**Name: Yazan Halawa**

**ECEn 425 Lab 2**

**Instructor: Dr. Archibald**

1) 0x08A0

2) 0x091E

3) b 0000:091E

4) To display breakpoints: b

To delete a breakpoint of ID 0: c 0

5) 0x09B2

6) dumpw k

7) mm k

if k was char: mm k 1

8) To list the monitors: m

To delete monitor of ID 3: n 3

9) pw k 0x113

10) 0x088A

11) 0x088A

12) 0xFFF6

13) 0xFFF2

14) fb ax 0x333

15) hist

16) 0xFFFE

17) downwards

18) 0xFFC4

19) they are pushed to the stack and accessed using BP pointer

20) they are moved to the ax register

21) it moves the SP pointer 2 bytes further in the stack to allow memory for defining a new local int

22) 0x83C402. It is three bytes large. The last byte (0x02) represents the numerical value 2 that is added

23) It's to allocate 2 bytes of data for k initialized to 0