Review Questions:

* What are some differences between the 32- and 64-bit calling conventions?
* What are some differences between the Microsoft x64 calling convention, and the System V x64 calling convention?
* What is the direction flag, and where is it useful?
* What flag has to be set in order for JZ to actually branch (for the jump to be taken)?
* What is the difference between the CMP instruction, and the TEST instruction?
* What does the following code snippet do? :

mov rdi, myBuffer

mov rcx, 0x20

xor rax, rax

rep stosb

* What will happen after this snippet of code executes?

push my\_function

ret

* How about this one?

push exit

push my\_function

ret

* With regard to string instructions, which register is typically considered to be the “source”?
* Given two values (“A” and “B”), what sequence of instructions would use utilize to print “Bigger” if A is bigger than B, or “Smaller” if A is smaller than B?