

**Solve the following questions.**

1. Implement the following pseudo-code in assembly language. Also, give the corresponding data definition directives: **[04**

points]

; All values are 16-bit signed integers

do {

 if (C %B == 1)

 C = C*B;

 A++;

 else

 C = C/B;

 A++;

 }

while(C > 0)

Solution:

L1: MOV AX, C

MOV DX, 0

IDIV B ; DL = C%B

MOVZX AX, DL ; AX = C%B

CMP AX, 1 ; IF C%B == 1

JE L2 ; THEN JUMP TO L2

MOV AX, C ; ELSE

IDIV B ; AX = C/B

MOV C, AX ; C = C/B

INC A ; A++

JMP L3

L2: MOV AX, C

IMUL B ; DX:AX = C*B

MOV C, AX ; C = C*B

INC A ; A++

L3: MOV CX, C ;while

CMP C, 0

JG L1

RET

2. Provide the contents of registers/flags where indicated (in hex-decimal), after execution of the following instructions. **[2 Points]**

```
mov    al, 77h
sar    al, 4           ; AL = 07h      CF = 0
```

```
mov    al, 255
add    al, 1
rcr    al, 4           ; AL = 10h      CF = 0
```

```
mov    al, 9Bh
rol    al, 4           ; AL = B9h      CF = 1
```

```
mov    al, C7h
shr    al, 7           ; AL = 01      CF = 1
```

3. Elaborate the difference between AND and TEST instructions through some working example. **[2 Points]**

ANSWER: TEST instruction does not affect destination.

E.g.

```
MOV    AL, 0000 1111b
TEST   AL, 1111 0000b      ; AL = 0000 1111b, ZF = 1
AND    AL, 1111 0000b      ; AL = 0000 0000b, ZF = 1
```