

CS 271 Computer Architecture and Assembly Language

Self-Check for Lecture #15 SOLUTION

Given the following data segment:

```
.data
x    DWORD    17
y    DWORD    20
z    DWORD    13
```

Trace the following code fragments:

1.

```
push    x    ; [esp]←17
push    y    ; [esp]←20
pop     x    ; x←20
pop     y    ; y←17
x contains 20      y contains 17
```

2. Start over with original values in the data segment.

```
push    x    ; [esp]←17
inc     x    ; x←18
pop     y    ; y←17
push    x    ; [esp]←18
inc     x    ; x←19
pop     z    ; z←18
x contains 19      y contains 17      z contains 18
```

3. Start over with original values in the data segment. (Shell Game?)

```
mov     eax,x    ; eax←17
push    eax    ; [esp]←17 (17 will be at top when loop terminates)
mov     ecx,4    ; ecx←4
again:
push    x    ; [esp]←17 / [esp]←13 / [esp]←20 / [esp]←17
push    y    ; [esp]←20 / [esp]←17 / [esp]←13 / [esp]←20
push    z    ; [esp]←13 / [esp]←20 / [esp]←17 / [esp]←13
pop     x    ; x←13, [esp]←20/x←20, [esp]←17/x←17, [esp]←13/x←13, [esp]←20
pop     z    ; z←20, [esp]←17/z←17, [esp]←13/z←13, [esp]←20/z←20, [esp]←13
pop     y    ; y←17, [esp]←17/y←13, [esp]←17/y←20, [esp]←17/y←17, [esp]←17
loop    again    ; ecx←3 /ecx←2 /ecx←1 /ecx←0

pop     z    ; z←17
x contains 13      y contains 17      z contains 17
```