CSCI210 Assembly Language and Computer Systems Lab Assignment

TASK One:

Pretend that the following table is an array of memory cells, each 1 byte in size. The base address of this block is 0x00

Column One => Base address of row (0x00, 0x0A, 0x15)

Row One => Offset

You can calculate the effective address by *base* + *offset*.

Example: the effective address of the last cell of the first row is 0x00 + 0x09 = 0x09

Example: the effective address of the third cell in the second row is 0x0A + 0x2 = 0x0C

BASE	[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]
0x00	D O	DE	ΓΓ	CA	EF	BEI		51	7-3	Ex 137
0x0A	5 5	CAI	Ex 2			'		,		
0x14										

Given the following values show how the bytes would be **LITTLE ENDIAN** ordered in memory by filling the values into the table above beginning with address 0x00[0].

NOTE: Fill these data in one after another in the above table. Do not worry if the table is not completely filled. Just like RAM, there will be some available memory

1. 16 bit HALF WORD varOne => 0xDEAD

2. 32 bit WORD varTwo => 0xBEEFCAFE

3. 16 bit HALF WORD varThree \Rightarrow 0x5150

4. 32 bit WORD varFour \Rightarrow 0xCA553773

Based on the filled in table above, answer the following questions

1. What is the effective address of the **low order byte** of varTwo?

2. What is the effective address of the **high order byte** of varFour?

3. What is the effective address of the **high order byte** of varThree

BASE	[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]
0x00	B ()	A7	DE	AD	BE	47	51	50		DE
0x0A	Fť	08				,		,		
0x14										

Given the following values show how the bytes would be **BIG ENDIAN** ordered in memory by filling the values into the table above beginning with address 0x00[0]

- 1. 16 bit HALF WORD varOne => 0xBOA7
- 2. 32 bit WORD varTwo => 0xDEADBEA7
- 3. 16 bit HALF WORD varThree => 0x5150
- 4. 32 bit HALF WORD varFour => 0x00DEFEC8

Based on the filled in table above, answer the following questions

1. What is the effective address of **the low order byte** of varTwo?

2. What is the effective address of the **high order byte** of varFour?

3. What is the effective address of the **high order byte** of varThree

Consider the following binary data starting at address 0xFFFF1A

01000011	01001111	01001101	01010000	00100000	00110001	00110000
00110101	00100001					

- 1. If this data represents a *byte array* of 9 numbers, what are the numbers in the array in decimal notation? What are the addresses of the 9 numbers?
- 2. If they represent a *little endian 32-bit word array* of 4 numbers, what are the numbers in the array in decimal notation? What are the addresses of the 4 numbers?
- 3. If they represent a *big endian 32-bit word array* of 4 numbers, what are the numbers in the array in decimal notation?

Consider the following binary data starting at address 0xFFFFF1A

01000011	01001111	01001101	01010000	00100000	00110001	00110000
00110101	00100001					

- 1. If the 9-byte binary string starting at **0xFFFFF1A** represents an ASCII string, what string do they represent?
- 2. What is the hexadecimal ASCII representation for the string "Metal"?
- 3. What is the binary ASCII representation for the string "Metal"?
- 4. What is the hexadecimal representation for the string "Cows"?
- 5. What is the hexadecimal representation for the string "COWS"?

Booths Algorithm: Assuming 8 bits per value and a 16-bit destination register, provide an algorithm trace of Booth's Algorithm using the following expression.

- 7 x -3
- Fill in the table with the values of the following for each iteration
 - The iteration number
 - The high order byte of destination register
 - The low order byte of destination register
 - The current bit
 - · The previous bit
 - The operation that will be performed
- Things to consider:
 - If you were writing a software implementation of this algorithm (which you will do) how would you accomplish the following? (answer these questions in painful detail)
 - Store and access the previous bit
 - Test the current bit
 - Perform a mathematical operation on the high order half of a word

Iteration	НО	LO	СВ	РВ	Operation (nothing, add , subtract)