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**3.1.11 Review**

1.

Decimal: -35d

Hex: 0DDh

Octal: 335o

Binary: 11011101b

2. No

3. No

4. (9-5)/(-6+8)\*6 MOD 7 = 5

**3.2.4 Review**

4. The EAX register

5. The ExitProcess statement

**3.3.3 Review**

1. Assembler creates .obj files and .lst files

2. True

3. True

4. The Loader

**3.4.13 Review**

1. var1 SWORD ?

2. var1 BYTE ?

3. var1 SBYTE ?

4. var1 QWORD ?

5. SDWORD

**3.5.5 Review**

3. ArraySize = ($ - myArray)

**3.9.1 Short Answer**

4. Assembler is a program that translates the code and it is not the language itself, the language itself is called assembly language.

5.

Big-endian order is ordering of bytes from high to low

Low-endian order is ordering of bytes from low to high

These terms originated from Gulliver’s Travels

6. Symbolic constants make the code cleaner and easier to read and makes it easier to modify the code. You would have to change a literal every time you change it, but a symbolic constant only needs to be changed once.

25. SDWORD

**3.9.2 Algorithm Workbench**

4. Yes you can assign DWORD to be negative, but the value inside will be incorrect because DWORD must be unsigned, this means the assembler will not type check to see if the value stored was signed.

7. array DWORD 120 DUP(?)

13. var1 BYTE 500 DUP(“TEST”)

**3.10 Programming Exercise**

10.

INCLUDE Irvine32.inc

;assign the value for A, B, C and D

.data

A DWORD 140

B DWORD 90

C DWORD 40

D DWORD 30

.code

main PROC

mov eax,A

mov ebx,B

mov ecx,C

mov edx,D

add eax,ebx

add ecx,edx

sub eax,ecx

mov A,eax

exit

main ENDP

END main