

question 1

1. `xor %eax, %eax` 可将 `%eax` 置零

```
int foo(int op, int a, int b) {
    int result = 0;
    switch(op) {
        case 0:
            result = a;
            result &= b;
            break;
        case 1:
            result = a;
            result |= b;
            break;
        case 2:
            result = a;
            result ^= b;
            break;
        case 3:
            result = ~a;
            break;
        case 4:
            result = a + b;
            break;
    }
    return result;
}
```

question 2

```
typedef enum {MODE_A, MODE_B, MODE_C, MODE_D, MODE_E} mode_t;
int switch3(int *p1, int *p2, mode_t action) {
    int result = 0;
    switch(action) {
        case MODE_A:
            result = *p1;
            *p1 = *p2;
            break;
        case MODE_B:
            result = *p2 + *p1;
            *p2 = result;
            break;
        case MODE_C:
            *p2 = 59;
            result = *p1;
            break;
        case MODE_D:
            *p2 = *p1;
            result = 27;
            break;
    }
}
```

```
    case MODE_E:
        result = 27;
        break;
    default:
        result = -1;
}
return result;
}
```

question 3

1. %eax = 0x8048395
2. %eip = 0x804839b

question 4

```
int lolwut(char *s) {
    int i, n;
    n = 0;
    for (i = 0; s[i] != 0; i++) {
        if (s[i] - '0' > 9) {
            return -1;
        }
        n = n*10 + s[i] - '0';
    }
    return n;
}
```

```
subl $4, %esp
movl %ebx, (%esp)
```

```
0xffff000c
```

question 5

- | address | |
|------------|------------|
| 0xffffd830 | 4 |
| 0xffffd82c | 0x080483e6 |
| 0xffffd828 | 0xffffd848 |
| 0xffffd824 | %ebx |
| 0xffffd820 | 3 |
| 0xffffd81c | 0x080483be |
| 0xffffd818 | 0xffffd828 |
| 0xffffd814 | 4 |
| 0xffffd810 | 2 |

- 0xffffd818

- 0xffffd810

question 6

- %ebp = 0x80003c

- %esp = 0x7ffffc

-

```
&x = 0x800038
&y = 0x800034
```

- | address | |
|----------|----------------|
| 0x800040 | return address |
| 0x80003c | 0x800060 |
| 0x800038 | 0x53 |
| 0x800034 | 0x46 |
| ... | not used |
| 0x800004 | 0x800038 |
| 0x800000 | 0x800034 |
| 0x7ffffc | 0x300070 |

- 0x800008 ~ 0x800030 are not used by proc

question 7

part 1

1. 查看 0000:00 ~ 0000:1f 的内存

```
-d 0000:00 1f
0000:0000  60 10 00 F0 08 00 70 00-08 00 70 00 08 00 70 00  . . . . .p . . . . .p .
0000:0010  08 00 70 00 60 10 00 F0-60 10 00 F0 60 10 00 F0  ..p. . . . .
```

- 2.

```
C:\>debug
-r cs
CS 073F
:1000
-r ip
IP 0100
:0
```

然后将那些命令都输进去。。。

```
-a 1000:0
1000:0000 mov ax,1
1000:0003 mov ds,ax
1000:0005 mov ax,[0000]
1000:0008 mov bx,[0001]
1000:000C mov ax,bx
1000:000E mov ax,[0000]
1000:0011 mov bx,[0002]
1000:0015 mov ax,bx
1000:0017
-a 1000:15
1000:0015 add ax,bx
1000:0017 add ax,[0004]
1000:001B mov ax,0
1000:001E mov al,[0002]
1000:0021 mov bx,0
1000:0024 mov bl,[000c]
1000:0028 add al,bl
1000:002A
-
```

之后不断按 `-t`

1~4

```
-t
AX=0001 BX=0000 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=073F ES=073F SS=073F CS=1000 IP=0003  NU UP EI PL NZ NA PO NC
1000:0003 8ED8          MOV     DS,AX
-t
AX=0001 BX=0000 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=0005  NU UP EI PL NZ NA PO NC
1000:0005 A10000       MOV     AX,[0000]          DS:0000=0008
-t
AX=0008 BX=0000 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=0008  NU UP EI PL NZ NA PO NC
1000:0008 8B1E0100     MOV     BX,[0001]          DS:0001=7000
-t
AX=0008 BX=7000 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=000C  NU UP EI PL NZ NA PO NC
1000:000C 89DB          MOV     AX,BX
-
```

5~8

```

-t
AX=7000 BX=7000 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=000E NU UP EI PL NZ NA PO NC
1000:000E A10000 MOV AX,[0000] DS:0000=0008
-t
AX=0008 BX=7000 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=0011 NU UP EI PL NZ NA PO NC
1000:0011 8B1E0200 MOV BX,[0002] DS:0002=0070
-t
AX=0008 BX=0070 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=0015 NU UP EI PL NZ NA PO NC
1000:0015 01D8 ADD AX,BX
-t
AX=0078 BX=0070 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=0017 NU UP EI PL NZ NA PE NC
1000:0017 03060400 ADD AX,[0004] DS:0004=1060
-

```

9~12

```

-t
AX=10D8 BX=0070 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=001B NU UP EI PL NZ NA PE NC
1000:001B B80000 MOV AX,0000
-t
AX=0000 BX=0070 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=001E NU UP EI PL NZ NA PE NC
1000:001E A00200 MOV AL,[0002] DS:0002=70
-t
AX=0070 BX=0070 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=0021 NU UP EI PL NZ NA PE NC
1000:0021 BB0000 MOV BX,0000
-t
AX=0070 BX=0000 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=0024 NU UP EI PL NZ NA PE NC
1000:0024 8A1E0C00 MOV BL,[000C] DS:000C=60
-

```

13

```

-t
AX=0070 BX=0060 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=0028 NU UP EI PL NZ NA PE NC
1000:0028 04B1 ADD AL,B1
-

```

3.

- (1) AX=0008
- (2) BX=7000
- (3) AX=7000
- (4) AX=0008
- (5) BX=0070
- (6) AX=0078
- (7) AX=10D8
- (8) AX=0000
- (9) AX=0070
- (10) BX=0000
- (11) BX=0060
- (12) AX=00D0

part 2

1. 00000~9ffff 主存储器

a0000~bffff 显存

c0000~fffff 各种 ROM

```
2. -t
AX=7000 BX=7000 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=000E NU UP EI PL NZ NA PO NC
1000:000E A10000 MOV AX,[0000] DS:0000=0008
-t
AX=0008 BX=7000 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=0011 NU UP EI PL NZ NA PO NC
1000:0011 8B1E0200 MOV BX,[0002] DS:0002=0070
-t
AX=0008 BX=0070 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=0015 NU UP EI PL NZ NA PO NC
1000:0015 01D8 ADD AX,BX
-t
AX=0078 BX=0070 CX=0000 DX=0000 SP=00FD BP=0000 SI=0000 DI=0000
DS=0001 ES=073F SS=073F CS=1000 IP=0017 NU UP EI PL NZ NA PE NC
1000:0017 03060400 ADD AX,[0004] DS:0004=1060
-
```

3. 三个数字分别代表黑色、绿色、灰色