## Problem 7.1:

The radius of a circle (in cm ) is stored as an 8-bit unsigned integer in a location labeled "radius". Write a program starting at location $\$ 4000$ to calculate the area of the circle (in $\mathrm{cm}^{2}$ ) and store the result as a 16-bit unsigned integer in a location labeled "area". Round the result to the nearest integer value. You can use 3.142 as an approximation to $\pi$.

## Problem 7.2:

Write a program starting at $\$ 3800$ to copy the contents of memory location $\$ 1000$ to location $\$ 1001$ in bit reversed order. In other words, bit0 of $\$ 1000$ is copied to bit7 of $\$ 1001$, bit1 of $\$ 1000$ is copied to bit6 of $\$ 1002$, etc. At the end of the operation, memory location $\$ 1000$ should be unchanged from its initial value.

## Solution 7.1:

Square radius and multiply by 3142/1000. Round by adding 500 to dividend before dividing by 1000 .

| ORG | \$4000 |  |
| :--- | :--- | :--- |
| ldaa | radius | ; load A with radius |
| tfr | A, B | ; copy to B |
| mul |  | ; D = radius^2 |
| ldy | \#3142 |  |
| emul |  | ; Y:D $=3142 *$ (radius $\wedge 2)$ |
| addd | \#500 | ; allow for rounding |
| exg | Y, D |  |
| adcb | \#0 | ; propagate carry into MSbytes |
| adca | \#0 |  |
| exg | Y, D |  |
| ldx | \#1000 | ; Y = $\left(3142^{*}(\right.$ radius^2 $\left.)\right) / 1000$ |
| ediv |  |  |
| sty | area |  |

## Solution 7.2:

Load source data in A. Then use a loop and the rotate instruction to move bits from A into destination memory location in reverse order.

ORG \$3800
ldy \#8 ; loop counter
ldaa $\quad \$ 1000 \quad$; source data in acc. A
loop: lsra ; carry = LSB of A (with right shift of A)
rol ; move carry into LSB of $\$ 1002$ (with left shift of mem loc)
dbnz Y, loop ; done yet?
bgnd

