



AS

COMPUTER SCIENCE

Paper 2

7516/2

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TABLE 1 shows the standard AQA assembly language instruction set that should be used to answer question part

10.1

TABLE 1 – standard AQA assembly language instruction set

| | |
|---------------------------|---|
| LDR Rd, <memory ref> | Load the value stored in the memory location specified by <memory ref> into register d. |
| STR Rd, <memory ref> | Store the value that is in register d into the memory location specified by <memory ref>. |
| ADD Rd, Rn, <operand2> | Add the value specified in <operand2> to the value in register n and store the result in register d. |

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| | |
|---------------------------|--|
| SUB Rd, Rn, <operand2> | Subtract the value specified by <operand2> from the value in register _n and store the result in register _d. |
| MOV Rd, <operand2> | Copy the value specified by <operand2> into register _d. |
| CMP Rn, <operand2> | Compare the value stored in register _n with the value specified by <operand2>. |
| B <label> | Always branch to the instruction at position <label> in the program. |

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| | |
|---|---|
| <p>B<condition> <label></p> | <p>Branch to the instruction at position <label> if the last comparison met the criterion specified by <condition>.</p> <p>Possible values for <condition> and their meanings are:</p> <p>EQ: equal to NE: not equal to</p> <p>GT: greater than LT: less than</p> |
| <p>AND Rd, Rn, <operand2></p> | <p>Perform a bitwise logical AND operation between the value in register _n and the value specified by <operand2> and store the result in register _d.</p> |

| | |
|---------------------------|---|
| ORR Rd, Rn, <operand2> | Perform a bitwise logical OR operation between the value in register n and the value specified by <operand2> and store the result in register d. |
| EOR Rd, Rn, <operand2> | Perform a bitwise logical XOR (exclusive or) operation between the value in register n and the value specified by <operand2> and store the result in register d. |
| MVN Rd, <operand2> | Perform a bitwise logical NOT operation on the value specified by <operand2> and store the result in register d. |

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| | |
|---------------------------|--|
| LSL Rd, Rn, <operand2> | Logically shift left the value stored in register n by the number of bits specified by <operand2> and store the result in register d. |
| LSR Rd, Rn, <operand2> | Logically shift right the value stored in register n by the number of bits specified by <operand2> and store the result in register d. |
| HALT | Stops the execution of the program. |

LABELS: A label is placed in the code by writing an identifier followed by a colon (:). To refer to a label, the identifier of the label is placed after the branch instruction.

Interpretation of `<operand2>`

`<operand2>` can be interpreted in two different ways, depending on whether the first character is a # or an R:

- # – Use the decimal value specified after the #, eg #25 means use the decimal value 25
- R_m – Use the value stored in register _m, eg R6 means use the value stored in register 6

The available general purpose registers that the programmer can use are numbered 0 to 12

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