Summary Exercise - Week 3

Due Oct 20 at 11:59pm

Points 30

Questions 30

Available after Oct 13 at 12am

Time Limit 360 Minutes

Allowed Attempts 2

Attempt History

	Attempt	Time	Score	
KEPT	Attempt 2	53 minutes	30 out of 30	
LATEST	Attempt 2	53 minutes	30 out of 30	
	Attempt 1	69 minutes	29.75 out of 30	

Score for this attempt: 30 out of 30

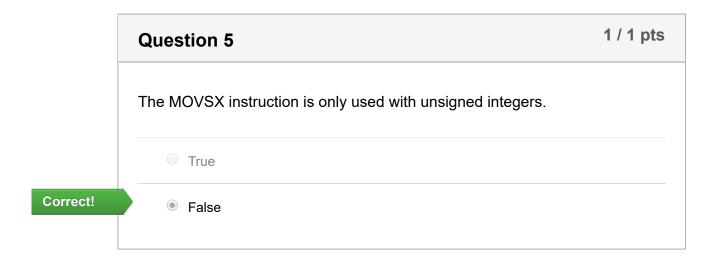
Submitted Oct 16 at 11:09pm This attempt took 53 minutes.

	Question 1	1 / 1 pts
	Adding 5 to 0FBh in an 8-bit register sets the Zero flag.	
Correct!	True	
	False	

	Question 2	1 / 1 pts
	Adding 0FFh and 05h in an 8-bit register sets the Overflow flag.	
	True	
Correct!	False	

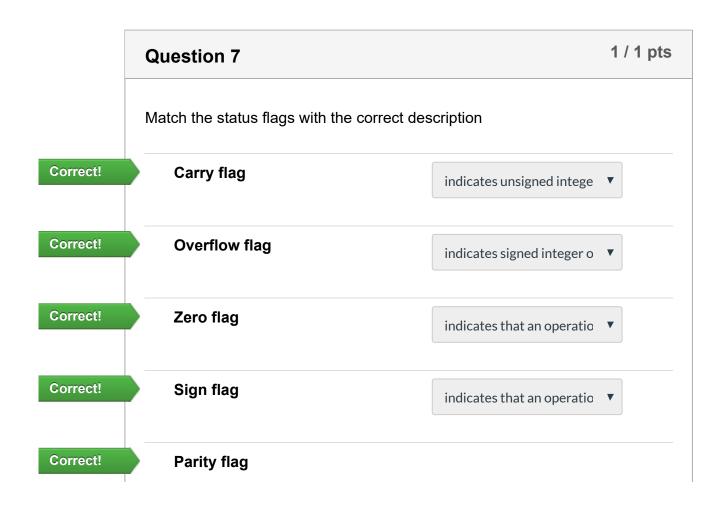
	Question 3	/ 1 pts
	A common programming error is to inadvertently initialize ECX to zero beginning a loop (when using the LOOP instruction).	before
Correct!	True	
	False	
ı		

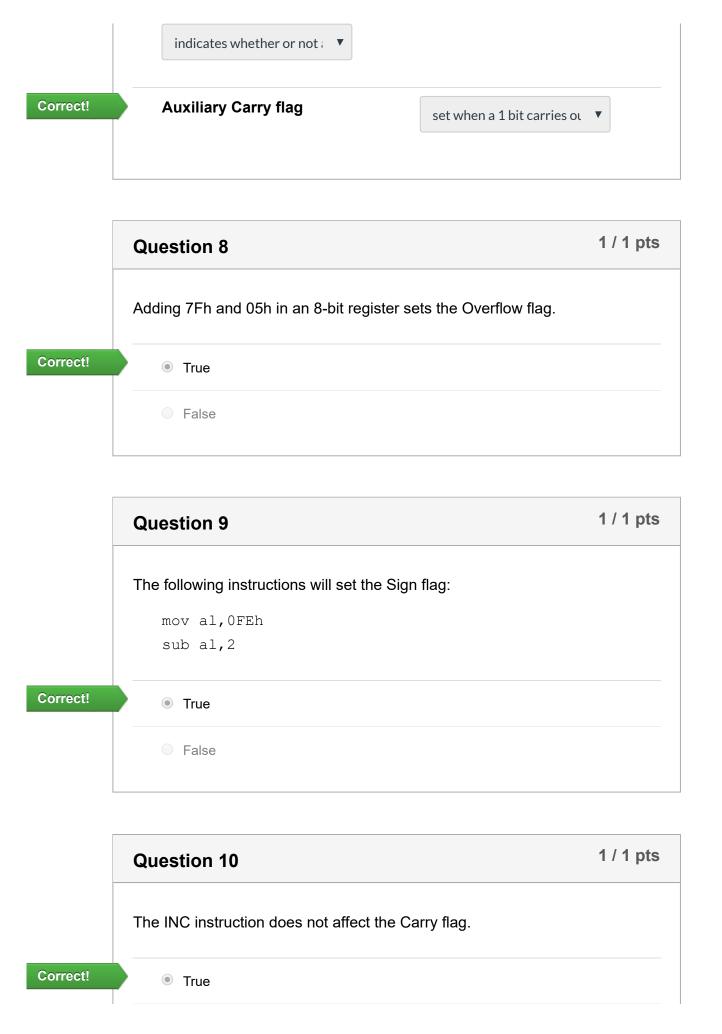
Question 4 If the LOOP instruction sets ECX to zero, a jump to the destination label does take place. True False



Question 6	1 / 1 pts

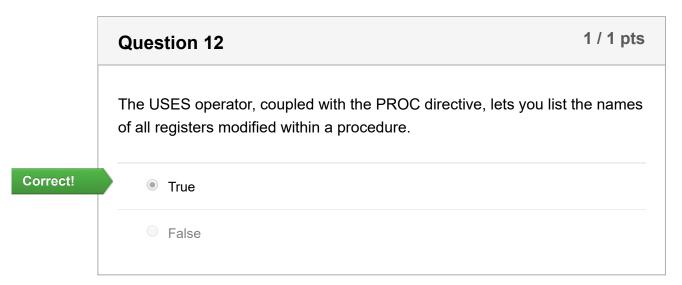
	Which of the following is NOT a valid MOV operation? Table 4-1 might be helpful. (check any/all that apply)	
	MOV mem,reg	
	MOV reg,reg	
Correct!	✓ MOV imm,mem	
	MOV reg,imm	
Correct!	MOV imm,imm	
	MOV reg,mem	
	MOV mem,imm	
Correct!	MOV mem,mem	

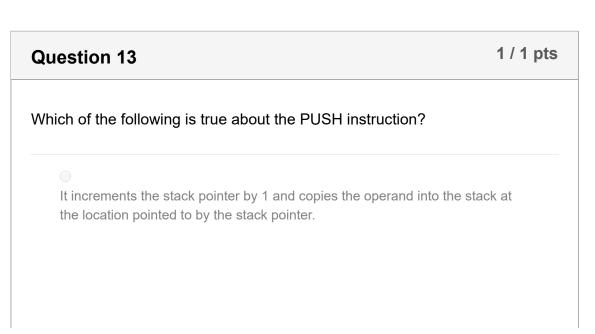




	Question 11	1 / 1 pts
	The MOVSX instruction sign-extends an integer into a large	er operand.
Correct!	True	
	False	

False

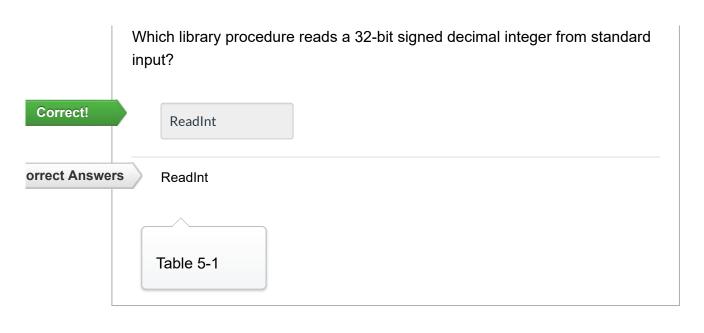


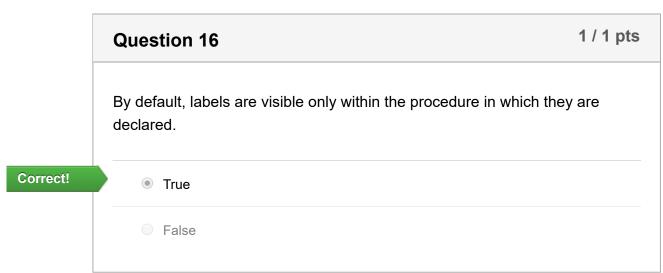


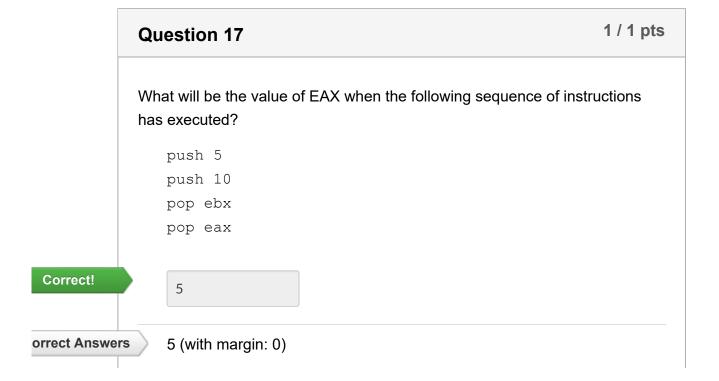
Correct!	It decrements the stack pointer (by 2 or 4) and copies the operand into the stack at the location pointed to by the stack pointer.
	It increments the stack pointer (by 2 or 4) and copies the operand into the stack at the location pointed to by the stack pointer.
	It copies the operand into the stack at the location pointed to by the stack

	Question 14	1 / 1 pts
	Which register contains an integer before calling WriteDec?	
	EXA	
	○ EDX	
	O EWD	
Correct!	• EAX	
	○ ECX	
	○ EBX	
	Section 5.3	

Question 15 1 / 1 pts







Question 18 1 / 1 pts

There are several important uses of runtime stacks in programs (select all that apply):

Correct!

4

When calling a subroutine, you pass input values called arguments by pushing them on the stack.

Correct!



A stack makes a convenient temporary save area for registers when they are used for more

than one purpose. After they are modified, they can be restored to their original values.

Correct!



The stack provides temporary storage for local variables inside subroutines.

Correct!



When the CALL instruction executes, the CPU saves the current subroutine's return address on the stack.

Question 19

1 / 1 pts

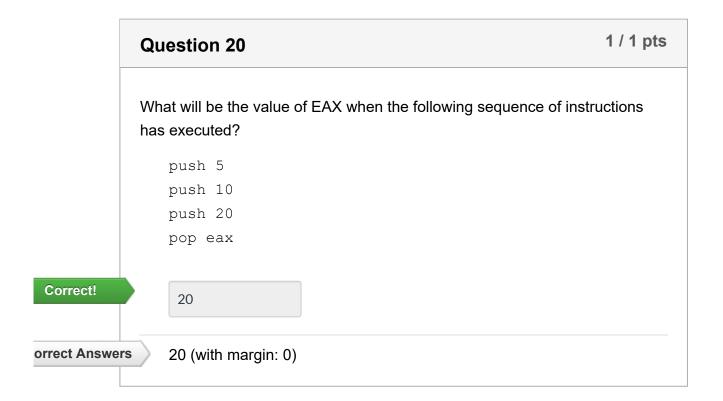
Which library procedure returns the number of milliseconds elapsed since midnight?

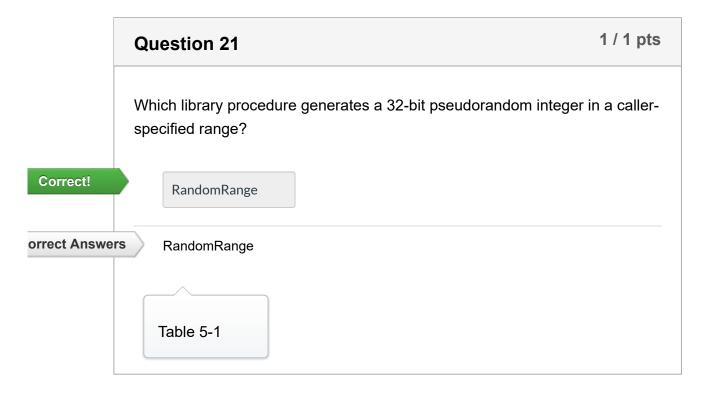
Correct!

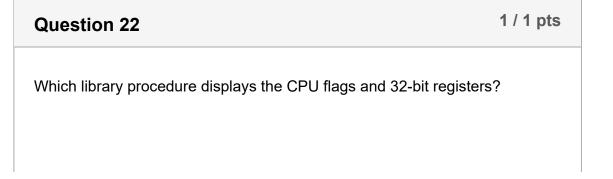
GetMseconds

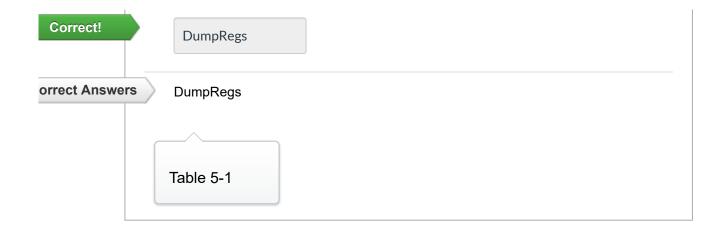
orrect Answers

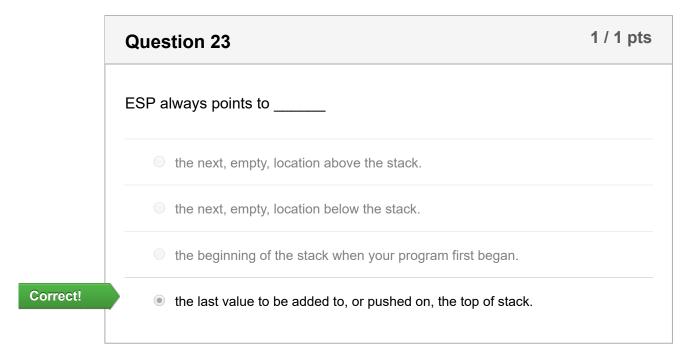
GetMseconds

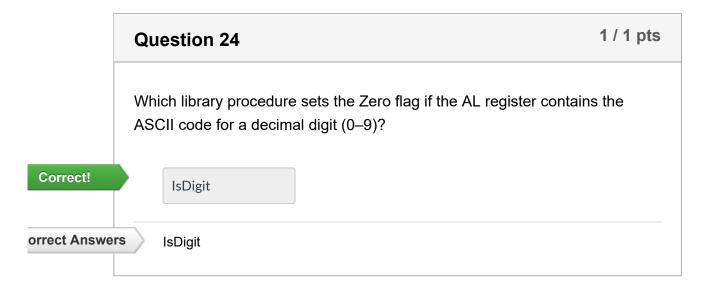




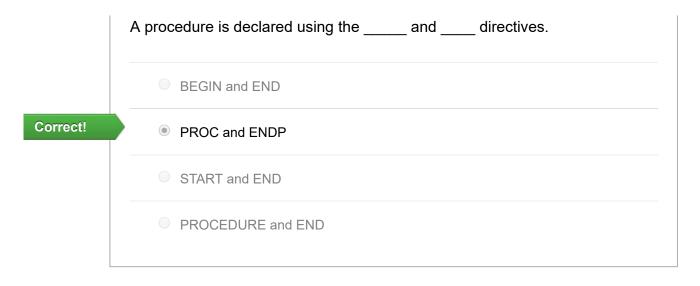


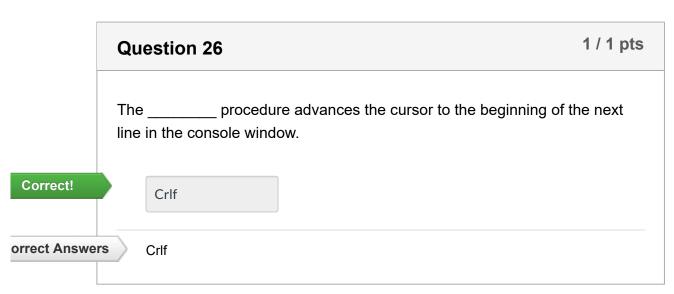


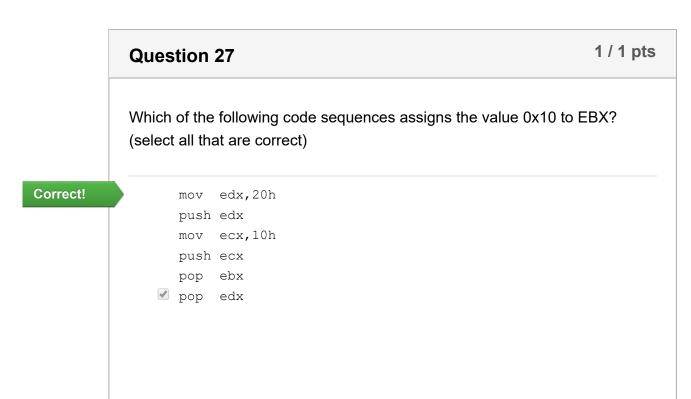




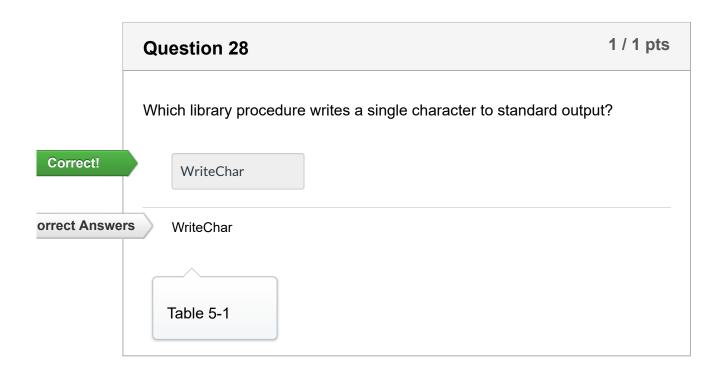
Question 25 1 / 1 pts







```
Correct!
                mov edx,20h
                push edx
                mov ecx, 10h
                push ecx
                pop ebx
              ✓ pop edx
                push 20h
                mov ecx, 10h
                push ecx
                pop eax
              pop ebx
                mov ecx, 10h
                mov edx,20h
                push ecx
                push edx
                pop ebx
              pop edx
```



Question 29 1 / 1 pts Which register contains the starting address of data when calling DumpMem?

Correct!	• ESI
	© EXI
	○ EBX
	EXD
	○ EAX
	○ ECX

	Question 30 1 / 1 pts
	A/An procedure call occurs when a called procedure calls another procedure before the first procedure returns.
	inner
Correct!	nested
	little
	cointained

Quiz Score: 30 out of 30