

**Answer the following questions.**

1. What happens when CPU wants to write some data to some location in memory? Elaborate how this is achieved (*your answer should be limited to registers for this purpose and busses*). **(2 Points)**

FREE RESPONSE QUESTION

2. Given the code snippet below, fill in the register value/status of FLAGS where indicated: **(3 Points)**

```
1. FCFA0000h    MOV AL, 255
2. FCFA0001h    MOV BL, 10
3. FCFA0002h    MOV CL, 20
4. FCFA0003h    ADD AL, 1           ; CF: 1 OF: 0 ZF: 1
5. FCFA0004h    SUB BL, CL         ; CF: 1 OF: 0 SF: 1
6. FCFA0005h    DEC AL
7. FCFA0006h    INC BL
8. FCFA0007h    INC CL             ; EIP: FCFA0008h
9. FCFA0008h    SUB BL, CL
```

3. Executing the following code snippet, what value will be stored in **EAX**? **(2 Points)**

```
.data
val32 LABEL DWORD
var BYTE 12h,13h
var2 WORD 1100h, 2 DUP ('AB')
var3 DWORD $, $
.code
MOV EAX, val32
```

- A. 11001312h B. 12131100h C. 00111312h D. 11001213h

4. Assuming that data segment in Question#3, above, starts at **1000FECEh**. Draw out the byte by byte memory look up with addresses for var3. **(4 Points)**

1000FEDA	DAh
1000FEDB	FEh
1000FEDC	00h
1000FEDD	10h
1000FEDE	DEh
1000FEDF	FEh
1000FEE0	00h
1000FEE1	10h

It is also considerable if a student has reserved a single byte for each of 'A' and 'B'

5. With the help of LOOP replace each of the following NEGATIVE elements in **wArray** with its mathematical positive without using MUL, write only the code part: **(5 Points)**

wArray SWORD 1, -2, 7, -6, 15, -12, 25, -20, 37, -30

Solution:

```
.code
    MOV ECX, 5
    MOV ESI, OFFSET [wArray+2]
    L1: WORD PTR NEG [ESI]
    ADD ESI, 4
    LOOP L1
```