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CS 301 Midterm Exam (F22)
Please close any communication channels that let you interact with other people. Any
non-living tools or references (calculator, course lecture notes, Google, Stack Overflow,
NetRun, Wikipedia, etc) are totally OK.
If you don't know the answer, take a note of the question number and come back to it
later, but please finish up by the end of class today. (Don't burn most of your time trying
to find one answer!)
jnmaldonado@alaska.edu Switch account
                                                                    Draft saved
Your email will be recorded when you submit this form
0.) What is your name? (Hopefully I also get this automatically from your login, but
just in case...)
Jewel Maldonado
0.B.) This is a totally optional area for you to scribble anything that you would
normally have written in the margins--like fixes for the questions, project ideas, etc.
(But if it's urgent, Zoom or email or Discord is better.)
I think number 14 should be multiple choices
1.) What value will this code return?
mov rax,3
add rax,2
ret
O 3
2
5
O It crashes
Other:
                                                                   Clear selection
2.) Pick column that best describes each thing.
                        scratch register
                                           preserved register
                                                                  not a register
                              rax
 rbx
                              rcx
 rhx
                                                                   Clear selection
3.) What's the deal with "preserved" registers? (Check all that apply.)
    You can't ever use them for anything, no matter what you do.
You can use them, but you need to restore their value before you return.
    Technically rsp is preserved, but changing it breaks both pop and ret.
     Preserved registers can only be used by the operating system, not normal code.
3.) Is this an infinite loop?
mov rax, 0
start:
       add rdi,1
       cmp rax,10
       jl start
Yes
O No
Maybe, depends on the values of other registers
                                                                   Clear selection
5.) Which line of assembly is most similar to the C++ code "int x = *myPtr;"? (The
type of myPtr is "int *")
call malloc
mov rax,QWORD [rdi]
mov eax,DWORD[rdi]
mov rax,rdi
                                                                   Clear selection
6.) If the keyboard input is '78321', and you call getchar, what number would you
expect to find in register rax?
0 7
78321
O -1
Ox37
No way to tell
Other: well it will return 0x37 cause it is putting that 7 onto the ascii buuuut t
                                                                   Clear selection
7.) Some C code does "long *arr = malloc(80);". How many long ints can you use in
arr now, and why?
80! because by doing malloc(80) you are allocated
8.) You're trying to add an assembly function "runCrypto" to a large project that
includes several languages, but is mostly written in C++. The C++ compiles, and
the assembly compiles, but you're getting a link error 'Undefined reference to
"runCrypto(long *)" at build time. What is the problem?
You need to rethink this: C++ and assembly cannot coexist in the same program.
You need to use the correct registers to pass parameters into runCrypto.
     You need to uninstall Windows and install Linux, no matter who says it's a bad
You need to add 'extern "C" to the C++ prototype for runCrypto.
                                                                   Clear selection
9.) In assembly, if rdi contains a pointer to an array of 64-bit long integers, how far
does "add rdi,1" move that pointer?
O 1 bit
1 hex digit
1 byte
O 1 long
Doing this will crash.
Other:
                                                                   Clear selection
10.) In assembly, if rdi contains a pointer to an array of 64-bit long integers, and you
want to access array index rcx, what code would you do that?
call [rdi+8*rcx]; ??? is it right? I hope so
11.) You want to print a "long int x" using printf, in decimal. Which of these will
work in C/C++?
printf(x);
printf("%d",x);
printf("%ld",x);
printf("%s",x);
Other:
                                                                   Clear selection
12.) You've declared a string in assembly as "str: db 'OK". When you print it, you get
"OKH¿ø@`". Briefly, why?
You forgot your terminating 0 so now it keeps
13.) You want to call the C/C++ function pointer "func_t f;". How do you do this?
O f;
o f();
O f!;
f->();
You can only call a function pointer from assembly, not C/C++.
Other:
                                                                   Clear selection
14.) For your new large commercial project, a coworker suggests writing everything
in assembly because "We need maximum performance". What's the best
response?
    No, we're using Python because it's awesome. No other languages should be contemplated for any purpose.
    Yes, Dr. Lawlor not only taught me assembly, he clearly demonstrated that it's the best tool for every programming task.
    Getting simple things done is much harder in assembly. Why don't we start in C++, and actually measure the performance?
This doesn't need to get political--just quit the job. Yolo.
                                                                   Clear selection
15.) This assembly code is equivalent to what in C++?
   1 ; Input: rdi is D, rsi is S
   2 cmp rdi,rsi
       jg nope
            cmp rdi,0
            jl nope
                 mov rax,99
                 ret
       nope:
  10
            mov rax,0
  11
            ret
return 0;
while (D>S) if (D<0) return 99;
if (D>S || D<0) return 99; else return 0;
• if (D<=S && D>=0) return 99; else return 0;
if (D>S && D<0) return 99; else return 0;
Other:
                                                                   Clear selection
16.) You're taking assembly this semester? Why do they even bother teaching that
ancient crap?!
I know, right?
     It's a good way to understand how to make all those transistors work together, so
    we can solder up our own CPUs.
    100% assembly is absolutely the only choice if you want to be a REAL programmer.
Other: Its interesting and fun, also if you think about it you could become a s
                                                                   Clear selection
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