



1. Assuming the following data segment starts at **0000 1F07h**, answer the following questions: [6 Points]

```
.data
    val32      LABEL      DWORD
    var1        WORD      0F001h, 2 DUP (0F00Fh, 0F0Dh)
    var3        DWORD      $

.code
    MOV        EAX, PTR DWORD [val32+2]      ;EAX = 0F 0D F0 0F
    INC        AL                             ;EAX = 0F 0D F0 10
    MOV        EDX, EAX                      ;EDX = 0F 0D F0 10
    XCHG       AL, AH                        ;EAX = 0F 0D 10 F0
    XCHG       DX, WORD PTR [var3 + 2]      ;EDX = 0F 0D 00 1F
```

| | | | | | |
|------------|------------|----|------|------------|----------|
| VAL32/VAR1 | 0000 1F07h | 01 | | 0000 1F0Fh | 0D |
| | 0000 1F08h | F0 | | 0000 1F10h | 0F |
| | 0000 1F09h | 0F | VAR3 | 0000 1F11h | 11 |
| | 0000 1F0Ah | F0 | | 0000 1F12h | 1F => 10 |
| | 0000 1F0Bh | 0D | | 0000 1F13h | 00 => F0 |
| | 0000 1F0Ch | 0F | | 0000 1F14h | 00 |
| | 0000 1F0Dh | 0F | | | |
| | 0000 1F0Eh | F0 | | | |

A. What does **EAX**, and **EDX** contain after the above code gets executed?

EAX = 0F 0D 10 F0

EDX = 0F 0D 00 1F

B. Draw out the **var3**'s memory look up (byte by byte) after above code gets executed.

| | |
|------------|----|
| 0000 1F11h | 11 |
| 0000 1F12h | 10 |
| 0000 1F13h | F0 |
| 0000 1F14h | 00 |

2. Fill in the blanks:

[2 Points]

- I. The LENGTHOF operator counts the number of elements in an array.
- II. The EDS register is used to store the BASE ADDRESS OF DATA SEGMENT
- III. SIGN FLAG flag is set when an arithmetic or logical operation generates a negative result.
- IV. What special purpose does the ECX register serve?
It serves as LOOP COUNTER.

3. Complete the given diagram.

[4 Points]

