

**Course Title: Microprocessor and Assembly Language**

**Course Code: CSC321**

**Instructor:**

**Semester/Section: 4th**

**Marks:**

Quiz 2

1. Which registers are changed by the CMP instruction?
2. Operand
3. destination
4. both
5. none
6. LEA AX, array; What is the output of above instruction? Assume array is data word type,
7. Load complete array in AX
8. Load first value of array in AX
9. Syntax Error
10. Logic Error
11. In PUSH instruction, after each execution of the instruction, the stack pointer is
12. incremented by 1
13. decremented by 1
14. incremented by 2
15. decremented by 2
16. Status register is also called as
17. Accumulator
18. Stack
19. Counter
20. Flags
21. Which of the following is not an arithmetic instruction?
22. INC (increment)
23. CMP (compare)
24. DEC (decrement)
25. ROL (rotate left)
26. The result of MOV AL, 65 is to store
27. store 0100 0010 in AL
28. store 42H in AL
29. store 40H in AL
30. store 0100 0001 in AL
31. The instruction that pushes the flag register on to the stack is
32. PUSH
33. POP
34. PUSHF
35. POPF
36. The instruction that supports addition when carry exists is
37. ADD
38. ADC
39. ADD & ADC
40. None of the mentioned
41. The instruction, TEST to compare source and destination operands it performs
42. AND
43. OR
44. XOR
45. NOT
46. The Stack is accessed using
47. SP register
48. SS register
49. SP and SS register
50. None of the mentioned
51. In the RCL instruction, the contents of the destination operand undergo function as
52. Carry flag is pushed into LSB & MSB is pushed into the carry flag
53. carry flag is pushed into MSB & LSB is pushed into the carry flag
54. auxiliary flag is pushed into LSB & MSB is pushed into the carry flag
55. parity flag is pushed into MSB & LSB is pushed into the carry flag
56. The instructions that are used to call a subroutine from the main program and return to the main program after execution of called function are
57. CALL, JMP
58. JMP, IRET
59. CALL, RET
60. JMP, RET
61. The instruction that unconditionally transfers the control of execution to the specified address is
62. CALL
63. JMP
64. RET
65. IRET
66. If MSB is 0 of source, is any change occur by using MUL or IMUL
67. result is different
68. Same result
69. result saved in 16 bits by using MUL and in 32 bits by using IMUL
70. result saved in 16 bits by using IMUL and in 32 bits by using MUL
71. In MUL or IMUL, CF/OF =1 sets when
72. the product is too big to fill in 'the lower half of " the destination
73. the product signed is unchanged
74. the product is too big to fill in 'the lower half of " the source
75. the product signed is changed
76. How many status flags effected by CBW or CWD
77. All status flags
78. OF, CF, ZF
79. ZF, PF, SF
80. none

17. what is value of AL after execution of code.

mov AL,8Ah

mov CL,2

shr AL,CL

1. 21h
2. 56h
3. 32h
4. 22h

18. what is the mathematical express of following code

Mov bl,X

Sub bl,3

Mov al,8

Imul bl

Mov Y,al

1. Y=x+3\*8
2. Y= X-8\*3
3. Y= 8\*x-3
4. Y= x-3\*8

19. DIV BX, if DX contains FFFFh; AX contains FFFCh, and BX contains 0003h. what is the value of AX and DX

1. Ax= 0FFEh and DX=0Eh with division overflow
2. Ax= 0Eh and Dx=0FFEh without division overflow
3. No result show and division overflow occur
4. No result show and no division overflow occur

20. What is the hex contents of SP, after insertion of 5 variables in the stack, if SP=100h?

1. SP = F6
2. SP = FC
3. SP=FA
4. SP=EF

21. CMP ax, bx If AX=8FFF and BX=0FFF. So, what is value of ZF and CF

1. ZF=1 and CF=1
2. ZF=0 and CF=0
3. ZF=1 and CF=0
4. ZF=0 and CF=1

22. JNA stand for

1. Jump if negate above than
2. Jump if negative value add than
3. Jump if not above than
4. Jump if negative above than

23. which jump occur after execution of code

mov al,2

CMP AL, 0

JL NEGATIVE

JE ZERO

JG POSITIVE

NEGATIVE:

MOV BL, -1

JMP END\_CASE

ZERO:

MOV BL, 0

JMP END\_CASE

POSITIVE:

MOV BL, 1

JMP END\_CASE

END\_CASE:

MOV AH, 4Ch

INT 21h

1. ZERO
2. POSITIVE
3. NEGATIVE
4. END\_CASE

24. JCXZ works when

1. CX=0
2. CX initialize some value
3. CX=1
4. CX undefined

25. Repeat loop work like \_\_\_\_\_\_\_\_\_ in assembly

1. While
2. Do-while
3. For
4. Mixture of for and while

26. After execution of DEC AL where AL = 67h which flags effects

1. None
2. PF,ZF,CF
3. Only PF
4. AF

27. JA Label\_ occur when \_\_\_\_\_\_\_\_\_\_\_\_ conditions are true.

1. CF=0 and ZF=1
2. CF=1 and ZF=0
3. CF=0 and ZF=0
4. CF=1 and ZF=1
5. Unconditional Jump occurs when
6. All flags =1
7. AF=1 and PF=1
8. No flags need for Unconditional Jump
9. All flags = 0

1. IMUL is used for \_\_\_\_\_\_\_
2. Unsigned multiplication
3. Signed multiplication
4. For both
5. No of them
6. Divide overflow occur when
7. Dividend is larger than divisor.
8. Dividend is smaller than divisor
9. Dividend and divisor both are equal
10. Dividend has negative value and divisor have positive value
11. Which statement match following the code

MOV AX, -1250

CWD

MOV BX,7

IDIV BX

1. Divide -1250 by 7
2. Divide 1250 by 7
3. Divide FB1E by 7
4. Divide F1EB by 7
5. Give the value of DX after executing CWD If AX contains 8ABCh
6. FFFFh
7. FFFEH
8. EFFFH
9. FFEFH
10. In byte type case, in MUL/IMUL instruction only source is given (Mul/IMUL source), where destination is saved
11. AL
12. AX
13. BL
14. BX
15. The most recent addition to the stack is called the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
16. Top stack pointer
17. top of stack.
18. Bottom stack pointer
19. Bottom of stack
20. Procedure is another name of
21. Function
22. Method
23. Variable
24. Data type
25. Compare instruction works like \_\_\_\_\_\_\_\_\_
26. Addition
27. Or
28. Not
29. Subtraction
30. The product of 1101 & 1011 is \_\_\_\_\_\_

a) 10001111  
b) 10101010  
c) 11110000  
d) 11001100

1. 1110 1010 AND 1010 0000
2. 1010 0000
3. 1000 0000
4. 1010 1010
5. 1011 1100
6. A bit pattern used in logical operations to clear, set, or test. specific bits in an operand is called
7. Rotate
8. Compare
9. Mask
10. Not
11. \_\_\_\_\_\_\_ points to the top of the stack.
12. SP::IP
13. SP:SS
14. IP:SS
15. SS:IP
16. The \_\_\_\_\_\_\_\_ instruction is used to invoke a procedure
17. Call
18. Ret
19. Far
20. Fear
21. After byte division, \_\_\_\_\_ has the quotient and \_\_\_\_\_ the remainder
22. AL and BL
23. BL and CH
24. AL and AH
25. DL and DH
26. How many status flags are used in assembly?
27. 7
28. 9
29. 3
30. 6
31. How many control flags are used in assembly?
32. 7
33. 9
34. 3
35. 6
36. Interrupt flag (IF) is \_\_\_\_\_\_\_\_\_ type of flag
37. Status flag
38. Control flag
39. Which logical operation is to convert ASCII digit into number?
40. And
41. Not
42. Xor
43. OR
44. Which flags are effect after the Not instruction?
45. ZF,PF,SF
46. SF,AF, CF
47. No flag effect
48. All Control flags
49. Compare instruction effects \_\_\_\_\_\_\_\_\_ but cannot change the value of \_\_\_\_\_\_\_\_\_\_\_ register or memory
50. Flags and source
51. Source and destination
52. Flags and destination
53. Destination and flags
54. A= *5* \* A - 12 \* B which code is correct according to expression
55. MOV AX,5

IMUL B

MOV A, AX

MOV AX,12

IMUL. B

SUB A, AX

1. MOV AX,5

IMUL A

MOV A, AX

IMUL. B

SUB A, AX

MOV AX,12

1. MOV AX,5

IMUL A

MOV A, AX

MOV AX,12

SUB A, AX

IMUL B

1. MOV AX,5

IMUL A

MOV A, AX

MOV AX,12

IMUL. B

SUB A, AX

1. SHL Instruction can be used to multiply an operand multiples of \_\_\_\_\_\_\_
2. 4
3. 8
4. 2
5. 1