

## COMPUTER ORGANIZATION & ARCHITECTURE(COA) [ CS-2006] Home Assignment-1

Roll Number:	Section:	
Name in Capital:		

Instruction: Answer all questions.

Find out the	hexa-decimal	equivalent	of	your	roll	number.	Convert	the	last	two	hexa-d	ecimal
digits into	octal number	system.										

What is difference between Big Endian and Little Endian byte order. Explain with a computer system where each memory word consumes b bytes and machine is byte addressable by drawing suitable diagram(s). Take your roll number as the starting memory address. Take b (b≠0) as the last digit of your roll number. If it is zero take b=3.

**Answer** (Write here directly or paste here the image of your answer written on plane paper)

Let each memory word consumes 3 bytes and machine is byte addressable. The memory stores numbers from 1 to 20 sequentially starting from memory location ROLL that represent your roll number. The register R1 and R2 contain value 10 and 20 respectively. In each instruction, assume (from left to right) first operand as source, second operand as source as well as destination.

Move #ROLL, R0 Add R1, 6(R0) Move 3(R0), R1

Add #3, R0

Add (R0), R2

**Sub R2, (R0)** 

After performing the following operations in sequence, find out the content of aligned addresses of your roll number. Show upto five consecutive word allignment.

<u>Answer</u> (Write here directly or paste here the image of your answer written on plane paper)

et register R1 co	ntains the binary	equivalent of	the last two	digit of your R	OLL NUME
	ollowing operations	-	tely. Assume	b is the number	bits to be sh
or rotated. b=1 LShiftL #1	ROLL NUMBER %	0 / +1.			
AShiftL#					
LShiftR #	*				
AShiftR #					
RotateL #					
RotateLC RotateR#	#b, R1 if C=0				
	#b, R1 if C=0				
	directly or paste her	re the image of	vour answer w	ritten on plane pa	aper)
_	ssor having four	• •			
	CPI values 1.a, 1.	· ·	1 0	, ,	-
_	of your roll number		_	_	
	where r is the sun ogram, the instruct	_	•	_	
	ectively. Calculate				are 3, 10, 13
	directly or paste her				aper)

MOV #5000, R1 MOV 100(R1), R2 ADD R2, 6000 ADD (R1)+, R2 MOV R2, (5000)

What will be the contents memory locations 1000, 5000, 6000 and register R1 and R2 after program is executed? Find out the number of memory references required for each of	
instructions in the above program.	
<u>Answer</u> (Write here directly or paste here the image of your answer written on plane paper)	

A. Write the equivalent assembly code for the given pseudo code and write the values of the variables (both in decimal and binary) after executing each instruction present in the equivalent assembly code. Assume X is the sum of the last 3 digits of your roll number and memory size of the operand is 1 byte. [Note: if the Roll No = 20051123, then X =1+2+3=6][Assume the number is represented in 2's complement format]

```
A = (X +5);
B = -(X +4);
C = X;
A>>2;  // Bitwise Right shift by 2bits
B<<1;  // Bitwise left shift by 1 bit
Rotate_left(C, 2bit);  // Rotate Left by 2 bits

Answer (Write here directly or paste here the image of your answer written on plane paper)
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A processor has 32 integer registers and and 16 floating point registers. It uses 2-byte instruction format. It has two types of instructions: Imm-type and REG-type. Each Imm-type instruction contains an opcode, an integer register name, and a 4-bit immediate value. Each REG-type instruction contains an opcode, 2 floating point register and one integer register names. If there are 16 distinct Imm-type opcodes, then what is the maximum number of distinct REG-type opcodes is possible?

<u>Answer</u> (Write here directly or paste here the image of your answer written on plane paper)	

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