



1. Given the code snippet below, assuming the given data segment starts at **1912 FFC1h**, answer the following questions. **[06 Points]**

```
.data
var1      BYTE 2 DUP(12h,01h,11h),0
var2      WORD 2 DUP (360Fh,1301h,141h)
var3      DWORD 0FCC21h, $

.code
MOV        ESI, OFFSET [var1 + 0Ch]      ;ESI = 1912 FFC1
MOV        EAX, DWORD PTR [ESI]          ;EAX = 0136 0F01
MOV        EBX, DWORD PTR [var3+4]       ;EBX = 1912 FFD8
ADD        WORD PTR [EBX], 2              ;[1912FFD8] = DAh
MOV        EDX, EAX                      ;EDX = 0136 0F01
XCHG       DH, DL                        ;EDX = 0136 010F
SUB        ESI, 4                        ;ESI = 1912 FFC9
XCHG       AX, WORD PTR [ESI]             ;EAX = 0136 0136
                                                ;[1912 FFC9] = 01
                                                ;[1912 FFCA] = 0F
```

var1	1912 FFC1	12	var2	1912 FFC8	0F	1912 FFCF	36	1912 FFD6	0F
	1912 FFC2	01		1912 FFC9	36	1912 FFD0	01	1912 FFD7	00
	1912 FFC3	11		1912 FFCA	01	1912 FFD1	13	1912 FFD8	D8
	1912 FFC4	12		1912 FFCE	13	1912 FFD2	41	1912 FFD9	FF
	1912 FFC5	01		1912 FFCC	41	1912 FFD3	01	1912 FFDA	12
	1912 FFC6	11		1912 FFCD	01	var3	1912 FFD4	1912 FFDB	19
	1912 FFC7	00		1912 FFCE	0F		1912 FFD5	CC	

- A. What does **EAX**, and **EDX** contain after the above code gets executed? **[02 Points]**

EAX = 0136 0136h
EDX = 0136 010Fh

- B. Draw out whole the **data segment** (byte by byte) after above code gets executed. **[06 Points]**

var1	1912 FFC1	12	var2	1912 FFC8	0F	1912 FFCF	36	1912 FFD6	0F
	1912 FFC2	01		1912 FFC9	01	1912 FFD0	01	1912 FFD7	00
	1912 FFC3	11		1912 FFCA	0F	1912 FFD1	13	1912 FFD8	DA
	1912 FFC4	12		1912 FFCE	13	1912 FFD2	41	1912 FFD9	FF
	1912 FFC5	01		1912 FFCC	41	1912 FFD3	01	1912 FFDA	12
	1912 FFC6	11		1912 FFCD	01	var3	1912 FFD4	1912 FFDB	19
	1912 FFC7	00		1912 FFCE	0F		1912 FFD5	CC	

2. Briefly elaborate the purpose of each of the following components with example.

[04 Points]

1. Instruction Queue

2. Parity Flag (PF)

3. MOVSB Instruction

4. ESS Register

1. The ESS (Extended Stack Segment) register contains the stack segment number (base addresses).
2. After loading the instructions of executable program are maintained in a queue on the memory, the **Instruction Queue**. Instructions are fetched for execution from this instruction queue.
3. The **Parity** flag (PF) is set if the least-significant byte in the result contains an even number of 1 bits.

```
mov     bl,10001111b
sub     bl,10000000b           ; SF =1
```
4. The **MOVSX** instruction (move with sign-extend) copies the contents of a source operand into a destination operand and fills the upper half of the destination with a copy of the source operand's sign bit.

```
mov     bl,10001111b
movsx   ax,bl                 ; sign extension
```