

**SYSTEMS PROGRAMMING AND COMPUTER ARCHITECTURE**  
**A little Quiz**

a) The register `rax` currently has value 0. Which of the following statements are true?

- (a) Executing `movq (%rax), %rcx` will cause a segmentation fault.
- (b) Executing `leaq (%rax), %rcx` will cause a segmentation fault.
- (c) Executing `movq %rax, %rcx` will cause a segmentation fault.
- (d) Executing `addq $8, %rsp` will increase the stack allocation by 8 bytes.

b) Which of the following lines of C produce the same outcome as `lea 0xffffffff(%esi), %eax`?

- (a) `*(esi-1) = eax`
- (b) `esi = eax + 0xffffffff`
- (c) `eax = esi - 1`
- (d) `eax = *(esi - 1)`

c) Which of the following statements are valid, which are not and why?

- (a) `movl(, %eax, 4), %ebx`
- (b) `movl 15, (%ebx)`
- (c) `movl %eax, 655`

d) Which of the following values of `%eax` would cause the jump to be taken?

```
test %eax, %eax
jne 3d<function+0x3d>
```

- (a) 1
- (b) 0
- (c) Any value
- (d) no value

e) What does the `leave` instruction do? Write down an equivalent assembly.

f) Translate the following C Code to Assembly

```
// input: int x (in %rdi)
// output int y (in %rax)
int func(int x) {
    int y = 0;
    if (x > 0) {
        y = 10;
    }
    y += 5;
    return y;
}
```

g) Translate the following C Code to Assembly

```

// input: int x, int y (in %rdi, %rsi)
// output int z (in %rax)

int func(int x, int y) {
    int z = 0;
    while (z <= y) {
        z += 3*(x+1);
    }
    return z;
}

```

h) Translate the following Assembly code to C

```

func(int, int):
    pushq    %rbp
    movq     %rsp, %rbp
    movl     %edi, -4(%rbp)
    movl     %esi, -8(%rbp)
    movl     -4(%rbp), %eax
    cmpl     -8(%rbp), %eax
    jle      .L2
    movl     -4(%rbp), %eax
    jmp      .L3
.L2:
    movl     -8(%rbp), %eax
.L3:
    popq     %rbp
    ret

```

```
int func(int x, int y) {
```

```
}
```

Hint: Where are the arguments located?

*Some questions are based on exam question of CMU.*

<http://www.cs.cmu.edu/afs/cs/academic/class/15213-s10/www/exams.html>