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Name:

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Date:

10/3/22

1. Labels are used to store addresses. (1 point)

ABCDE

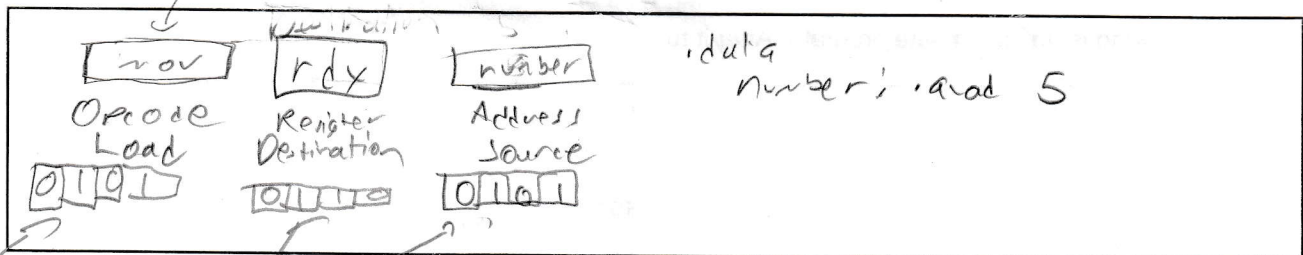
2. Convert the following hexadecimal number to binary: E3B9 (5 points)

Answer:

1110 0011 1011 1001  
 $8+4+2=14$     $8+2+1=11$     $8+2+1=11$     $8+1=9$

3. Draw a picture that shows the encoding of a Load Instruction. Make sure to mark all the necessary fields. (5 points)

Intel uses same opcode name for load.



Not actual binary data

4. What is the decimal value of the following number: 01010011? (10 points)

Answer:

$64 + 16 + 21 = 101$  **83**  
 $2^0 + 2^1 + 2^5 + 2^6$

DI  
SI  
BP  
SP

5. List all the 64-bit registers found on the Intel x64 (10 points)

~~EAX, EBX, ECX, EDX, EDI, ESI, EBP, ESP,~~  
~~R8, R9, R10, R11, R12, R13, R14, R15~~ = 16  
 EDI, RDI, RSI, RDI, RSI, RDI, RSI, RDI, RSI, RDI, RSI, RDI, RSI, RDI, RSI, RDI, RSI

EBP, RBP, BP, RPI

RSP, RSP, SP, RPL

RS, RS, RS, RS, RS, RS, RS, RS, RS, RS, RS, RS, RS, RS, RS, RS

RS, RS, RS, RS, RS, RS, RS, RS, RS, RS, RS, RS, RS, RS, RS, RS

registers  
total  
In modern day  
Intel x86

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6. Multiple choice. The answer to this question is **d.** (1 point extra credit)

- a. Nope, this isn't it
- b. Sorry, keep going
- c. Almost there!
- d. It's this one!**
- e. You went too far.
- f. Seriously, stop now.
- g. You just don't follow directions, do you?

7. What does the following mean in your assembly program? Why is it necessary? (10 points)

```
.global _start
```

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It tells the assembler to make this command start be global. method, kind of like public in java, which allow the assembler to do the actions below it, otherwise it will not do non-global methods.

8. The following is an incomplete program. After it runs, what are the values of the registers. (15 points)

```
...
SacState:
    .quad 1947                #Address is 6000

BuffaloWings:
    .ascii "1964"            #Address is 1500
...
lea rax, SacState
mov rbx, SacState
lea rcx, BuffaloWings
...
```

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Please put the final values in the table below:

rax	rbx	rcx
6000	1947	1964

↑  
Address value

16

9. This looks familiar...

Labels are used to store addresses. (1 point)

10. Vocabulary: Match definition to its word. There will be some words left over. (20 points, 2 points each)

- (File)
- i) ~~M~~ this term is used to refer to all the registers on the processor
- ii) T these registers don't have a specific use and are available to your program.
- iii) J these "partial programs" are combined into a single program by a linker
- iv) G Java (and other high-level programming languages) can be converted into assembly using this
- v) W in assembly, these tell the assembler to allocate space, start a section, etc...
- vi) N assembly uses these easy to remember names to identify instructions
- vii) C this is the first-generation programming language
- 16 (Control) viii) ~~E~~ the tab and new line characters are classified as this
- Control ix) Q in assembly, this term means the actual raw value
- x) K each instruction has a unique identifying sequence of bits called this
- A. universal  
B. classes  
C. ~~machine language~~  
D. control  
E. identifier  
F. ~~Pika pika~~  
G. ~~compiler~~  
H. marker  
I. ~~object~~  
J. ~~Li'l Sebastian~~  
K. ~~opcode~~  
L. assembler  
M. ~~register set~~  
N. ~~mnemonic~~  
O. unit  
P. constant  
Q. ~~immediate~~  
R. Javascript  
S. modules  
T. ~~general purpose~~  
U. name  
V. formatter  
W. ~~directive~~  
X. ~~Is this the Krusty Krab?~~  
Y. ~~processor language~~  
Z. file

11. How many bytes will each of the following directives create? (15 points, 5 each):

a) .ascii "Krabby Patty"

12 bytes (64 bits)

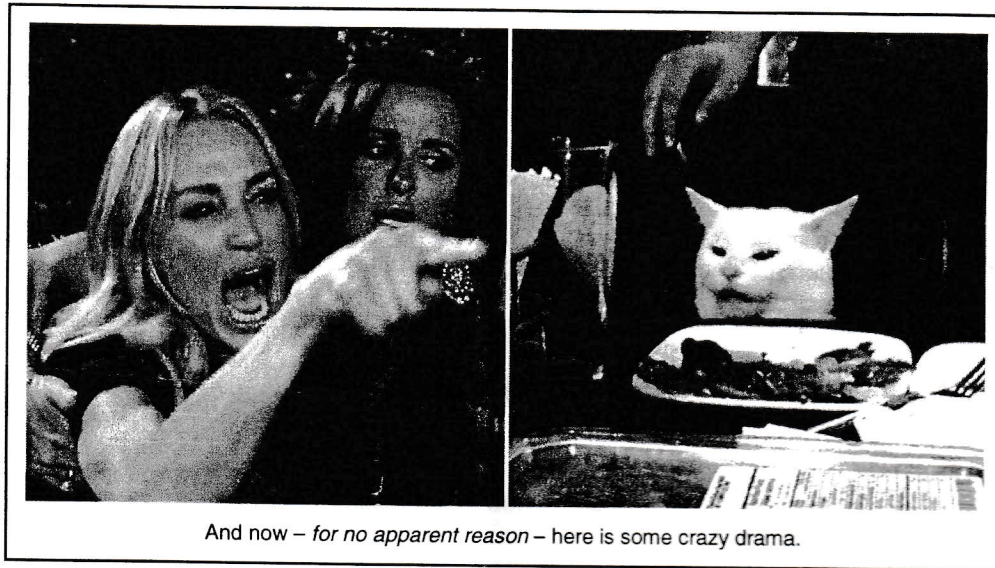
b) .byte 6

1 bytes (16 bits)

c) .quad 25

8 bytes (64 bits)

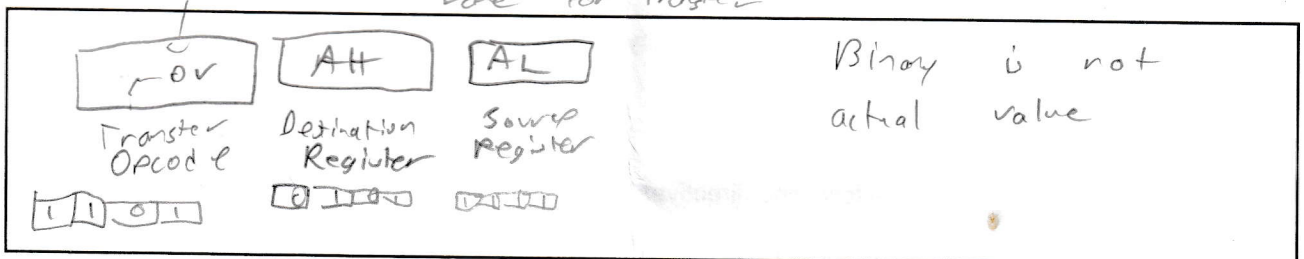




12. What are the three major attributes of von Neumann Architecture? (15 points)

- 1) Memory is where program and its data is stored, not anywhere else
- 2) Memory and processor are two separate entities, ~~processor~~ memory does not run program
- 3) All parts of the computer are connected with a high speed bus that data is transferred through

13. **Draw a picture** that shows the encoding of a Transfer Instruction. Make sure to mark all the necessary fields. (5 points)



14. Hmmmm....labels are quite useful for storing

addresses. (1 point)

15. Write a **full program** (using the format we used this semester). Create an ASCII string called show that contains the name of show you liked when you were a kid. Then print it to the screen. Remember to exit your program. (15 points)

```

.intel _syntax noprefix
.data
    show: .ascii "My favorite show as a child
             was Arthur. /n/O"
.text
global start
start:
    lea rdx, show
    call Print2String
    call Exit

```

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16. Oh no...this question again?

Labels are used to store addresses. (1 point)

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17. Convert the following binary number to hexadecimal: <sup>9 11 7 5</sup> 1001 1011 0111 0101 (5 points)

5 Answer:

9B75

18. List all the 8-bit registers found on the Intel x64 (10 points)

AX, BX, CX, DX, DI, SP, SI, BP, R8<sub>w</sub>, R9<sub>w</sub>

R10<sub>w</sub>, R11<sub>w</sub>, R12<sub>w</sub>, R13<sub>w</sub>, R14<sub>w</sub>, R15<sub>w</sub> = 16 total

registers in modern Intel x86

19. At this point, you may be questioning your instructor's sanity.... But...

So, what do labels store addresses. (1 point)

20. Given the following 4-byte integer, how is it stored by a little-endian processor? (5 points)

18 CA E8 2A

↑  
least significant  
byte first

0 1 2 3

2A E8 CA 18

21. Fill in the Blank: From a couple pages ago... what the heck is all that drama about? (10 points)

The cat is flaunting his/her wealth to

the ladies, and they are not happy about

a cat being more successful than them.



Have a great day!

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