, ALUout, G, PCin, MARin, branch(INTprekid, INTHCode)
            read, regsel2, regout, aluADD, aluOUT, XM2in, branch(!I1,lab1)
            wmfcc
            transferA, ALUout, G, PCin
lab1:       MDRout, IR2in, XM1in, TEMPin, opcode

ALU:       adrmodALU
regDir:    regsel1, regsel2, regout, TEMPin
imm:       regsel1, regout, XM1in
            TEMPout, aluOP, aluOUT, ldPSW, XM2in, branch(!CMP,lab2)
            branch(!NMI, begin)
            bruncnd(begin)
regind:    regsel1, regsel2, regout, aluADD, aluOUT, XM2in
            transferA, ALUout, G, MARin
            read, regsel1, regout, Xin
            wmfcc
            MDRout, aluOP, aluOUT, ldPSW, XM2in, branch(!CMP,lab2)
lab2:      transferA, aluOUT, G, regsel1, regin, branch(!NMI, begin)
INTH:      PCout, G, MDRin,
            SPout, G, MARin, XM2in
            write, regsel2, regout, aluADD, aluOUT, XM2in
            wmfcc
            PSWout, MDRin
            transferA, aluOUT, G, MARin,
            write, regsel2, regout, aluADD, aluOUT, XM2in

```

```

        wmfc
        transferA, aluOUT, G, SPin
        IVTPout, XMlin, MARin, branch(!INTprekid, preskoci)
        regsel2, regout, aluADD, aluOUT, XM2in
        transferA, ALUout, G, MARin
preskoci: read
        wmfc
        MDRout, PCin, bruncnd(begin)
INTCODE:   TEMPout, PCin, bruncnd(INTH)

```

d)

```

        CMP      R2,R1
        JN       END           ; ako je R2<1, idi na END
loop: MOV      R4, R2[2FF] ; inkrementiramo sa kraj
        ADD      R4, R1       ; da bismo koristili R2 i kao brojač
        STORE    R4, R2[2FF]
        SUB      R2, R1
        JNZ      loop
END:    ...

```