Computer Science Department California State University, Fullerton

CPSC 240-11/12 Computer Organization and Assembly Language Quiz 01

12:00 noon to 1:15 pm Thursday, September 28, 2023

Student Name:		
Last 4 digits of ID:		

Note:

- University regulations on academic honesty will be strictly enforced.
- You have 75 minutes to complete this Quiz.
- Open books, slides and sample programs.
- Turn off or turn vibration your cell phone.
- Use "yasm" assembler to assemble the source code.
- Use "ld" linker to link the object code
- Use "ddd" debugger to simulate the executable code.
- Each student can only submit solution once, and secondary submissions will not be graded. If you have submitting problems, please inform your instructor before you leave the classroom.
- Any content submitted after the due date will be regarded as a make-up quiz.

Quiz 01

- 1. Download the "CPSC-240-11 Quiz 01.docx" document.
- 2. Convert the following C/C++ variable declarations and arithmetic operations to x86-64 assembly language. Use the "yasm" assembler to assemble the program, the "ld" linker to link the object code, and the "ddd" debugger to simulate the executable code.

NOTE: variable sizes and program functions should be equivalent to C/C++ instructions.

- 3. After assembling and linking, run the DDD debugger to display the simulation results of the values of num1, num2, num3, diff, and product in GDB panel before terminate program.
- 4. Insert source code and the simulation results (GDB panel) to the bottom of the document.
- 5. Save the file in pdf or docx format and submit the pdf or docx file to Canvas before the deadline.
- 6. Deadline is 1:15 pm on 09/28/2023.

[Copy and paste your assembly source code here:]

```
;quiz01 11.asm
;unsigned char num1 = 215;
                                                  //data type: 8 bits
; unsigned char num2 = 65;
                                                   //data type: 8 bits
;unsigned char num3 = 115;
                                                   //data type: 8 bits
;unsigned short diff = 0
                                                  //data type: 16 bits
;unsigned int product = 0;
                                                   //data type: 32 bits
;diff = short(num1 - num2);
;product = short(num3) * diff;
section .data
                         215
                                                   ; num1 = 0xD7
      num1
      num2
               db
                         65
                                                   ; num2 = 0x41
                         115
      num3
               db
                                                   ; num3 = 0x73
                         0
                                                   ; diff = 0x00
      diff
              dw
      product dd
                         0
                                                   ; product = 0 \times 0000
```

```
section .text
      global start
start:
               ah, 0
                                                  ; ah = 0
      mov
               al, byte[num1]
                                                  ;al = num1 = 0xD7
      mov
                                                  ;al = al-num2 = 0xD7-0x41 = 0x96
               al, byte[num2]
      sub
                                                  ; ah = ah - 0 - CF = 0
      sbb
               ah, 0
               byte[diff], al
                                                  ; [diff] = al = 0x96 = 150
      mov
               byte[diff+1], ah
                                                  ; [diff+1] = ah = 0x00 = 0
      mov
                al, byte[num3]
                                                  ;al = num3 = 0x73
      mov
                                                  ; convert al to ax, ax = 0x0073
      cbw
               word[diff]
                                                  ;dx:ax = ax*diff = 0x0000 4362
      mul
               word[product+2], dx
                                                  ;product+2 = dx = 0x0000
      mov
               word[product+0], ax
                                                  ;product+0 = ax = 0x4362
      mov
               rax, 60
                                                  ;terminate excuting process
      mov
                rdi, 0
      mov
                                                  ;exit status
      syscall
                                                  ; calling system services
```

[Attach GDB window with all memory data here:]

```
(gdb) step
(gdb) x/ub &num1
0x402000; 215
(gdb) x/ub &num2
0x402001; 65
(gdb) x/ub &num3
0x402002; 115
(gdb) x/uh &diff
0x402003; 150
(gdb) x/uw &product
0x402005; 17250
(gdb) I
```