

CS 3844 Computer Organization

Term Project Part 2 – Spring 2021

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1. Using Visual Studio on the UTSA VDI system, create a project using the code given below.

```
unsigned char    gArray[]    = { 0x09, 0xFA, 0x5A, 0x18, 0x48, 0xAC, 0xD4, 0x71 };
short int       gArraySI[]  = { 0x09, 0xFA, 0x5A, 0x18, 0x48, 0xAC, 0xD4, 0x71 };
int             gArrayI[]   = { 0x09, 0xFA, 0x5A, 0x18, 0x48, 0xAC, 0xD4, 0x71 };
```

```
int test()
{
```

__asm {	
mov al,gArray	al = <u> </u>
lea esi,gArray	esi= <u>11100160</u>
mov dl, byte ptr [esi]	dl = <u> </u>
mov edx, dword ptr [esi+2]	edx= <u>2890405978</u>
mov al,gArray[5]	al = <u> </u>
nop	
mov ax,gArraySI	ax = <u> 9</u>
lea esi,gArraySI	esi= <u>11100168</u>
mov dl, byte ptr [esi]	dl = <u> </u>
mov edx, dword ptr [esi+2]	edx= <u>5898490</u>
mov ax,gArraySI[5]	ax = <u>6144</u>
nop	
mov eax,gArrayI	eax= <u> 9</u>
lea esi,gArrayI	esi= <u>11100184</u>
mov dl, byte ptr [esi]	dl = <u> </u>
mov edx, dword ptr [esi+2]	edx= <u>16384000</u>
mov eax,gArrayI[5]	eax= <u>1509949440</u>
nop	

```
    }
    return 0;
}
```

```
int main( int argc, char *argv[] )
{
    test();
}
```

2. Compile and single step through the program, writing down the value of the destination for each instruction.

(50 pt)

3. Using the hen machines, use gdb to trace the assembly code in the executable file *Part2Bonus*. The following is the part of the assembly for the function *func1*. Fill in the instructions for each line in the left column of blank lines and enter the value in the register/address indicated on the blank lines of the right column at that point in execution. If a line was not executed, enter the instruction in the left column and write “did not execute” on the corresponding line in the right column.

(50 pt)

Note: the hex addresses will probably be different when you run gdb, but the addresses of the form <func1+#> should be the same.

func1:

0x08048394	<func1+0>:	push	%ebp	
0x08048395	<func1+1>:	mov	%esp,%ebp	
0x08048397	<func1+3>:	sub	\$0x10,%esp	
0x0804839a	<func1+6>:	mov	%ebx, (%esp)	
0x0804839d	<func1+9>:	mov	%esi, 0x4(%esp)	
0x080483a1	<func1+13>:	mov	0x8(%ebp), %edx	%edx: <u>3</u>
0x080483a4	<func1+16>:	mov	0xc(%ebp), %ecx	%ecx: <u>0xbffff6a0</u>
0x080483a7	<func1+19>:	mov	(%ecx,%edx,4),%eax	%eax: <u>4</u>
0x080483aa	<func1+22>:	mov	0x10(%ebp),%ebx	%ebx: <u>0xbffff68c</u>
0x080483ad	<func1+25>:	mov	(%ebp,%edx,4),%esi	%esi: <u>16</u>
0x080483b0	<func1+28>:	cmp	%esi,%eax	%eax: <u>4</u>
0x080483b2	<func1+30>:	jle	0x80483b9	
0x080483b4	<func1+32>:	mov	%eax, (%ebx,%edx,4)	(%ebx,%edx,4): <u>0xbffff698</u>
0x080483b7	<func1+35>:	jmp	0x80483be	
0x080483b9	<func1+37>:	mov	%esi, (%ecx,%edx,4)	(%ecx,%edx,4): <u>0xbffff6ac</u>
0x080483bc	<func1+40>:	mov	%esi,%eax	%eax: <u>16</u>
0x080483be	<func1+42>:	pop	%ebx	
0x080483bf	<func1+43>:	pop	%esi	
0x080483c0	<func1+44>:	add	\$0x8,%esp	
0x080483c3	<func1+47>:	leave		
0x080483c4	<func1+48>:	ret		

4. Given the following main function, fill in the arguments (there is more than one) to the call to *func1* that would produce the assembly code above. **(Bonus 5 pt)**

```
int main(){
    int array1[] = {10, 12, 3, 4, 25};
    int array2[] = {9, 28, 7, 16, 5};

    func1(______);
}
```

5. Write a function in c, named *func1*, that duplicates the functionality of the above assembly code:
(**Bonus 5 pt**)
6. **Each team member needs to submit all files in ProjectP2.zip with names and abc123 of all team members to BB,**