## CSC 3210 Computer Organization and Programming Lab 4 Answer Sheet

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Section: CRN 90913; 11:00-12:40

Debug through each line of code.

Take a screenshot that includes code and a register window.

Record the register content.

and explain the register contents.

screenshot of code where build was successful:

```
Server Explorer
   main.asm ≠ X
           ; Lab 4
           .model flat, stdcall
           .stack 4096
Toolbox
           ExitProcess proto, dwExitCode:dword
           .code
           main proc
              mov al, 245
mov bl, 41
              mov cl, 11
mov dl, 215
              sub al, dl
              add al, cl
               sub al, bl
       19
               invoke ExitProcess, 0
           main endp
       21 end main

❷ No issues found

  100 % -
   Output
                                                     Show output from: Build
   Build started...
    1>----- Build started: Project: lab4, Configuration: Debug Win32 -----
    1>Assembling main.asm...
```

Line number: 11

Instruction: mov al, 245

Register values: EAX = 00FCF8F5

Screenshot:

```
Registers

EAX = 00FCF8F5 EBX = 01005000 ECX = 00371005 EDX = 00371005 ESI = 00371005 EDI = 00371005 EIP = 00371012 ESP = 00FCF7F8 EBP = 00FCF804 EFL = 00000246

OV = 0 UP = 0 EI = 1 PL = 0 ZR = 1 AC = 0 PE = 1 CY = 0
```

Explanation: EAX register is 32-bit long, and AL register is only 8-bit long. When you <u>mov</u> 245 (hex = F5) to the AL register, it only updates the first 8-bit in the EAX register. The rest is garbage value.

Line number: 12 Instruction: mov bl, 41

Register values: EBX = 01005029

Screenshot:

```
Registers

EAX = 00FCF8F5 EBX = 01005029 ECX = 00371005 EDX = 00371005 ESI = 00371005 EDI = 00371005 EIP = 00371014 ESP = 00FCF7F8 EBP = 00FCF804 EFL = 00000246

OV = 0 UP = 0 EI = 1 PL = 0 ZR = 1 AC = 0 PE = 1 CY = 0
```

Explanation: Similar to EAX and AL, EBX register is 32-bit long, and BL register is only 8-bit long. When you  $\underline{mov}$  41 (hex = 29) to the BL register, it only updates the first 8-bit in the EBX register. The rest is garbage value.

Line number: 13 Instruction: mov cl, 11

Register values:  $ECX = 003710\underline{0B}$ 

Screenshot:

Explanation: Similar to both EAX, EBX and AL, BL, ECX register is 32-bit long, and CL register is only 8-bit long. When you <u>mov</u> 11 (hex = B) to the CL register, it only updates the first 8-bit in the ECX register. The rest is garbage value.

Line number: 14

Instruction: mov dl, 215

Register values: EDX = 003710D7

Screenshot:

```
Registers

EAX = 00FCF8F5 EBX = 01005029 ECX = 00371008 EDX = 00371007 ESI = 00371005 EDI = 00371005 EIP = 00371018 ESP = 00FCF7F8 EBP = 00FCF804 EFL = 00000246

OV = 0 UP = 0 EI = 1 PL = 0 ZR = 1 AC = 0 PE = 1 CY = 0
```

Explanation: Similar to EAX, EBX, ECX and AL, BL, CL, EDX register is 32-bit long, and DL register is only 8-bit long. When you <u>mov</u> 215 (hex = D7) to the DL register, it only updates the first 8-bit in the EDX register. The rest is garbage value.

Line number: 15 Instruction: sub al, dl Register values: EAX = 00FCF81E

Screenshot:

```
Registers

EAX = 00FCF81E EBX = 01005029 ECX = 0037100B EDX = 003710D7 ESI = 00371005 EDI = 00371005 EIP = 0037101A ESP = 00FCF7F8 EBP = 00FCF804 EFL = 00000216

OV = 0 UP = 0 EI = 1 PL = 0 ZR = 0 AC = 1 PE = 1 CY = 0
```

Explanation: Subtracting AL(245) from DL(215) and updating the AL register with 1E.

AL = F5(245); DL = D7(215) 245 - 215 = 30; F5 - D7 =  $\underline{1E}$ 

Line number: 16 Instruction: add al, cl

Register values: EAX = 00FCF829

Screenshot:

```
Registers

EAX = 00FCF829 EBX = 01005029 ECX = 0037100B EDX = 003710D7 ESI = 00371005 EDI = 00371005 EIP = 0037101C ESP = 00FCF7F8 EBP = 00FCF804 EFL = 00000212

OV = 0 UP = 0 EI = 1 PL = 0 ZR = 0 AC = 1 PE = 0 CY = 0
```

Explanation: Adding AL(1E) with CL(0B) and updating the AL register with 29.

AL = 1E(30); CL = 0B(11)30 + 11 = 41; 1E + 0B = <u>29</u>

Line number: 17 Instruction: sub al, bl

Register values:  $EAX = 00FCF8\underline{00}$ 

Screenshot:

```
Registers

EAX = 00FCF800 EBX = 01005029 ECX = 0037100B EDX = 003710D7 ESI = 00371005 EDI = 00371005 EIP = 0037101E ESP = 00FCF7F8 EBP = 00FCF804 EFL = 00000246

OV = 0 UP = 0 EI = 1 PL = 0 ZR = 1 AC = 0 PE = 1 CY = 0

|
```

Explanation: Subtracting AL(245) from DL(215) and updating the AL register with  $\underline{1E}$ . AL = 41(29); BL = 41(BL) 41 - 41 = 0; 29 - 29 = 00

End Results:

$$AL = (AL - DL) + CL - BL = \underline{00}$$