

Basic programming structures in C and HC11



C to HC11 conversions

- addition
- increment
- decrement
- multiplication
- division
- **if**
- **if-else**
- **while**
- **do-while**
- **arrays**



C-HC11 conversions: addition

In C:

```
result = v0 + v1;
```

In HC11:

```
// 16-bit variables  
ldd v0  
addd v1  
std result
```

```
// 8-bit variables  
ldab v0  
addb v1  
stab result
```

```
// mixed variables  
ldab v0  
abx // x += b
```



CMPE12 - Fall 2006 - A. Di Blas (Orig. by C. Bazeghi)

3



C-HC11 conversions: increment

In C:

```
++i;
```

In HC11:

```
// 16-bit variables  
inx // ++x  
iny // ++y  
ins // ++sp  
inc var16 // ++var16
```

```
// 8-bit variables  
inca // ++a  
incb // ++b  
inc var8 // ++var8
```



CMPE12 - Fall 2006 - A. Di Blas (Orig. by C. Bazeghi)

4



C-HC11 conversions: decrement

In C:

```
--i;
```

In HC11:

```
// 16-bit variables
dex          // --x
dey          // --y
des          // --sp
```

```
// 8-bit variables
deca         // --a
decb         // --b
dec    4, x // --M[X+4]
```



CMPE12 - Fall 2006 - A. Di Blas (Orig. by C. Bazeghi)

5



"C" Conversions

C-HC11 conversions: multiplication

In C

```
int Result;           // 16-bit
char Val0, Val1      // 8-bit

Result = Val0 * Val1;
```

NOTE: 8-bit x 8-bit = 16-bit

A

B

D

In HC11:

```
ldaa Val0
ldab Val1
mul           // unsigned
std  Result
```



CMPE12 - Fall 2006 - A. Di Blas (Orig. by C. Bazeghi)

6



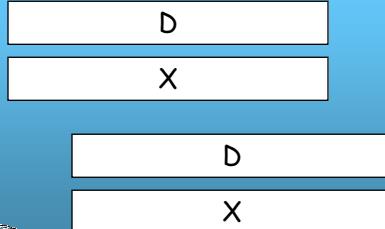
"C" Conversions

C-HC11 conversions: division

In C

```
int Quo, Rem;      // 16-bit
int Val0, Val1;    // 16-bit
Q = Val0 / Val1;
R = Val0 % Val1;
```

NOTE: 16-bit/16-bit = 16-bit, 16-bit



In HC11:

```
ldd Val0
ldx Val1
idiv          // integer
stx Quo
std Rem
```



CMPE12 - Fall 2006 - A. Di Blas (Orig. by C. Bazeghi)

7



C-HC11 conversions: if

In C:

```
if(a > 10)
    y++;
```

In HC11:

```
// using ACCA and an immediate, both signed

        cmpa #10
        ble  endif    // if (a <= 10)
        iny
endif:
```



CMPE12 - Fall 2006 - A. Di Blas (Orig. by C. Bazeghi)

8



C-HC11 conversions: if-else

In C:

```
char a;    // 8-bit
int y;    // 16-bits

if(a > 10)
    y++;
else
    y--;
```

In HC11:

```
cmpa #10
bgt if
dey
bra endif
if:
iny
endif:
```



CMPE12 - Fall 2006 - A. Di Blas (Orig. by C. Bazeghi)

9



C-HC11 conversions: while

In C:

```
char a, b;
while(a > 20)
{
    a--;
    b *= 3;
}
```

In HC11:

```
// Using Acc A and B
while:
    cmpa #20
    ble endwhile
    deca
    psha
    ldaa #3
    mul
    pula
    bra while
endwhile:
```



CMPE12 - Fall 2006 - A. Di Blas (Orig. by C. Bazeghi)

10



C-HC11 conversions: do-while

In C:

```
int foo, bar, qux;
do
{    foo -= 3;
    bar += qux;
} while (foo > 7)
```

In HC11:

```
DO: ldd foo
    subd #3
    std foo
    ldd bar
    addd qux
    std bar
    ldd foo
    cpd #7
    bgt DO
```



CMPE12 - Fall 2006 - A. Di Blas (Orig. by C. Bazeghi)

11



C-HC11 conv.: array sum

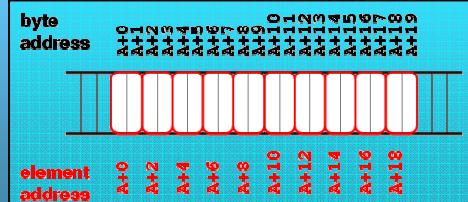
In C:

```
int i = 0;
int sum = 0;
int A[10];

while(i < 10)
    sum += A[i++];
```

```
A: .space 20 // int A[10];
idx #0 // X = sum = 0;
ldab #0 // B = i = 0;

WHILE: cmpb #10 // if(i < 10)
        bgt endwhile
        ldy #array
        aby // Y = &A[i];
        xgdx // X ⇔ D
        addd 0, y // D += A[i];
        xgdx // D ⇔ X
        incb // ++i
        incb // (b += 2)
        bra while
endwhile:
```



In HC11:



CMPE12 - Fall 2006 - A. Di Blas (Orig. by C. Bazeghi)

12

