

# Architecture of Computer and Network (2)

## *homework 1*

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## I. PROBLEM 1

Transform the following signed binary integer into decimal integer.

1)10000000; 2)11001100; 3)10110111

1. for the MSB is 1, it is a negative integer. The true form of it is 10000000. Thus, the decimal integer is  $-128$
2. The true form of 11001100 is 110100. So, the decimal integer is  $-52$ .
3. The true form of 10110111 is 1001001. So, the decimal integer is  $-73$ .

## II. PROBLEM 2

Transform the following signed decimal integer into hexadecimal integer(16bits).

1)  $-32$  2)  $-62$

1. FFE0
2. FFC3

## III. PROBLEM 3

what are the main steps of instruction execution cycle?

1. Fetch
2. Decode
3. Fetch operands
4. Execute
5. Store output

#### IV. PROBLEM 4

what are the range of memory address in real-address mode?

1M, 0x00000 ~ 0xfffff

#### PROBLEM 5

Convert 0950:0100 to a linear in real-address mode

0950+0100 = 0A50

#### V. PROBLEM 6

List the 4 parts of the Assembly Language instructions

- Label (optional)
- Mnemonic (required)
- Operand (depends on the instruction)
- Comment (optional)

#### VI. PROBLEM 7

Declare a 16 bit unsigned integer variable named 'wAarry' with 3 initial value.

wAarry WORD 1, 2, 3

#### VII. PROBLEM 8

Use equality sign directive to declare a constant sign, which equals 08h.

BACK = 08h

#### VIII. PROBLEM 9

What are the three types of operand?

immediate, register, memory

## IX. PROBLEM 10

Use assembly language to implement  $AX = (-val2 + BX) - val4$

```
mov ax, -val2
```

```
add ax, bx
```

```
add ax, -val4
```

## X. PROBLEM 11

What is the property of the returned value of the SIZEOF operator?

The product of the returned value of the LENGTHOF and the returned value of the SIZE.

## XI. PROBLEM 12

Which 32-bit general register can be used as an indirect operand?

EAX, EBX, ECX, EDX, ESI, EDI, EBP, ESP

## XII. PROBLEM 13

In real-address mode, which register is regarded as a counter by the LOOP operator?

CX register

## XIII. PROBLEM 14

What is little-endian order?

Little-endian order refers to the way Intel stores integers in memory. Multi-byte integers are stored in reverse order, with the least significant byte stored at the lowest address.

## XIV. PROBLEM 15

Does the INC instruction affect the CF?

No, it doesn't.