

## - EXAM 2 BONUS / FORM B -

Name: SOLUTIONS

Score: \_\_\_\_ / \_\_\_\_

For questions 1–2, consider the following data section.

```

.data
array WORD 7788h, 5566h, 3344h, 1122h
bytez BYTE 56h, 34h, 12h, -1

```

1. This .data section will be stored in memory as a sequence of 12 bytes. Write the values of these bytes, in *hexadecimal*, starting with the byte at the lowest memory address.

88 77 66 55 44 33 22 11 56 34 12 FF

2. Suppose the first byte of `array` is at address 00405000h. What is the value of EAX after each of the following instruction sequences executes? Write your answers in *hexadecimal*.

Leading zeros can be omitted

- |   |                  |
|---|------------------|
| a. <code>movzx eax, array</code>                | ; EAX = 00007788 |
| b. <code>movzx eax, WORD PTR [array + 1]</code> | ; EAX = 00006677 |
| c. <code>movzx eax, WORD PTR [array + 2]</code> | ; EAX = 00005566 |
| d. <code>mov eax, OFFSET array</code>           | ; EAX = 00405000 |
| e. <code>lea eax, array</code>                  | ; EAX = 00405000 |
| f. <code>lea eax, [array + 2]</code>            | ; EAX = 00405002 |
| g. <code>mov eax, LENGTHOF array</code>         | ; EAX = 4        |
| h. <code>mov eax, SIZEOF array</code>           | ; EAX = 8        |
| i. <code>movzx eax, BYTE PTR [array]</code>     | ; EAX = 00000088 |
| j. <code>lea eax, bytez</code>                  | ; EAX = 00405008 |
| k. <code>lea eax, [bytez + 2]</code>            | ; EAX = 0040500A |
| l. <code>movzx eax, WORD PTR [bytez]</code>     | ; EAX = 00003456 |
| m. <code>movzx eax, WORD PTR [bytez + 1]</code> | ; EAX = 00001234 |
| n. <code>mov eax, DWORD PTR [bytez]</code>      | ; EAX = FF123456 |
| o. <code>movzx eax, WORD PTR [bytez + 2]</code> | ; EAX = 0000FF12 |

3. Suppose your .data section contains

```
.data
array WORD 0FFEEh, DDCCCh, 5566h, 7788h
```

and you want to display the values in the array in hexadecimal, one per line:

```
0000FFEE
0000DDCC
00005566
00007788
```

Fill in the missing instruction.

```
mov ecx, 0
```

; ECX will count up from 0

top: MOVZX eax, WORD PTR [array+2\*ecx] ; Load the next array element into EAX

```
call WriteHex
```

; Display that value...

```
call Crlf
```

; ...followed by a newline

```
inc ecx
```

; Increase ECX

```
cmp ecx, LENGTHOF array
```

; Are we done?

```
jb top
```

; Jump back to show next element

4. How to each of the following instructions affect the value of ESP?

- a. `call eax`    ☐ Adds 4 to ESP    ☒ Subtracts 4 from ESP    ☐ ESP does not change
- b. `ret 0`    ☒ Adds 4 to ESP    ☐ Subtracts 4 from ESP    ☐ ESP does not change
- c. `push eax`    ☐ Adds 4 to ESP    ☒ Subtracts 4 from ESP    ☐ ESP does not change
- d. `pop eax`    ☒ Adds 4 to ESP    ☐ Subtracts 4 from ESP    ☐ ESP does not change

5. Suppose a procedure:

- Receives two stack arguments.
  - Has a prologue that issues `enter 0, 0` and then pushes ESI.
- a. The stack frame for this procedure consists of five 4-byte values (suppose they are stored in the memory addresses shown below). In a word or two, describe what is stored in each 4-byte entry of the stack frame.

0013FF6Ch	Argument 2	
0013FF68h	Argument 1	
0013FF64h	Return Address	
0013FF60h	Saved EBP	← EBP
0013FF5Ch	Saved ESI	← ESP

- b. Suppose, after the stack frame is created, you want to load the first argument into EAX. The normal way to do this would be to use the instruction

```
mov eax, [ebp+8]
```

↑ could have DWORD PTR

With the stack frame above, you could also use `mov eax, DWORD PTR [esp+12]`