



1. The **DATE** field of a file directory entry uses bits 0 to 3 for the **DAY**, bits 4 to 7 for the **MONTH**, and bits 8 to 15 for the **YEAR**. Write instructions to copy the **DAY** to a byte variable **bDay**.

(4 Points)

```
MOV    AX, DATE
MOV    DX, 0
SHRD   DX, AX, 4
SHR    DH, 4
MOV    bDay, DH
```

2. In the following instruction sequence, show the resulting value of **AL** where indicated, in hexadecimal:

(4 Points)

```
mov al,10h
not al           ; a. 0EFh
mov al,31h
and al,74h       ; b. 30h
mov al,9Bh
or al,53h        ; c. 0DBh
mov al,18h
test al,81h      ; d. 18h
mov al,7Ah
xor al,0CDh      ; e. 0B7h
```

3. Given that **EAX = 01h**, **EBX=02h**, **ECX=03h**, **EDX = 00h**, **ESP = 0FFFh**. Fill in the following table. Provide only the hex-decimal values

(8 Points)

main PROC	f1 PROC	f2 PROC
0001 SAL AL, 2	000C STC ;CF = 1	0017 MUL BL
0002 PUSH EAX	000D TEST AX,00h	0018 INC EDX
0003 PUSH EBX	000E RCL AL,2	0019 PUSH EDX
0004 CALL f1	000F CALL f2	001A PUSH EBX
0005 DIV CL	0010 ret	001B POP EDX
main ENDP	f1 ENDP	001C POP EBX
		001D ret
		f2 ENDP

main PROC	f1 PROC	f2 PROC
0001 SAL AL, 2	000C STC	0017 MUL BL
;EAX=4	;CF=1	;AX:32
0002 PUSH EAX	000D TEST AX,00h	0018 INC EDX
;ESP:FFB	;EAX=4,CF=0	;EDX = 01
0003 PUSH EBX	000E RCL AL,2	0019 PUSH EDX
;ESP:FF7	;EAX=16d,10h	;ESP:FEBh
0004 CALL f1	000F CALL f2	001A PUSH EBX
;ESP:FF3	;ESP:FEEh	;ESP:FE7h

```
0005  DIV CL
      ;AH=2,AL=0Ah
      main ENDP
```

```
0010  ret
      ;ESP:FF7
      f1 ENDP
```

```
001B  POP EDX
      ;ESP:FEBh,DX=02
001C  POP EBX
      ;ESP:FEEh,BX=01
001D  ret
      ;ESP:FF3
      f2 ENDP
```

	EIP	ESP	EAX	EDX
After f2 completes execution	0010h	0FEFh	0020h	0002h
After main completes execution	---	0FF7h	020Ah	0002h

4. Write a valid assembly language *prototype* and an *Invoke* for the following C++ function:

```
void compare(short *result_ptr, char *ptr1, int word2, char ch)
```

(2 Points)

```
compare PROTO, result_ptr: PTR WORD, ptr1:PTR BYTE, word2:DWORD, ch: BYTE
```

```
INVOKE compare, ADDR mem16, ADDR mem8, mem16, mem8
```

5. Write some ASM code to replace the contents of Accumulator with its mathematical cube (x^3)

(2 Points)

```
MOVZX BX, AL
MUL AL
MUL BX
```