# CSC 3210 – Assignment #2

# **Spring 2022**

**Objective:** Learn memory organization/layout, data transfer concepts and instructions, direct memory access, memory allocation.

## **Requirements:**

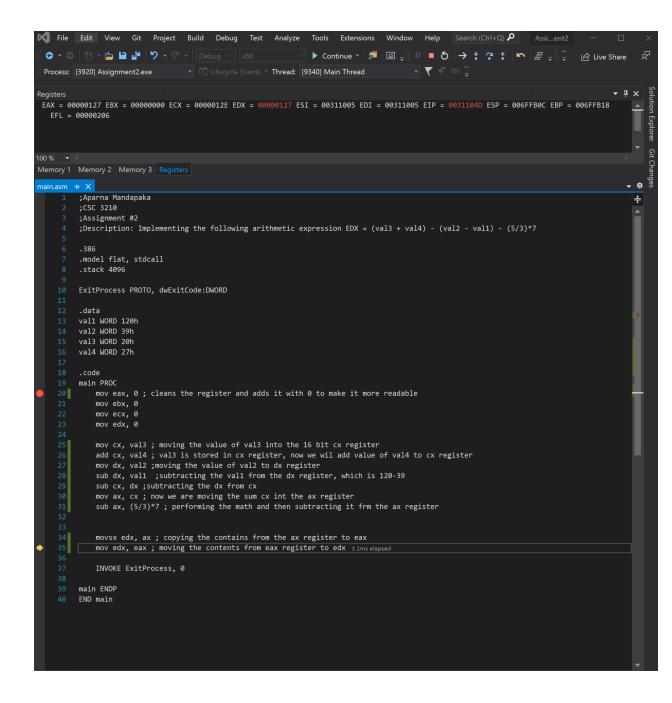
#### 1. (5 points) Implement the following expression in assembly language:

$$EDX = (val3 + val4) - (val2 - val1) - (5/3)*7$$

- Assume that val1, val2, val3 and val4 are 16-bit integer variables
- You need to implement the expression the way it is provided, you cannot do any reduction on the expression while implementing it.
- Initialize val1 with 120 (hexadecimal), val2 with 39 (hexadecimal), val3 with 20 (hexadecimal) and val4 with 27 (hexadecimal)
- You are NOT allowed to update the values of any variables.
- Use ONLY mov, add, sub, movzx, movsx, or neg instructions whenever needed.
- Use the debugger to verify your answer.

## Submit the following:

- § Save your source code using your last name, Lastname1.asm and upload the Lastname1.asm
- § Screenshot (showing the code and register window) of EDX register contains the correct result.



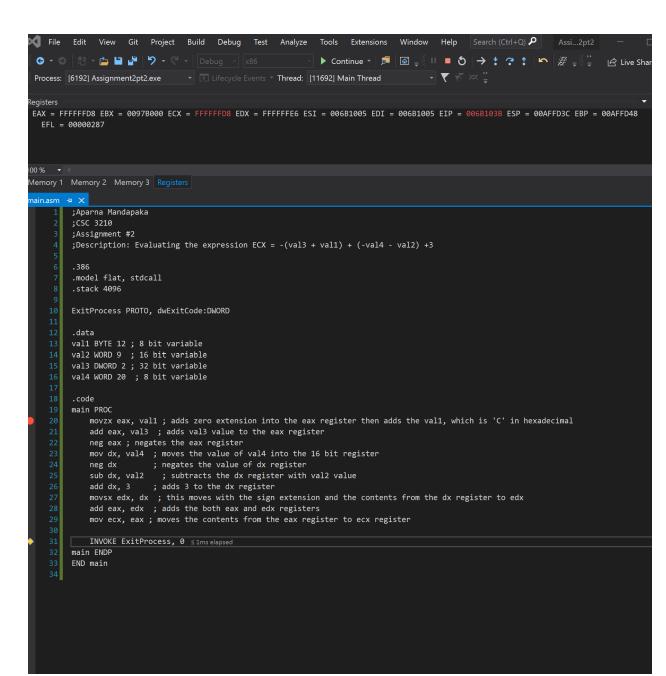
2. (5 points) Implement the following expression in assembly language:

$$ECX = -(val3 + val1) + (-val4 - val2) + 3$$

- Assume that val1 is 8-bit variable, val2 is 16-bit variable, val3 is 32-bit variable, and val4 is 8-bit variable.
- You need to implement the expression the way it is provided, you cannot do any reduction on the expression while implementing it.
- Initialize val1 with 12 (decimal), val2 with 9 (decimal), val3 with 2 (decimal), val4 with 20 (decimal),
- You are NOT allowed to update the values stored in val1, val2, val3 and val4
- Use mov, add, sub, movsx, movzx, or neg instructions whenever needed.
- Use the debugger to verify your answer.

# Submit the following:

- § Save your source code using your last name, Lastname2.asm and upload the Lastname2.asm
- § Screenshot (showing the code and register window) of ECX register contains the correct result.



## 3. (5 points) Write an assembly program to compute the following expressions

- Create a DWORD array named 'z' of size 3 using DUP operator. Leave the array 'z' uninitialized. You can denote the items in the array as [, where is the first item, is the second item, is the third item
- Update each array item using the following expression
- Where x, y, r are 16-bit integer memory *variables*.
- x = 10, y = 15, r = 4
- Use mov, movzx, movsx, add, sub instructions only.
- (hint: Do not alter the value of x, y and r during the computation. Transfer them to appropriate registers to do computation)
- At the end, open memory window to see the variable z stored in memory (little endian format).
- Use the debugger to verify your answer.
  - o Submit the following:
    - § Rename the asm file using your last name as Lastname1.asm
    - § Screenshot of the code and memory window showing the content of the variable z (little endian format).

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                               ▼ ☑ Lifecycle Events ▼ Thread: [27156] Main Thread
                                                                                  Stack Frame: main
 Process: [28308] Assignment2pt3.exe
Registers
EAX = 0000008C EBX = 00000000 ECX = 00000091 EDX = FFFFFF7D ESI = 00A61005 EDI = 00A61005 EIP = 00A61074 ESP = 006FFE24 EBP = 006FFE30 EFL = 00000287
100 %
Memory 1 Memory 2 Memory 3 Registers
        ;Description: This expression evaluates
                    ;z1 = y - x + z0
                    ;z2 = r + x - z1
        .model flat, stdcall
        .stack 4096
        ExitProcess PROTO, dwExitCode: DWORD
        .data
        z DWORD 3 DUP(?)
        x WORD 10
        y WORD 15
        r WORD 4
        main PROC
           mov eax,0; cleans the register and adds it with 0 to make it more readable
            mov ebx,0
            mov ecx, 0
            mov edx,0
            movsx eax, x; moves the value of x into eax register
            add eax, 130; adds 130 to the content in the eax register
            mov edx, OFFSET z ;loads the address of z into the edx register
            mov z[0], eax ;moves the value x+130 into the z[0]
            sub cx, x ;subtracts x from the cx register
            add ecx, z[0]
            mov z[4], ecx
            mov dx, r; moves the r value into the dx register
            add dx, x ;adds x to the dx register
        movsx edx, dx ; moves the dx regiser into edx register
            sub edx, z[4]
            mov z[8], edx ;moves r + x - z1
            INVOKE ExitProcess,0 ≤1ms elapsed
    43 END main
```

Note:

§ Lastname1.ASM, Lastname2.ASM
§ Put the following information as Comment header for .ASM files:
Student: Full name
Class: CSC3210
Assignment#: 2
Description: This program
§ Follow the program standards as presented in your book. Pay more attention to code comments and
consistent indentation.

§ Submit your source code by only uploading .ASM file using iCollege in the respective assignment dropbox: