Summary Exercise - Week 5

Due Nov 3 at 11:59pm

Points 21

Questions 21

Available after Oct 27 at 12am

Time Limit 360 Minutes

Allowed Attempts 2

Take the Quiz Again

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	43 minutes	21 out of 21

Score for this attempt: 21 out of 21

Submitted Oct 27 at 6:39pm This attempt took 43 minutes.

Question 1

1 / 1 pts

The four-byte sequence 0x86 0x65 0x53 0x82 stored in consecutive memory cells in a little-endian architecture represents ______ (decimal) when interpreted as a 32-bit signed integer.

Correct!

-2,108,463,738

orrect Answers

-2,108,463,738 (with margin: 0)

Question 2

1 / 1 pts

The four-byte sequence 0xAB 0xAA 0x2A 0x96 stored in consecutive memory cells in a little-endian architecture represents ______ (decimal) when interpreted as a 32-bit signed integer.

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70	,		44

-1,775,588,693

orrect Answers

-1,775,588,693 (with margin: 0)

Question 3

1 / 1 pts

The four-byte sequence 0xCB 0x2A 0x2F 0x9A stored in consecutive memory cells in a little-endian architecture represents ______ (decimal) when interpreted as a 32-bit signed integer.

Correct!

-1,708,184,885

orrect Answers

-1,708,184,885 (with margin: 0)

Question 4

1 / 1 pts

The four-byte sequence 0xAA 0x8B 0x8C 0x4B stored in consecutive memory cells in a little-endian architecture represents _____ (decimal) when interpreted as a 32-bit signed integer.

Correct!

1,267,501,994

orrect Answers

1,267,501,994 (with margin: 0)

Question 5

1 / 1 pts

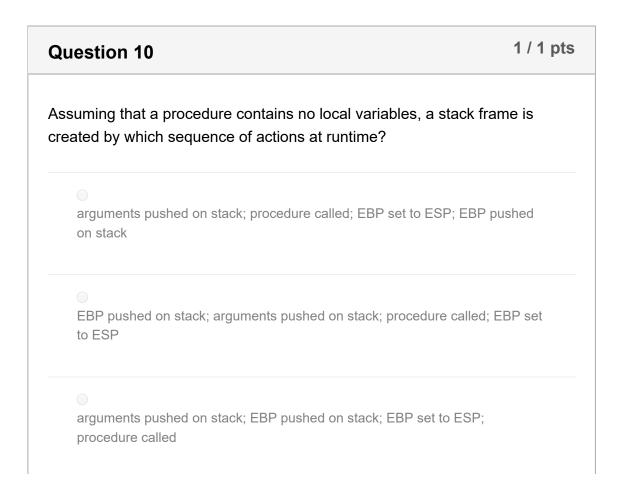
The four-byte sequence 0x8D 0x0C 0x52 0xDB stored in consecutive memory cells in a little-endian architecture represents _____ (decimal) when interpreted as a 32-bit unsigned integer.

Correct!	3,679,587,469
rrect Answers	3,679,587,469 (with margin: 0)
	Question 6 1 / 1 pts
	The four-byte sequence 0x22 0x88 0x8A 0x56 stored in consecutive memory cells in a little-endian architecture represents (decimal) when interpreted as a 32-bit unsigned integer.
Correct!	1,451,919,394
rect Answers	1,451,919,394 (with margin: 0)
	Question 7 1/1 pts
	Which offers a more flexible approach, passing arguments to procedures in registers, or on the stack?
Correct!	on the stack
	in registers
	Question 8 1 / 1 pts
	What advantages do stack parameters have over register parameters?
	Register parameters are optimized for speed.

Correct!	Stack parameters are compatible with high-level languages.
Correct!	Stack parameters reduce code clutter because registers do not have to be saved and restored.
	Programs using stack parameters execute more quickly.

Question 9 Local variables are created by adding a positive value to the stack pointer. True False

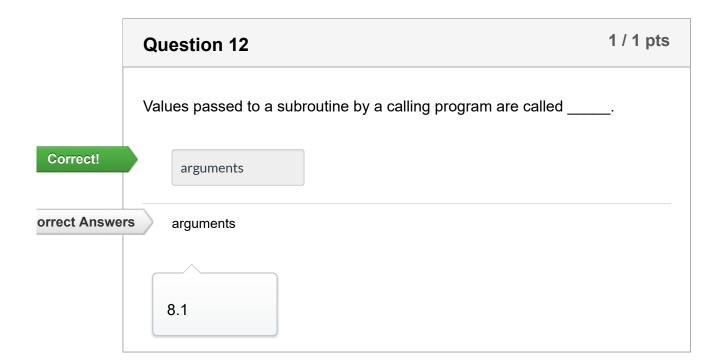
Correct!



Correct!

arguments pushed on stack; procedure called; EBP pushed on stack; EBP set to ESP

Question 11 When an argument is passed by value, a copy of the address is pushed on the stack. True False



Question 13 1 / 1 pts

A subroutine's stack frame always contains the caller's return address and the subroutine's local variables.

Correct!	True
	False

Question 14	1 / 1 pts
A stack frame is	
A register window pointing to local variables.	
The area of the stack set aside for storing global strings.	
The area of the stack set aside for passed arguments, subroaddress, local variables, and saved registers.	outine return
An area in the heap that is used to store global variables	;
The area of the text segment set aside for passed argument return address, local variables, and saved registers	ts, subroutine

Correct!

	Question 15	1 / 1 pts
	High-level languages always pass arrays to subroutines by value.	
	True	
Correct!	False	
Correct!		

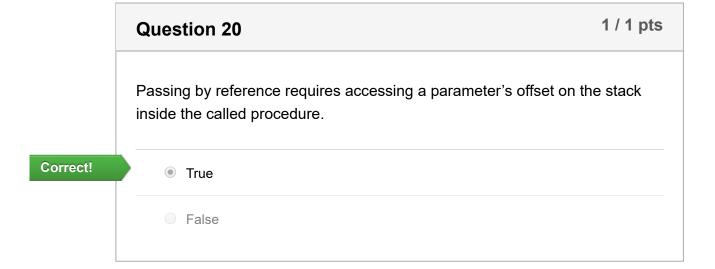
	Question 16	1 / 1 pts
	An argument passed by reference consists of the offset of an object	t.
Correct!	True	
	False	

	Question 17	1 / 1 pts
	Another name for a stack frame is	
	Heap record	
	 Vinyl record 	
	Aviation record	
	Local storage	
Correct!	Activation record	
	Stack record	

	Question 18	1 / 1 pts
	What are the two common types of stack parameters?	
	Formal parameters.	
Correct!	✓ Value parameters	

Correct!	Reference parameters
	Abstract parameters.
	Object parameters.
	Static parameters.

Which action must take place inside a procedure to reserve space on the stack for two doubleword local variables? after MOV EBP,ESP, add 8 to the stack pointer (ESP) after PUSH EBP, add 8 to the base pointer (EBP) after PUSH EBP, subtract 8 from the base pointer (EBP) after MOV EBP,ESP, subtract 8 from the stack pointer (ESP)



Correct!

Question 21 1 / 1 pts

	What general types of parameters are passed on the stack?
	Parent-child arguments
	Evaluation arguments
	Legal arguments
Correct!	Reference arguments
Correct!	✓ Value arguments
	Context-free arguments

Quiz Score: 21 out of 21