### EE4390 Microprocessors

#### Lesson 5 Addressing Modes

## Addressing Modes

- Inherent
- Immediate
- Direct
- Extended
- Index
- Indexed-indirect
- Relative

### Inherent Addressing Mode

• The op-code of the instruction contains all the information necessary to execute the instruction

Label	<b>Op-Code</b>	<b>Operand</b> (s)	Comment
	INCA		; increment A
	ABA		; A + B -> A

### Immediate Addressing Mode

- Actual data required to complete an instruction follows immediately after the op-code in memory -- # sign
- Hexadecimal values indicated with "\$"

 Label
 Op-Code
 Operand(s)
 Comment

 LDAA #\$5F
 ; \$5F -> A

 ADDA #\$12
 ;A+\$12->A

 LDD
 #\$1234
 ;\$1234 -> D

#### Direct Addressing Mode

- Use data whose address is specified by a single byte. Higher byte assumed to be \$00.
  - Limits addresses to \$0000 to \$00FF
  - Less memory, faster execution
- Label
   Op-Code
   Operand(s)
   Comment

   LDAA
   \$5F
   ;[\$005F]->A

   ADAA
   \$12
   ;A+[\$0012]->A

#### Extended Addressing Mode

• Uses 16-bit address to specify location of data

Label	<b>Op-Code</b>	<b>Operand</b> (s)	Comment
	LDAA	\$5F43 ;	[\$5F43]->A
	ADDA	\$1234 ;	[\$1234]+A->A

#### Index Addressing Mode

- Effective address of data is found by adding the contents of an index register, SP, or PC with an offset
  - offsets are signed numbers
  - offsets may be 5, 9, or 16 bits
- Label
   Op-Code
   Operand(s)
   Comment

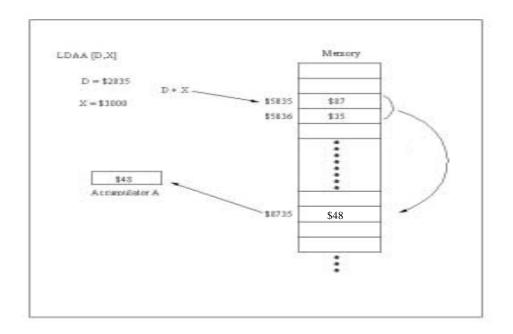
   LDAA
   \$53,X
   ;[\$53+X]->A

   ADDA
   \$12,X
   ;A + [\$12+X]->A

## Indexed-Indirect Addressing Mode

- New for the 68HC12
- Instruction finds a pointer (address) to its desired data at a location designated by a 16-bit offset (specified by D or 16-bit number) and one of the following registers: X, Y, SP, or PC.

# Indexed-Indirect Addressing Mode (cont)LabelOp-CodeOperand(s)CommentLDAA[D,X]



## Relative Addressing Mode

- Used for branch instructions Bxx
- Computes effective address by adding the signed relative offset to the contents of the program counter
- Normally use label instead of actual number
- LabelOp-CodeOperand(s)CommentBNE\$10;Branch if Z=0

; will branch to PC + \$10 and continue processing