

# ECE3210 Microprocessor Engineering

## Homework 3

1. Assume that the registers have the following values (all in hex) and that CS = 1000, DS = 2000, SS = 3000, SI = 4000, DI = 5000, BX = 6080, BP = 7000, AX = 25FF, CX = 8791, and DX = 1299.

Calculate the physical address of the memory where the operand is stored and the contents of the memory locations, assuming real model operation

(a) MOV [SI], AL

location 24000 (20000 + 4000) contains FF

(b) MOV [BX+SI+8], AH

location 2A088 (20000 + 6080 + 4000 + 8) contains 25

(c) MOV [BX], AX

location 26080 (20000 + 6080) contains FF

location 26081 contains 25

(d) MOV [BP+SI+10], DX

location 3B010 (30000 + 7000 + 4000 + 10) contains 99

location 3B011 contains 12

(e) MOV [3600], AX

location 23600 (20000 + 3600) contains FF

location 23601 contains 25

2. Assume that SP = FF2EH, AX = 3291H, BX = F43CH, and CX = 09H. Find the contents of the stack and SP after the execution of the following three instructions.

PUSH AX

PUSH BX

PUSH CX

logical address	stack contents
SS:FF2C	91
SS:FF2D	32

after "PUSH BX", the stack pointer = FF2A and the stack is as follows:

logical address	stack contents
SS:FF2A	3C

SS:FF2B	F4
SS:FF2C	91
SS:FF2D	32

after "PUSH CX", the stack pointer = FF28 and the stack is as follows:

logical address	stack contents
SS:FF28	09
SS:FF29	00
SS:FF2A	3C
SS:FF2B	F4
SS:FF2C	91
SS:FF2D	32

3. Find the errors in the following program, and provide reasons for the errors.

```
.MODEL      SMALL
.STACK 100
.DATA
    X  DB  ?
    Y  DW  ?
    Z  DW  ?
.CODE
.STARTUP

MAIN PROC FAR
    MOV DS, SS ; SEGMENT REGISTER
    MOV [DI], [BX] ; MEMEORY TO MEMORY
    MOV AX, 12H
    MOV BX, AL ; MIXED SIZE
    MOV Y, AX
    MOV Z, Y ; MEMORY TO MEMORY
    MOV X, 345H ; SIZE NOT MATCHING
    LEA BX, X
    MOV [BX] AL ; SHOULD BE MOV [BX], AL
    .Exit
MAIN ENDP
END
```

4. Assuem that x and y are two memory variables of word-size allocated at the offset address of 1000h and 1002h, respectively. What are the final contents of the registers ax, bx and cx?

code segment

```
    mov x, 1234h
    mov y, 5678h
    mov bx, 1000h
    mov ax, bx
    mov cx, [bx]
    mov bl, byte y
code ends
```

AX \_\_1000H\_\_ BX \_\_1078H\_\_ CX\_\_1234H\_\_

4. 3.32(b)

11000H +0250H+0500H+0200H = 11950H

5. Chapter 3.35(c)

(c) 07100H

6. Chapter 3.45

(a) short (b) near (c) short (d) far

Short: 8-bit displacement, +127 to -128 bytes

Near: 16-bit displacement, +/- 32K bytes

-----End-----