



đề ktmt - Đề kiểm tra ktmt

Kiến trúc máy tính _ hợp ngữ (Trường Đại học Sư phạm Kỹ thuật Thành phố Hồ Chí Minh)

Câu hỏi 13

Chưa trả lời

Đạt điểm 1,00

Given an assembly code copying the memory buffer Buff1 to Buff2:

```
PUSH DS
POP ES
LEA SI, Buff1
LEA DI, Buff2
MOV CX, 20
;-- Start of block
cp_loop:
MOV AL, Byte Ptr [SI]
MOV Byte Ptr ES:[DI], AL
INC SI
INC DI
LOOP cp_loop
;--End of block
```

Choose equivalent string operations in place of block

Select one or more:

- ☐ STD
cp_loop:
MOVSX
LOOP cp_loop
- ☐ CLD
REP MOVSB
- ☐ CLD
cp_loop:
MOVSB
LOOP cp_loop
- ☐ CLD
cp_loop:
REP MOVSB
LOOP cp_loop

Câu hỏi 24

Chưa trả lời

Đạt điểm 0,50

The result of an IMUL instruction is 0060, what is the correct state of Carry flag and Overflow flag?

Select one or more:

- ☐ OF=0
- ☐ OF=1
- ☐ CF=0
- ☐ CF=1

Câu hỏi 17

Câu trả lời đã được lưu

Đạt điểm 0,50

In the RCR instruction, the contents of the destination operand undergoes function as

Select one:

- ☐ overflow flag is pushed into MSB then LSB is pushed into carry flag
- ☐ auxiliary flag is pushed into LSB then MSB is pushed into carry flag
- ☒ carry flag is pushed into MSB then LSB is pushed into carry flag
- ☐ carry flag is pushed into LSB then MSB is pushed into carry flag

[Clear my choice](#)

Câu hỏi 11

Câu trả lời đã được lưu

Đạt điểm 1,00

Part of memory as shown in figure

Address	1D48	1D49	1D4A	1D4B	1D4C	1D4D	1D4E	1D4F
Value	03	7F	F5	2D	5A	12	7B	C0

The value of BX register follows the execution of MOV BX, [1D49] is F57F. What is the endian type of this computer system

Select one:

- ☐ level-endian
- ☐ non-endian
- ☐ big-endian
- ☒ little-endian

[Clear my choice](#)

Thời gian còn lại 0:11:14

Câu hỏi 12

Chưa trả lời

Đạt điểm 4,00

Use the following variable definitions

Section .data

var1 DB -4,-2,3,1

var2 DW 1000h,2000h,3000h,4000h

var3 DW -16,-42

var4 DW 1,2,3,4,5

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

Mov edx, var4 ;a

Movzx edx, var2 ;b

Mov edx, [var4+4]; c

Movsx edx, var1 ; d

- c.
- a.
- d.
- b.

Câu hỏi 26

Chưa trả lời

Đạt điểm 0,50

Which could be correct ones for the source operand in an instruction?

Select one or more:

- ☐ memory location
- ☐ register
- ☐ indirect data
- ☐ immediate data

Thời gian còn lại 0:58:45

Câu hỏi 36

Chưa trả lời

Đạt điểm 5,00

AX = ?

MOV AX, Val

MOV BX, AX

SHL AX,2

ADD AX, BX

SHL BX,3

SUB AX, BX

Select one:

- ☐ -4*Val
- ☐ -5*Val
- ☐ -3*Val
- ☐ 4*Val
- ☐ 3*Val

Câu hỏi 37

Chưa trả lời

Đạt điểm 1,00

Given 8-bit floating-point binary format:

1 (sign) + 3 (exponent) + 4 (mantissa)

Convert the 8-bit floating point number D7 (in hex) to decimal.

Answer:

Câu hỏi 38

Chưa trả lời

Đạt điểm 0,50

Sign-extend number 110101 (8-bit binary) to 16-bit

Answer:

Câu hỏi 27

Chưa trả lời

Đạt điểm 10,00

Var3 = ?

Var1 DB 9, 2, 6, 4, 6

Len EQU \$-Var1

Var2 DB 3, 4, 5, 6, 7

Var3 (Len+1) times DB (0)

MOV BX, Len-1

MOV CX, Len

CONT :

MOV AL, Var1[BX]

ADC AL, Var2[BX]

AAA

MOV Var3[BX+1], AL

DEC BX

LOOP CONT

MOV AL, 0

ADC AL, AL

MOV Var3[BX+1], AL

Select one:

- ☐ Var3 : 2,1,7,2,1,3
- ☐ Var3 : 1,2,7,2,6,3
- ☐ Var3 : 1,7,2,2,1,3
- ☐ Var3 : 1,2,7,2,1,4
- ☐ Var3 : 1,2,7,2,1,3

Câu hỏi 2

Chưa trả lời

Đạt điểm 1,50

Which are correct about the Pointer registers of IA-32 processors:

Select one or more:

- ☐ Stack Pointer (ESP): the 32 bit pointer to the top of stack
- ☐ Instruction Pointer (IP): the 16 bit register points to the next instruction to be execute
- ☐ Stack Pointer (SP): the 16 bit pointer to the top of stack
- ☐ Instruction Pointer (EIP): the 32 bit register points to the next instruction to be execute
- ☐ Base Pointer (EBP): The 32 bit pointer refers to stack memory
- ☐ Base Pointer (BP): The 16 bit pointer refers to stack memory

Câu hỏi 25

Chưa trả lời

Đạt điểm 1,00

Given 8-bit floating-point binary format:

1 (sign) + 3 (exponent) + 4 (mantissa)

Convert the 8-bit floating point number d3 (in hex) to decimal.

Answer:

Câu hỏi 6

Chưa trả lời

Đạt điểm 1,00

Given a code snippet:

```
int ax, bx;  
  
...  
if (ax >= bx)  
    ax -= bx;  
else  
    bx -= ax;
```

What is the equivalent logic sequence of instructions in Assembly

Select one:

- ☐

```
cmp ax,bx  
jbe a_label  
sub ax,bx  
jmp x_label  
a_label:  
sub bx,ax  
x_label:
```
- ☐

```
cmp ax,bx  
ja a_label  
sub ax,bx  
jmp x_label  
a_label:  
sub bx,ax  
x_label:
```
- ☐

```
cmp ax,bx  
jl a_label  
sub ax,bx  
jmp x_label  
a_label:  
sub bx,ax  
x_label:
```
- ☐

```
cmp ax,bx  
jge a_label  
sub ax,bx  
jmp x_label  
a_label:  
sub bx,ax  
x_label:
```

Câu hỏi 1

Chưa trả lời

Đạt điểm 0,50

After executing PUSH EAX instruction, the stack pointer

Select one:

- ☐ increment by 2
- ☐ decrements by 4
- ☐ increment by 1
- ☐ decrement by 1

Câu hỏi 35

Chưa trả lời

Đạt điểm 0,50

In multiplication instruction, the result is taken from AX means the source operand is ____ bit

Select one:

- ☐ 16
- ☐ 4
- ☐ None of the choices are correct
- ☐ 8

Câu hỏi 8

Chưa trả lời

Đạt điểm 1,00

Given 8-bit floating-point binary format:

1 (sign) + 3 (exponent) + 4 (mantissa)

Convert the 8-bit floating point number 68 (in hex) to decimal.

Answer:

Câu hỏi 18

Chưa trả lời

Đạt điểm 0,50

To set one or more bits in a byte value, use _____ instruction.

Select one:

- ☐ NOT
- ☐ OR
- ☐ XOR
- ☐ AND

Câu hỏi 4

Chưa trả lời

Đạt điểm 1,00

Write a logical shift instruction that divides EBX by 4.

Select one:

- ☒ shr ebx, 2
- ☐ shr ebx, 4
- ☐ asl ebx, 4
- ☐ asr ebx, 2
- ☐ shl ebx, 2

[Clear my choice](#)