

```
a)
typedef      void (*simplefunc)(void);
/* obs Thumb-bit i adressbit 0 */
#define      portinit ((simplefunc) 0x08000201 )

void xxx( void )
{
    ...
    portinit();
    ...
}
b)
    ...
LDR    R0,=0x8000201          @ obs Thumb-bit i A0...
BLX    R0
```

```
sub:
@ parametrar finns i register,
@ spara dessa på stacken
    PUSH    {LR}
    ...
    SUB     SP, SP, #20
    STR     R0, [SP, #12]
    STR     R1, [SP, #8]
    STR     R2, [SP, #4]
    STR     R3, [SP]
    ...
```

LDMIA: *Load Multiple Increment After*
STMIA: *Store Multiple Increment After*

R2 = start

LDMI R2, {R0, R1, R2, R3}

->

(start) ->R0

(start +4)->R1

(start +8)->R2

(start +12)->R3

R2 <- start + 16

R4 = dest

STMIA R4, {R0, R1, R2, R3}

->

(dest) <- R0

(dest +4) <- R1

(dest +8) <- R2

(dest +12) <- R3

R4 <- dest + 16