

(80 pts) Part 1

Fast Answer: (40 pts, 2 pts each)

1. Exactly how many bytes are in 1 KB of memory? \_\_\_\_\_
2. Given a 1 byte operand, what is the range of signed displacement values? \_\_\_\_\_
3. The stack is always aligned to a \_\_\_\_\_ byte boundary.
4. The following instruction reserves stack space for (parameters, local variables, global variables, registers).  
`sub esp, 0x20`
5. (4 pts) When a value is popped from the stack, the data is read (before, after) esp is (incremented, decremented).
6. Given the stack frame set up we have seen and discussed in class, `mov eax, [ebp + 8]` will move what into eax? (parameter, local variable, global variable)
7. Given that same stack frame set up, what will be in eax after executing this instruction:  
`mov eax, [ebp + 4]`? \_\_\_\_\_ Hint: It is NOT any of the selections above.
8. There are two instructions that efficiently set a register to zero. List one of them. \_\_\_\_\_
9. After executing either of those instructions, what is the value of the ZERO flag? \_\_\_\_\_
10. A “push edx” instruction uses which register implicitly? \_\_\_\_\_
11. Ecx is implicitly used by which type of instructions? \_\_\_\_\_
12. For what type of instructions are edi/esi used implicitly? \_\_\_\_\_
13. The “trap” flag is used to \_\_\_\_\_. Circle one (single-step, enable interrupts, set privilege level).
14. Given that `cl = 0xA2`, show the value of eax after this instruction: `movsx eax, cl`
15. Given that `cl = 0xEC`, show the value of eax after this instruction: `movzx eax, cl`

16. List the 3 types of memory partitions as discussed in class.

17. In which of the 3 types of memory are static variables stored?

18. There are two things the NOP instruction accomplishes while doing nothing, list one.

19. Given `ecx = 0x0000007B`, so `cl=0x7B`, what is the minimum value that when added, would set the OVERFLOW flag?

`add cl, _____ ; minimum value to cause OF to be set`

### Short Answer (40 pts)

20. (4 pts) Given `esp = 0x18F448`, what is value of `eax` after executing a “pop `eax`” instruction? What is `esp` after executing the pop instruction?

`0018FF44 B0 CA CC BE EF BE AD DE      eax = _____      esp = _____`

21. (12 pts) Given that `[ ebp - 0x14 ]` refers to a local variable named `tmpD = 0xDE76A1` and `ebp = 0x1288C`.

CODE A:	vs.	CODE B:
<code>mov ecx, [ebp - 0x14]</code>		<code>lea ecx, [ebp - 0x14]</code>
<code>push ecx</code>		<code>push ecx</code>
<code>call func1</code>		<code>call func1</code>

a. (4 pts) Briefly describe the difference between the CODE A instructions and the CODE B instructions.

b. (4 pts) For each one, show what `ecx` looks like on the stack.

Stack	CODE A:		CODE B:
0x12880			

c. (4 pts) Show the matching C function call for each.

22. (4 pts) What 2 operations are performed by a call instruction?

23. (4 pts) What 2 operations are performed by a ret instruction?

24. (14 pts) Examine the following assembly instructions, and answer the subsequent questions.

```
0020 mov eax, [ebp + 0x10] ; value here = 0x00000052
0023 mov ecx, [ebp + 0x08] ; value here = 0x0000009C
0026 cmp al, cl
0028 jg label      ; label is at address 003C, jg is signed
002A nop
002B
...
003C label: sub al, cl
```

- (3 pts) Inside a function, assuming that ebp is used for the stack frame, what is at the address ebp+0x10 with respect to a C function call?
- (2 pts) Given a signed operation, al is ( **greater than, less than, equal to**) cl?
- (3 pts) What is the address from which the offset to the jg is calculated? \_\_\_\_\_
- (3 pts) What is the value of the offset for the jg instruction? \_\_\_\_\_
- (3 pts) What is the difference between the “cmp” instruction at address 26 and the “sub” instruction at address 3C?
- (2 pts) Suppose ecx = 0x12345678 prior to executing the code above. What is the new value after executing the code at address 23.

ecx = 0x\_\_\_\_\_