



1. Given the following recursive procedure, and that **EAX = 0F1h**, **EBP = 7F7Fh** and **ESP = FFFFh**, draw out the whole stack (and stack frames) with addresses, till after func1's first recursive call. No point will be awarded without correct addresses. **[06 points]**

```
main PROC LOCAL X:BYTE, Y:BYTE
    PUSH    EBP
    MOV     EBP, ESP
    MOV     X, 01h
    MOV     Y, 04h
    INVOKE  func1, X, Y
    LEAVE
    RET
main      ENDP
```

```
func1 PROC, param1:byte, param2:byte USES EAX
    ENTER  4, 1
    MOV    AL, 0
    MOV    AL, param1
    ADD    param1, AL
    INC    param2
    INVOKE func1, param1, param2
    LEAVE
    RET
func1     ENDP
```

FFFF	7F7F	;Pushed EBP, EBP = FFFF now
FFFB	01	;X (local of main)
FFFA	04	;Y (local of main)
FFF9	01	;param1 (byte)
FFF8	04	;param2 (byte)
FFF7	ret(main)	;return to main
FFF3	FFFF	;EBP =FFF3 now
FFEF		;4-bytes reserved for local data
FFEB	F1	;EAX Pushed
FFE7	02	;param1 (byte)
FFE6	05	;param2 (byte)
FFE5	ret(func1)	;return to func1
FFE1	FFF3	;EBP Pushed, EBP=FFE1 now
FFDD		;4-bytes reserved for local data
FFD9	01	;EAX Pushed

2. Write equivalent x86 assembly PROTOTYPE for the following C++ function:

[02 Points]

int sample(char*, int*, char, int*)

Answer:

sample **PROTO**, **ptr1: PTR BYTE**, **ptr2: PTR DWORD**, **var1: BYTE**, **ptr3: PTR DWORD**

MOD=11			Effective Address Calculation			
R/M	W = 0	W = 1	R/M	MOD = 00	MOD = 01	MOD = 10
000	AL	AX	000	(BX) + (SI)	(BX) + (SI) + D8	(BX) + (SI) + D16
001	CL	CX	001	(BX) + (DI)	(BX) + (DI) + D8	(BX) + (DI) + D16
010	DL	DX	010	(BP) + (SI)	(BP) + (SI) + D8	(BP) + (SI) + D16
011	BL	BX	011	(BP) + (DI)	(BP) + (DI) + D8	(BP) + (DI) + D16
100	AH	SP	100	(SI)	(SI) + D8	(SI) + D16
101	CH	BP	101	(DI)	(DI) + D8	(DI) + D16
110	DH	SI	110	DIRECT ADDRESS	(BP) + D8	(BP) + D16
111	BH	DI	111	(BX)	(BX) + D8	(BX) + D16

DEC	48h
ADD	0000 00DW (EXT 000)
ADD reg16/mem16, imm16	81h
CMP	0011 10DW (EXT 111)
SUB	1000 00DW (EXT 101)
SUB reg16/mem16, imm16	81h
MOV	1000 10DW (EXT 000)
PUSH reg16/reg32	50h
PUSH mem16/mem32	FFh (EXT 110)

3. Encode the following instructions, provide only the hex-decimal encoded values:

[4 Points]

1. **ADD [EBP+ESI], ECX**

0000 00 0 1 00 001 010
=01 0Ah

2. **MOV DX, [EBP+ESI+108h]**

1000 10 1 1 10 010 010 ← 08 01h
=8B A2 08 01h

3. **DEC ECX**

48 + 1 (ECX)
=49h

4. **SUB ESP, 04h**

81h + 04h (ESP) ← 04 00 00 00
=85 04 00 00 00h