

Ce se va afisa pe ecran? *

2 puncte

```
.data
n: .long 9
s: .asciz "a1C95dBx3"
t: .space 10
.text
.global main
main:
    mov $s, %esi
    mov $t, %edi
    mov $0, %ecx
    mov $0, %edx
et_loop:
    cmp n, %ecx
    je et_exit
    mov (%esi, %ecx, 1), %al
    cmp $'0', %al
    jl et2
    cmp $'9', %al
    jg et2
    mov %al, (%edi, %edx, 1)
    inc %edx
    et2:
    inc %ecx
    jmp et_loop

et_exit:
    movb $0, (%edi, %edx, 1)
    inc %edx

    mov $4, %eax
    mov $1, %ebx
    mov $t, %ecx
    int $0x80

    mov $1, %eax
    xor %ebx, %ebx
    int $0x80
```

- ☐ aCdBx
- ☐ a1C95dBx3
- ☒ 1953

 1C95dB3

Ce valori vor fi stocate in **x** cand executia va ajunge la eticheta **et_exit**? *

2 puncte

```
.data
x: .long 4, 2, 1, 5, 6
n: .long 5
.text
.global main
main:
    mov $x, %esi
    mov $0, %eax
et_loop:
    cmp n, %eax
    je et_exit
    mov (%esi, %eax, 4), %ecx
    mov $1, %ebx
    sal %cl, %ebx
    mov %ebx, (%esi, %eax, 4)
    inc %eax
    jmp et_loop
et_exit:
    mov $1, %eax
    xor %ebx, %ebx
    int $0x80
```

- ☒ 16, 4, 2, 32, 64
- ☐ 0, 0, 0, 0, 0
- ☐ 16, 4, 1, 25, 36
- ☐ 1,2,3,4,5

Fie urmatorul program. Ce valori se vor regasi in registrul **%ebx** la trecerea prin eticheta *** Un punct et?**

```
.data
v: .long 15, 21, 30, 16, 18
n: .long 4
.text
.global main
main:
    mov $n, %esi
    mov $0, %eax
    sub n, %eax
    mov $0, %ecx

et_loop:
    cmp %eax, %ecx
    je et_exit
    mov (%esi, %ecx, 4), %ebx
et:
    dec %ecx
    jmp et_loop

et_exit:
    mov $1, %eax
    xor %ebx, %ebx
    int $0x80
```

- ☒ 4, 18, 16, 30
- ☐ 18, 16, 30, 21
- ☐ 15, 21, 30, 16
- ☐ 15, 21, 30, 16, 18

Ce valori vor fi depozitate in v cand executia va ajunge in dreptul etichetei **et_exit** ? *

2 puncte

```
.data
v: .space 24
n: .long 5
.text
.global main
main:
    lea v, %edi
    mov $11, %edx
    mov $0, %ecx
et_loop:
    cmp n, %ecx
    jg et_exit
    mov %edx, (%edi, %ecx, 4)
    inc %ecx
    inc %edx
    jmp et_loop
et_exit:
    mov $1, %eax
    xor %ebx, %ebx
    int $0x80
```

- ☒ 11, 12, 13, 14, 15, 16
- ☐ 11, 12, 13, 14, 15
- ☐ 0, 1, 2, 3, 4, 5
- ☐ 0, 1, 2, 3, 4, 5, 6
- ☐ Executia nu ajunge la et_exit, loop-ul este infinit.

Fie urmatorul program. Ce valoare va avea elementul din mijloc din vector daca vom rula cu debuggerul urmatoarele comenzi?

* Un punct

b et_exit

run

x/3x &v

```
.data
v: .long 0x01020304, 0x05060708, 0x090a0b0c
.text
.global main
main:
    mov $v, %esi
    mov $2, %ecx
    mov (%esi, %ecx, 1), %eax
    mov %eax, 4(%esi, %ecx, 1)
et_exit:
    mov $1, %eax
    xor %ebx, %ebx
    int $0x80
```

- ☒ 0x01020708
- ☐ 0x05060708
- ☐ 0x090a0b0c
- ☐ 0x0506070c

Ce valoare va fi stocata in **s** cand executia va ajunge la eticheta **et_exit**? *

2 puncte

```
.data
v: .long 15, 21, 30, 16, 18, 12
n: .long 6
s: .long 0
.text
.global main
main:
    mov $v, %esi
    mov n, %eax
    shr $1, %eax
    mov $0, %ecx

et_loop:
    cmp %eax, %ecx
    jge et_exit
    mov 0(%esi), %ebx
    add %ebx, s
    add $8, %esi
    inc %ecx
    jmp et_loop

et_exit:
    mov $1, %eax
    xor %ebx, %ebx
    int $0x80
```

- ☒ 63
- ☐ 23
- ☐ 129
- ☐ 66

Acest formular a fost creat în domeniul Universitatea din București.

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