

Course Code: EE 213	Course Name: Computer Organization and Assembly Language
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Student's Roll No:	Section:

Instructions:

- Except your Roll No and Section, DO NOT SOLVE anything on this paper.
- Return the question paper.
- Read each question completely before answering it. There are **3 questions on 2 pages**.
- In case of any ambiguity, you may make assumption. But your assumption should not contradict any statement in the question paper.
- All the answers must be solved according to the SEQUENCE given in the question paper, otherwise points will be deducted.
- This paper is subjective.
- Where asked for values, only provide the **hex-decimal** values.
- Problems needing iterations should be coded using iterative instructions. No points will be awarded otherwise.

Time Allowed: 60 minutes.

Maximum Points: 30 points

Q No. 1 Briefly answer each of the following: [6 x 2 = 12 points]

- (i) Explain why memory access takes more machine cycles than register access?
- (ii) Discuss the instruction execution cycle of the following instruction:

```
00920080      MOV EBX, OFFSET X1      ; X1 is a Data Label
00920080      ...
```

- (iii) How address, data, and control busses are used during the instruction execution?
- (iv) After a program has been loaded into memory, how does it begin execution?
- (v) Discuss why overflow flag is set when two positive operands are added and their sum is negative.
- (vi) How a data label identifies location of a variable? Explain with examples.
- (vii) A label placed just before an instruction implies the instruction's address. How code labels are used as targets of jumping and looping instructions?
- (viii) Give one example instruction for each of the following addressing modes:
 - a. Indirect addressing mode
 - b. Base indexed

- Q No. 2 (i) Give the contents of the status flags C, O, S and Z and the content of destination register after the execution of each of the following sequence of instructions:

```
x1 word 8F7AH, 7AF8H [02 points]
x2 sword FFFFH
```

- a. MOV AX, x1
 ADD AX, [x1+2] O = _____ C = _____ S = _____ Z = _____
- b. MOV ESI, OFFSET x2
 Mov BX, [ESI]
 SUB BX, 1 O = _____ C = _____ S = _____ Z = _____

- (ii) Consider the following data definition directives: [2 + 4 = 6 points]

```
.DATA
. . . (some declarations not shown)
X1     BYTE  41h,42h,43h,17h, 0A9, 3 DUP(?)
       WORD  2 DUP(12h,13h,14h)
X2     DWORD 1234h,5678h
X3     QWORD 0A987654321h
```

- a) Assign proper physical addresses to each byte of the word array stored in the above data segment (Assume DS= 2AA0h and the first element of X1 is at offset 23E4h).
- b) Consider the above data segment. Give the content of the destination register after the execution of the following instructions:

```
MOV   EAX, DWORD PTR [X1+1]
ADD   AH, TYPE var1
XCHG  AH, AL                       ; EAX: _____

MOV  ESI, OFFSET var1 + 0Ch
MOV  EAX, LENGTHOF var2
ADD  EAX, [ESI+4]                  ; EAX: _____
```

- Q. No. 3 (i) Write assembly language code that directly exchanges respective elements of two byte sized arrays X1 and X2 having 10 elements each. Your code should not use a third array. [05 points]

- (ii) Write an assembly language program that declares three integer arrays containing 100 elements each. Consider *bArray* as a byte array, *wArray* as a word array and *dArray* as a double word array. Let dArray holds the sum of the respective elements of *bArray* and *wArray* as follows:

dArray[i] = bArray[i] + wArray[i] [05 points]