



1. Encode the given instructions, provide hex-decimal values only

(8 Points):

XOR AL, AH

0011 0000 11 100 000

**=30 E0 h**

PUSH BP

50h + 05

**= 55 h**

ADD AL, 0BAh

0000 0010 + 00

02 + 00 ← BA

**= 02 BA h**

POP DI

58 h + 07 h

**= 5F h**

| MOD=11 |       |       | Instruction       | Opcode       |
|--------|-------|-------|-------------------|--------------|
| R/M    | W = 0 | W = 1 | MOV               | 1000<br>10dw |
| 000    | AL    | AX    | ADD               | 0000<br>00dw |
| 001    | CL    | CX    | SUB               | 0010<br>10dw |
| 010    | DL    | DX    | OR                | 0000<br>10dw |
| 011    | BL    | BX    | XOR               | 0011<br>00dw |
| 100    | AH    | SP    | AND               | 0010<br>01dw |
| 101    | CH    | BP    | PUSH (16<br>bits) | 50h          |
| 110    | DH    | SI    | POP (16<br>bits)  | 58h          |
| 111    | BH    | DI    |                   |              |

2. Elaborate the following parameters of .model directive:

(4 Points)

-Stack Distance      -Memory Model

Answer:

**Stack distance** specify whether or not stack is maintained on Data Segment.

**Memory Model** specify the physical storage considerations of a program; in how many physical segments a program will be stored.

3. Elaborate through an example, how does **LODSB** differ from **STOSB**?

(4 Points)

Answer: **LODSB** instruction loads a BYTE from memory at ESI into AL whereas **STOSB** instruction store the contents of AL in memory at the offset pointed to by EDI

e.g. **FREE RESPONSE**

4. Using string primitive instructions, replace each element of given array by its mathematical square, assume any valid type for array1.

(4 Points)

array1 =

|    |    |    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|----|----|
| 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|----|----|----|----|----|----|----|----|----|----|

**Solution:**

```
.data
    array BYTE 11,12,13,14,15,16,17,18,19,20
.code
main PROC
    cld
    mov esi,OFFSET array
    mov edi,esi
    mov ecx,LENGTHOF array
L1: lodsb                ; load [ESI] into AL
    mul AL                ; AL2
    stosb                ; store AL into [EDI]
    loop L1
```