40 pts	Name: _	
	Class Day / Time: _	
	Due Date: _	

## Lab #6 – Data Transfers, Addressing and Arithmetic

Use the following variable definitions for the questions in this section 1 and 2:

.data

var1 SBYTE -4,-2,3,1 var2 WORD 1000h,2000h,3000h,4000h var3 SWORD -16,-42 var4 DWORD 1,2,3,4,5

1. For each of the following statements, select whether or not the instruction is valid and if invalid describe why:

a. mov ax,var1	Valid?	YES	NO	If Not Why?
b. mov ax,var2	Valid?	YES	NO	If Not Why?
c. mov eax,var3	Valid?	YES	NO	If Not Why?
d. mov var2,var3	Valid?	YES	NO	If Not Why?
e. movzx ax,var2	Valid?	YES	NO	If Not Why?
f. movzx var2,al	Valid?	YES	NO	If Not Why?
g. mov ds,ax	Valid?	YES	NO	If Not Why?
h. mov ds,1000h	Valid?	YES	NO	If Not Why?

2. What will be the hexadecimal value of the destination operand *after* each of the following instructions execute in sequence?

mov al,var1	;	a
mov ah,[var1+3]	;	b.

mov ax,var2	; c
mov ax,[var2+4]	; d
mov ax,var3	; e
mov ax,[var3-2]	; f
mov edx,var4	; g
movzx edx,var2	; h
mov edx,[var4+4]	; i
movsx edx,var1	; j

Use the following data for the next several questions:

.data

val1 BYTE 10h val2 WORD 8000h val3 DWORD 0FFFFh val4 WORD 7FFFh

- 3. Write an instruction that increments val2
- 4. Write an instruction that subtracts val3 from EAX.
- 5. Write instructions that subtract val4 from val2
- 6. If val2 is incremented by 1 using the ADD instruction, what will be the values of the Carry and Sign flags?
- 7. If val4 is incremented by 1 using the ADD instruction, what will be the values of the Over-flow and Sign flags?

8.	. Where indicated, write down the values of the Carry	, Sign	, Zero,	and C	Overflow	flags (	after e	each
in	nstruction has executed:							

mov ax,7FF0h

add al,10h

; a. CF = SF = ZF = OF =

add ah.1

; b. CF = \_\_\_\_ SF = \_\_\_\_ OF = \_\_\_\_

add ax,2

; c. CF = \_\_\_\_ SF = \_\_\_ OF = \_\_\_

Use the following data definitions for the next exercise:

.data

myBytes BYTE 10h,20h,30h,40h myWords WORD 3 DUP(?),2000h myString BYTE "ABCDE"

9. What will be the value of EAX after each of the following instructions execute?

mov eax, TYPE myBytes

; a. \_\_\_\_\_

mov eax,LENGTHOF myBytes

; b. \_\_\_\_\_

mov eax, SIZEOF myBytes

; c. \_\_\_\_\_

mov eax,TYPE myWords

; d. \_\_\_\_\_ ; e. \_\_\_\_\_

mov eax,LENGTHOF myWords mov eax, SIZEOF myWords

; f. \_\_\_\_\_

mov eax, SIZEOF myString

; g. \_\_\_\_\_

10. What will be the final value of EAX in this example?

mov eax,0

mov ecx,10

; outer loop counter

L1:

mov eax,3

mov ecx,5

; inner loop counter

L2:

add eax,5

loop L2 ; repeat inner loop loop L1 ; repeat outer loop

Final EAX value: