CISS360: Computer Systems and Assembly Language Quiz q1301

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Open main.tex and enter answers (look for answercode, answerbox, answerlong). Turn the page for detailed instructions. To rebuild and view pdf, in bash shell execute make. To build a gzip-tar file, in bash shell execute make s and you'll get submit.tar.gz.

Q1. The following program should print the following:

```
in f ... in g ... out g ... out f ...
```

But it doesn't. Run it and you'll see that it has an infinite loop. (You can single-step through the program and watch which chunk of instructions are continually executed; you can also watch the \$PC.)

Answer:

```
#
# text segment
                                         #
.globl main
main:
         f
                   # call f
     jal
    li $v0, 10 # exit
     syscall
\# f prints "in f ... ", calls function g, prints "out f ..."
    addi $sp, $sp, -4 # adjust sp
sw $ra, 0($sp) # save _____
f:
    li
         $v0, 4 # print "in f ..."
         $a0, F_IN
    la
     syscall
         g
                   # call g
     jal
         $v0, 4
                   # print "out f ..."
    li
         $a0, F_OUT
    la
     syscall
    $ra # return
# g prints "in g ... " and "out g ..."
```

```
addi $sp, $sp, -
sw $ra, O($sp) # save _____
# print "in g ..."
g:
                    # print "in g ..."
     la
         $a0, G_IN
     syscall
        $v0, 4
     li
                    # print "out g ..."
          $a0, G_OUT
     la
     syscall
     lw $ra, 0($sp)
                     # save _____
     addi
           $sp, $sp, 4 # adjust sp
     jr $ra
                      # return
# data segment
                                           #
F_IN: .asciiz "in f ... "
F_OUT: .asciiz "out f ... "
G_IN: .asciiz "in g ... "
G_OUT: .asciiz "out g ... "
```

Instructions

In main.tex change the email address in

```
\renewcommand\AUTHOR{jdoe5@cougars.ccis.edu}
```

to yours. In the bash shell, execute "make" to recompile main.pdf. Execute "make v" to view main.pdf. Execute "make s" to create submit.tar.gz for submission.

For each question, you'll see boxes for you to fill. You write your answers in main.tex file. For small boxes, if you see

```
1 + 1 = \answerbox{}.
```

vou do this:

```
1 + 1 = \answerbox{2}.
```

answerbox will also appear in "true/false" and "multiple-choice" questions.

For longer answers that needs typewriter font, if you see

```
Write a C++ statement that declares an integer variable name x.
\begin{answercode}
\end{answercode}
```

you do this:

```
Write a C++ statement that declares an integer variable name x.
\begin{answercode}
int x;
\end{answercode}
```

answercode will appear in questions asking for code, algorithm, and program output. In this case, indentation and spacing is significant. For program output, I do look at spaces and newlines.

For long answers (not in typewriter font) if you see

```
What is the color of the sky?
\begin{answerlong}
\end{answerlong}
```

you can write

```
What is the color of the sky?
\begin{answerlong}
The color of the sky is blue.
\end{answerlong}
```

For students beyond 245: You can put LATEX commands in answerbox and answerlong.

A question that begins with "T or F or M" requires you to identify whether it is true or false, or meaningless. "Meaningless" means something's wrong with the statement and it is not well-defined. Something like " $1+_2$ " or " $\{2\}^{\{3\}}$ " is not well-defined. Therefore a question such as "Is $42 = 1+_2$ true or false?" or "Is $42 = \{2\}^{\{3\}}$ true or false?" does not make sense. "Is $P(42) = \{42\}$ true or false?" is meaningless because P(X) is only defined if X is a set. For "Is 1+2+3 true or false?", "1+2+3" is well-defined but as a "numerical expression", not as a "proposition", i.e., it cannot be true or false. Therefore "Is 1+2+3 true or false?" is also not a well-defined question.

When writing results of computations, make sure it's simplified. For instance write 2 instead of 1 + 1. When you write down sets, if the answer is $\{1\}$, I do not want to see $\{1, 1\}$.

When writing a counterexample, always write the simplest.

Here are some examples (see instructions.tex for details):

3. T or F or M:
$$1+^2 = \dots M$$

4.
$$1+2=\boxed{3}$$

5. Write a C++ statement to declare an integer variable named x.

6. Solve $x^2 - 1 = 0$.

Since
$$x^2 - 1 = (x - 1)(x + 1)$$
, $x^2 - 1 = 0$ implies $(x - 1)(x + 1) = 0$. Therefore $x - 1 = 0$ or $x = -1$. Hence $x = 1$ or $x = -1$.

- - (A) 1+1=0
 - (B) 1+1=1
 - (C) 1+1=2
 - (D) 1+1=3
 - (E) 1+1=4