

**Answer the following questions.**

1. Draw the instruction execution cycle of following instruction. [2 Points]

ADD AX, mem16

2. Using *indirect addressing mode* and LOOP only, replace ONLY NEGATIVE elements in **wArray** with their positive twice without using MUL, write only the code part. [4 Points]

wArray WORD 1,-2,7,-6,15,-12,25,-20,37,-30

.CODE

```
MOV ESI, 2
MOV ECX, 5
L1: MOV AX, [wArray+ESI]
    NEG AX
    ADD AX, AX
    MOV [wArray+ESI], AX
    ADD ESI, 4
LOOP L1
```

3. Assuming following data segment, answer the following questions: [4 Points]

```
.data
val64 LABEL QWORD
var1 WORD 1100h, 2 DUP (0FD1h, 1F0Dh)
var2 BYTE 12h, 13h, 'AB'
var3 DWORD $, $
```

- A. What value will be returned when Label **val64** is accessed?

0F D1 1F 0D 0F D1 11 00h

- B. Assuming that data segment above starts at **FAFA 0000h**. Draw out the byte by byte memory look up with addresses for var3.

FAFA 000Eh	0E
FAFA 000Fh	00
FAFA 0010h	FA
FAFA 0011h	FA
FAFA 0012h	12
FAFA 0013h	00
FAFA 0014h	FA
FAFA 0015h	FA

4. Elaborate the difference between LENGTHOF and TYPE operators with the help of some working example.

[2 Points]