

Midterm: Assembly Programming  
**Programming Part**

- 1- You are only allowed to use instructions covered in chapters 1, 2, 3, and 4 of the textbook. Write your solution in a text editor (Microsoft Word is not a text editor)
- 2- A general-purpose program means that the program works with any data and not only with sample data.

Prob 1: (20 points) We have an 8 bytes width number, so we save the lower bytes in *EAX* and higher bytes in *EDX*: **for example** number 1234567812131415h will be saved like *EAX* = 12131415h, *EDX* = 12345678h. Write a **general-purpose program** that is able to reverse any number 8 bytes width number that its least significant bytes are in *EAX* and its most significant bytes are saved in *EDX*. Note: Reverse means that our sample number becomes: *EAX*=78563412h and *EDX* = 15141312h. Consider this **sample** call:

```
.data
EAX: 12131415h
EDX: 12345678h
```

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Prob 2: (10 points) Write a **general-purpose program** that is able to add two 8 bytes length numbers. Numbers are saved in *EBX*: *EAX* and *EDX*: *ECX*. Consider this **sample** call:

```
Number1 = 1234567898765432h
Number2 = 1234567898765432h
```

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Prob 3: (20 points) Write a **general-purpose program** with loop and **indexed addressing** that adds 12h to 0<sup>th</sup>, 3<sup>rd</sup>, 7<sup>th</sup>, 11<sup>th</sup>, 15<sup>th</sup>, 19<sup>th</sup>, ... elements of a DWORD array. **For example**, in array:

```
Array1 DWORD 12h, 13h, 14h, 15h, 16h, 17h, 18h, 19h, 1ah, 1bh, 1ch, 1dh, 1eh, 1fh
```

becomes:

```
Array1 : 24h, 13h, 14h, 27h, 16h, 17h, 18h, 2bh, 1ah, 1bh, 1ch, 2f, 1eh, 1fh
```

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Prob 4: (20 points) Use the following variable definitions:

```
.data
var1 SBYTE    -20, -1, 1, 29
var2 WORD     0FE00h, 0C900h, 9100h, 2F00h
var3 SWORD    -16, -27
var4 DWORD    -15, 14, 13, 12, 11
```

What will be the value of the destination operand after each of the following instructions?

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Show your answers in Hexadecimal.

execute in sequence:

<code>mov edx, var4 ;</code>	<code>a:</code>
<code>movzx edx, [var2+6] ;</code>	<code>b:</code>
<code>mov edx, [var4+12] ;</code>	<code>c:</code>
<code>movsx edx, var1 ;</code>	<code>d:</code>