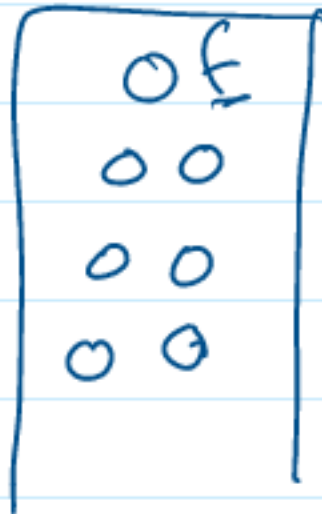


Q1 (a)

Initial values: $EAX = 0000\ 000Dh$
 $ECX = 0000\ 000Dh$
 $EDX = 0000\ ABCDh$
 $ESP = 0000\ 0FFFh$

add eax, 1 $eax = 0000\ 000Eh$
 inc dh $edx = 0000\ ACCDh$
 push eax



$ESP = 0000\ 0FFBh$

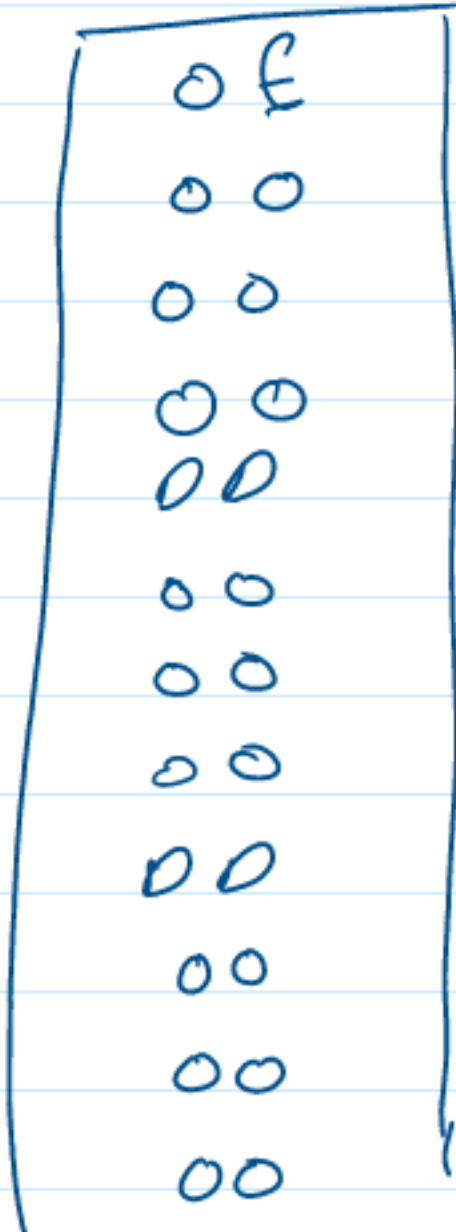
push ecx



$ESP = 0000\ 0FF7h$

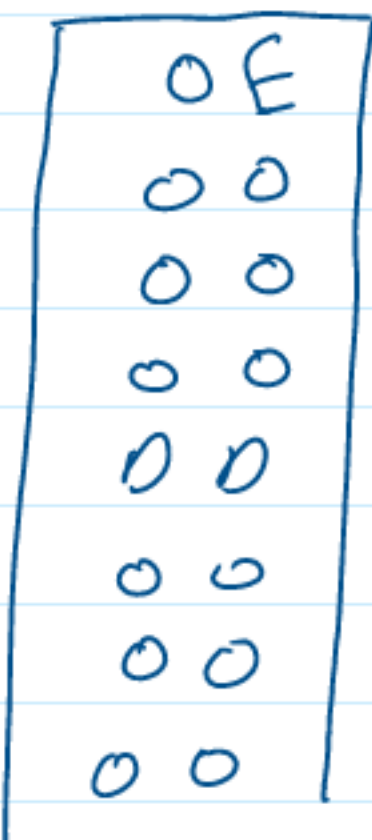
cmp ch, 0
 jnz L1
 push ecx

zf = 0



$ESP = 0000\ 0FF3h$

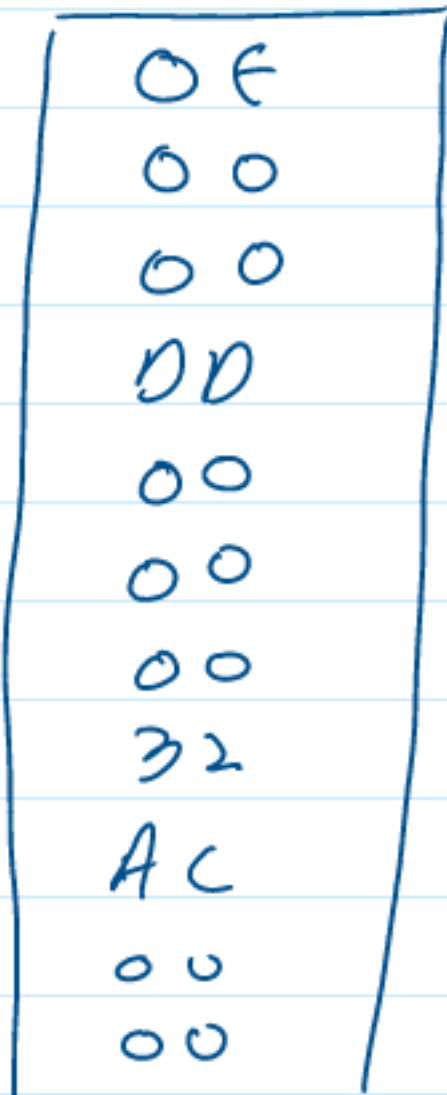
pop ebx $ebx = 0000\ 000Dh$



$ESP = 0000\ 0FF7h$

not dl
 push edx

$edx = 0000\ AC32h$

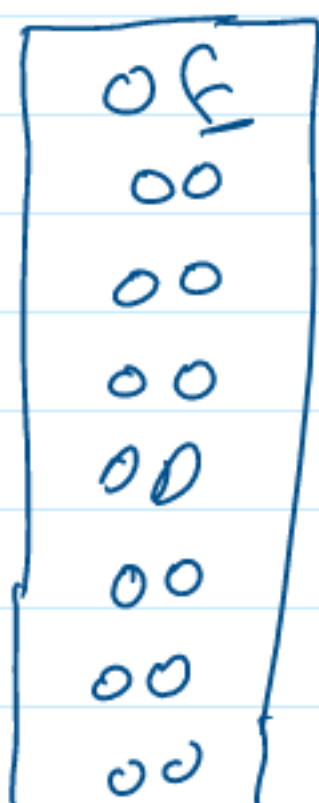


$ESP = 0000\ 0FF3h$

Rough

c	v
1100	1101
0011	0010
3	2

pop eax $eax = 0000\ AC32h$



$ESP = 0000\ 0FF7h$

Ending values

$EAX = 0000\ AC32h$
 $EBX = 0000\ 000Dh$
 $ECX = 0000\ 000Dh$
 $EDX = 0000\ AC32h$

Q1 (b)

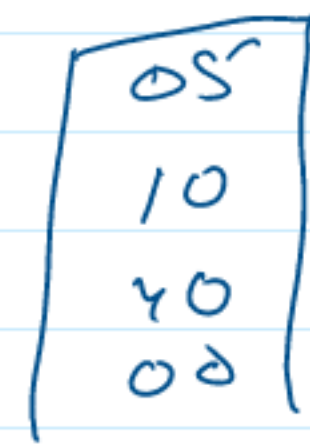
line

1

eip = 00401000



eip = 00401023



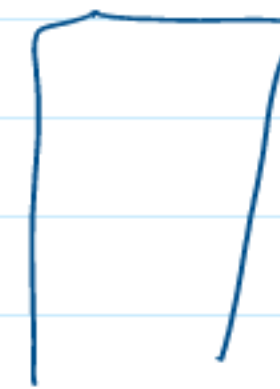
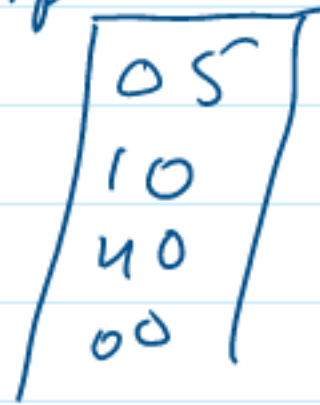
ESP = 008E FF10h

∴ From the scope of class
set

eip = 00401028



eip = 00401005

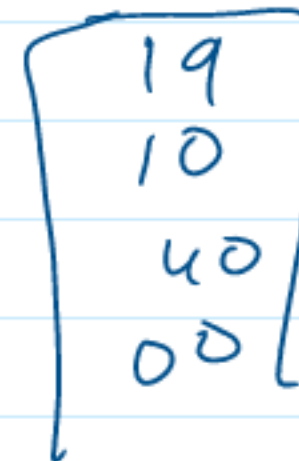


5:

eip = 0040 1014h



eip = 0040 1029



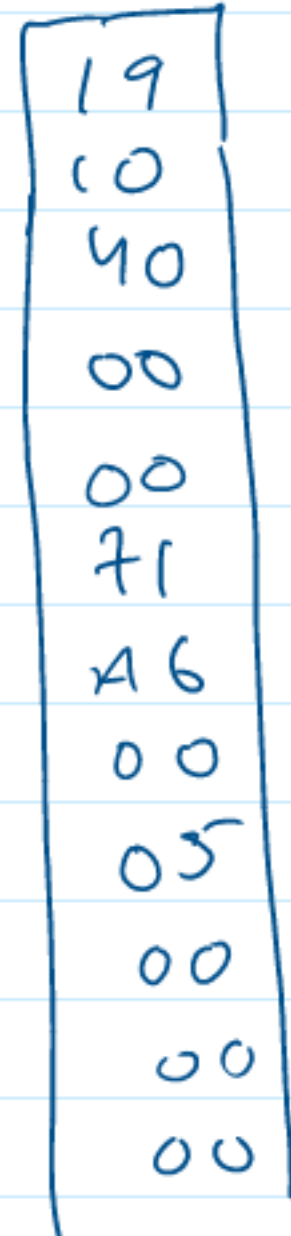
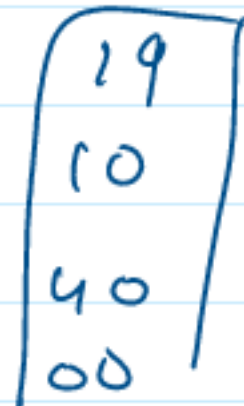
esp = 008e Fe10h.

Uses esi, ecx

eip = 0040 1029h



eip = 0040 102B



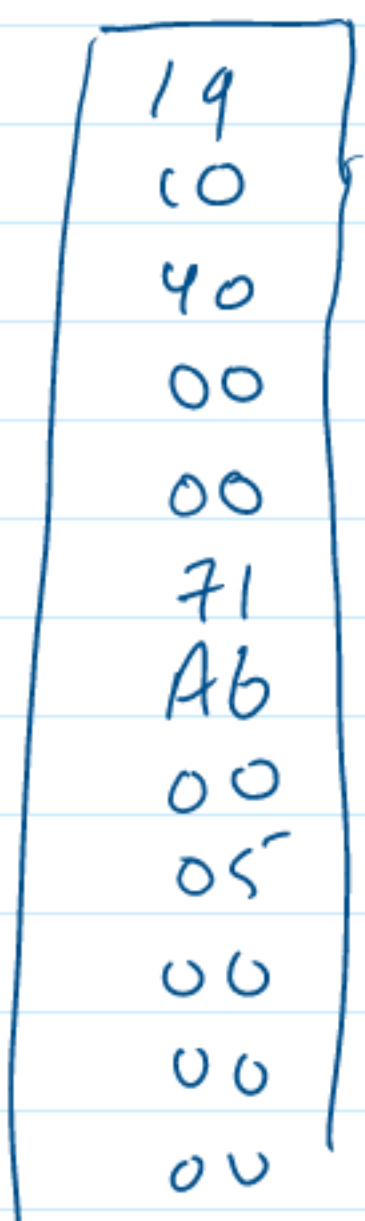
esp = 008e Fe08h

From the scope of array sum
set

eip = 0040 103B



eip = 00401019



push 0

eip = 0040 1019h



eip = 0040 101E



esp = 008e Fe10h

Q2 (a)

```
Include Irvine32.inc
```

```
.data
```

```
list byte "computer organization and assembly  
language", 0
```

```
toReplace byte ?
```

```
msgFound byte "Here is updated array", 0
```

```
msgNotFound byte "character not found", 0
```

```
.code
```

```
main PROC
```

```
mov eax, 0
```

```
call readChar
```

```
mov toReplace, al
```

```
mov ecx, length list
```

```
mov esi, offset list
```

```
mov ebx, 0.
```

```
find:
```

```
mov al, [esi].
```

```
cmp al, toReplace
```

```
je found
```

```
inc esi
```

```
loop search
```

```
jmp done
```

```
found:
```

```
mov [esi], '@'
```

```
inc ebx
```

```
inc esi
```

```
loop search
```

```
done:
```

```
cmp ebx, 0
```

```
je pFound
```

```
mov edx, offset msgNotFound
```

```
call writeString
```

```
jmp doneAndDone
```

```
pFound:
```

```
mov edx, offset msgFound
```

```
call writeString
```

```
mov ecx, offset list
```

```
call writeString.
```

```
doneAndDone:
```

```
exit
```

```
main ENDP
```

```
END main.
```

Q2 (b)

```
include Irvine32.inc
```

```
.data
```

```
myarray BYTE 100 dup(?)
```

```
j dword 100
```

```
.code
```

```
mov esi, 0
```

```
mov esi, j
```

```
mov ecx, esi
```

```
L1:
```

```
mov esi, ecx
```

```
dec esi
```

```
mov al, myarray[esi]
```

```
inc esi
```

```
mov myarray[esi], al.
```

```
loop L1
```

```
exit
```

```
main endp
```

```
end main
```


Q3

c a)

MOV CL,2	al = 00h	bl = 00h	cl = 02h	cf = 0
MOV AL,8Ch	al = 8Ch	bl = 00h	cl = 02h	cf = 0
MOV BL,C8h	al = 8Ch	bl = C8h	cl = 02h	cf = 0
SHL AL,CL	al = 30h	bl = C8h	cl = 02h	cf = 0
SHR BL,CL	al = 30h	bl = 32h	cl = 02h	cf = 0
INC CL	al = 30h	bl = 32h	cl = 03h	cf = 0
SAR BL,CL	al = 30h	bl = 06h	cl = 03h	cf = 0
ROL AL,CL	al = 81h	bl = 06h	cl = 03h	cf = 1
CLC	al = 81h	bl = 06h	cl = 03h	cf = 0
DEC CL	al = 81h	bl = 06h	cl = 02h	cf = 0
RCL AL,CL	al = 05h	bl = 06h	cl = 02h	cf = 0
STC	al = 05h	bl = 06h	cl = 02h	cf = 1
RCR BL,CL	al = 05h	bl = 41h	cl = 02h	cf = 1
SHRD AL,BL,2	al = 50h	bl = 41h	cl = 02h	cf = 0
SHLD BL,AL,2	al = 50h	bl = 05h	cl = 02h	cf = 1

Q3b

include Irvine32.inc

.data

timestamp dword

minutes word ?

seconds word ?

hours word ?

0101 0101 1000 0101

hours min/s seconds

.code

main PROC

mov edx,0

mov edx,timestamp

mov al,dh

and al,00011111

mov seconds,ax

mov ax,dx

shr ax,5

and ax,00111111

mov minutes,ax

mov al,dh

and al,11111000

shr al,3

movzx bx,al

mov hours,bx

exit

main endp

end main.