# Department of Electrical Engineering and Computing Computing Security

# CSEC 202 Reverse Engineering Fundamentals

Quiz	z #1
(22 Minutes)	
Name:	ID

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This examination is governed by a strict zero-tolerance policy towards intentional plagiarism. Any detected instance of plagiarism will result in a grade of zero for the work involved. Further, cheating and plagiarism offenses will be handled in accordance with university policies, specifically Policy 3.1.7 on Academic Responsibility.

**Spring 2024** Feb 14, 2024

Section: CSEC202.601
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#### **Exam Instructions:**

### Mark only one answer for each question

Points Equally Distributed. Questions & Options Randomized.

**Complete All Questions (Total: 10 Points)** 

- 1. Which instruction is typically used to compare two values and set the processor's flags without altering the values?
  - A) "CMP"
  - B) "ADD"
  - C) "SUB"
  - D) "XOR"
- 2. How many unique characters can standard ASCII represent?
  - A) 64
  - B) 512
  - C) 128
  - D) 256
- 3. In the Von Neumann Architecture, what role does the system bus play?
  - A) It provides a permanent storage solution.
  - B) It generates graphical output for displays.
  - C) It serves as a communication pathway between CPU, memory, and I/O devices.
  - D) It is only used for USB communications.
- 4. After executing "SUB EAX, EAX", what is the expected state of the Zero Flag (ZF)?
  - A) ZF is cleared.
  - B) ZF is unchanged.
  - C) ZF is set.
  - D) ZF state is unpredictable.
- 5. Why is reverse engineering particularly important for cybersecurity professionals?
  - A) It is practiced exclusively for hardware design and has no place in software analysis.
  - B) It is solely for educational purposes to teach programming languages.
  - C) It allows professionals to manually triage malware, understand attackers' methods, and devise effective defenses.
  - D) Reverse engineering is only used for creating new games and entertainment software.

### 6. Which program combines object files and libraries into a final executable?

- A) Preprocessor
- B) Linker
- C) Compiler
- D) Assembler

## 7. How does the action of the CPU differ between initiating a memory read and executing a memory write?

- A) For a read, the CPU sends data to memory, while for a write, it places an address on the bus
- B) For a read, the CPU updates the Program Counter, while for a write, it copies data into a register.
- C) For a read, the CPU places an address on the bus, while for a write, it puts data on the bus.
- D) For a read, the CPU performs an arithmetic operation, while for a write, it reads data from the bus.

# 10 Given the following code snippets, identify which is a RISC-style set of instructions and which is CISC-style:

#### Code 1:

ADD dword ptr [ebx], 5

#### Code 2:

LDR R1, [R2] ADD R1, R1, #5 STR R1, [R2]

- A) Code 1 is CISC; Code 2 is RISC
- B) Both Code 1 and Code 2 are CISC
- C) Both Code 1 and Code 2 are RISC
- D) Code 1 is RISC; Code 2 is CISC

### 8. What is the program counter (PC) used for?

- A) It counts the number of programs running on the system.
- B) It controls the voltage supplied to the CPU.
- C) It stores the address of the next instruction to be executed by the CPU.
- D) It monitors the performance of the CPU.

### 9. What does the "Load" operation do in CPU operations?

- A) Saves data from a register to a disk.
- B) Loads new programs into the main memory.
- C) Transfers data from memory to a register within the CPU.
- D) Increases the CPU clock speed.

### **Bonus Question:** [1 Point]

Note: This bonus point applies solely to this exam and cannot be transferred to other assignments or exams.

### 1. Why are registers vital in the context of the Instruction Set Architecture (ISA)?

- A) They regulate the power supply to the CP
- B) They are used for external storage devices.
- C) They serve as the primary communication method with peripheral devices.
- D) They are the fastest type of memory for immediate data retrieval and execution by the CPU.

**Good Luck**