

ID: 903952802

1. (5.8.2-1) Write a sequence of PUSH and POP instructions to exchange the values of EAX and EBX.

```
PUSH EAX
PUSH EBX
POP EAX
POP EBX
```

2. (5.8.2-2) Suppose you wanted a subroutine to return to an address that was 3 bytes higher in memory than the return address currently on the stack. Write a sequence of instructions that would be inserted just before the subroutine's RET instruction that accomplish this task.

```
POP EAX
ADD EAX, 3
PUSH EAX

or

ADD [ESP], 3 ; (not allowed)
```

3. (4.9.2-10) Write a sequence of instructions that set both the Carry and the Overflow flags at the same time.

```
MOV EAX, -128
ADD EAX, -1 ; (any two negative numbers summing < -128)
```

4. (4.9.2-4) Write a code using byte operands that adds two negative integers and causes the Overflow flag to be set.

```
MOV EAX, -2
ADD EAX, -127 ; (any two negative numbers summing < -128)
```

5. (3.9.2-13) Declare a string variable containing the word "TEST" repeated 500 times.

```
x BYTE 500 DUP("TEST")
```

6. (1.7.1-25) Create a truth table to show all possible inputs and outputs for the Boolean function described by NOT (A OR B)

Truth Table

| A | B | A OR B | $\neg(A \text{ OR } B)$ |
|---|---|--------|-------------------------|
| T | T | T | F |
| T | F | T | F |
| F | T | T | F |
| F | F | F | T |

7. (1.7.1-15) What is the decimal representation of each of the following signed binary numbers?

- a) 10110111
-01001001 = -49h = -64-9 = -73
- b) 00111010
3Ah = 58
- c) 11111000
-00001000 = -8

8. (4.10-5) Write a program that compiles and uses a loop to calculate the first seven values, Fib(1) to Fib(7), of the Fibonacci number sequence described by the following formula: Fib(1) = 1, Fib(2)=1, Fib(n)=Fib(n-1)+Fib(n-2).

```
INCLUDE Irvine32.inc
.data
FIB BYTE8DUP(?)
.code
main PROC
    mov [FIB + TYPE FIB],1
    mov [FIB + 2 * TYPE FIB],1
    mov ecx,5
    mov esi,3
next:
    mov al, [FIB + esi - TYPE FIB]
    add al, [FIB + esi - 2 * TYPE FIB]
    mov [FIB + esi], al
    add esi, TYPE FIB
    loop next
main ENDP
END main
```