

P1: Addressing Data in Memory and Segments (16 bits)

Part I

- Write the program below and examine the register contents of **eax**, **ebx**, **ecx** and **edx** for each step (Press F10: Step Over).

```
a)      mov    cl, 42
        mov    dl, 29
        add    cl, dl
```

Command	EAX	EBX	ECX	EDX
mov cl, 42	7513342B	7EFDE000	0000002A	01271005
mov dl, 29	7513342B	7EFDE000	0000002A	012711D
add cl, dl	7513342B	7EFDE000	00000047	0127101D

```
b)      mov    ax, 0123
        add    ax, 0025
        mov    bx, ax
        add    bx, ax
        mov    cx, bx
        sub    cx, ax
        sub    ax, ax
```

Command	EAX	EBX	ECX	EDX
mov ax,0123	0133007B	0101F000	00B71005	00B71005
add ax,0025	01330094	0101F000	00B71005	00B71005
mov bx,ax	01330094	01010094	00B71005	00B71005
add bx,ax	01330094	01010128	00B71005	00B71005
mov cx,bx	01330094	01010128	00B70128	00B71005
sub cx,ax	01330094	01010128	00B70094	00B71005
sub ax,ax	01330000	01010128	00B70094	00B71005

2. To obtain the memory address that stores the executing command, examine the register contents of **EIP**.
Write the following program and list the memory addresses that stores each line of codes. (HINT: disassembly)

```
mov ax, 56h
mov bx, 02h
mul bx
```

Command	EIP
mov ax, 56h	00AA1014
mov bx, 02h	00AA1018
mul bx	00AA101B

3. Disassembly the following machine code to assembly code/symbolic code:

a) B8 54 01 05 25 00

mov eax,25050154h

add ah,cl

b) B8 05 1B 00 2C EB F8

mov eax,2C001B05h

jmp _ExitProcess@4+0Fh (0F31027h)

4. Consider the machine language instructions

B0 1C D0 E0 B3 12 F6 E3 EB F6

Which instruction performs the following operations?

- a) Move hex value 1C to the AL register.

mov al,1Ch

- b) Shift the contents of AL one bit to the left.

shl al,1

- c) Move the hex value 12 to BL.

mov bl,12h

- d) Multiply AL by BL.

mul al,bl

Trace the program and find out the final product in AX? Confirm the result by manual calculation.

5. What is the output in AX?

```
MOV    AL, 5           ; AL = multiplicand
AX= 00D3FD05
MOV    BL, 10          ; BL = multiplier (operand)
AX= 00D3FD05
MUL    BL
AX= 00D30032
```

6. What is the output in AX and DX?

```
MOV    AX, 0083         ; dividend
AX= 001A0053
DX= 00CA1005
MOV    BL, 2            ; divisor (8 bits)
AX= 001A0053
DX= 00CA1005
DIV    BL
AX= 001A0129
DX= 00CA1018
```

Part II

1. Enter the following instructions:

```
MOV AX, 0010
MOV BX, 0020
MOV CX, 0030
ADD AX, BX
INC BX
SUB CX, AX
DEC CX
```

What is the content of register AX, BX, CX and IP for each instruction?

Value of registers

	AX	BX	CX
MOV AX, 010	006F000A	0051E000	012A1005
MOV BX, 020	006F000A	00510014	012A1005
MOV CX, 030	006F000A	00510014	012A001E
ADD AX, BX	006F001E	00510014	012A001E
INC BX	006F001E	00510015	012A001E
SUB CX, AX	006F001E	00510015	012A0000
DEC CX	006F001E	00510015	012AFFFF

What is the value in decimal for CX register?

65535

2. What is the final value of AX and BX?

```
MOV CX, 3 ;Initialize for 3 loops
L1: MOV AX, 00
MOV BX, 00
ADD BX, AX
LOOP L1 ;Decrement CX ;Repeat if nonzero
```

AX	BX	CX
00CFFEC4	00B64000	00070003
00CF0000	00B64000	00070003
00CF0000	00B60000	00070003
00CF0000	00B60000	00070003
00CF0000	00B60000	00070002