Introduction to Computer Science: Homework 2

Instructed by Longbo Huang

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Problem 6

Suppose three values x, y, and z are stored in a machines memory. Describe the sequence of events (loading registers from memory, saving values in memory, and so on) that leads to the computation of x? y? z. How about (2x)? y?

Answer:

- Get x from memory and put it in a register.
- Get y from memory and put it in another register.
- Activate the addition circuitry with the registers used in Steps 1 and 2 as inputs and another register designated to hold the result.
- Get z from memory and put it in another register.
- Activate the addition circuitry with the registers used in Steps 3 and 4 as inputs and another register designated to hold the result.
- Store the result in memory.

Problem 11

Classify each of the following instructions (in the machine language of Appendix C) in terms of whether its execution changes the contents of the memory cell at location 3C, retrieves the contents of the memory cell at location 3C, or is independent of the contents of the memory cell at location 3C.

a. 353C b. 253C c. 153C d. 3C3C e. 403C

Answer:

- a. changes the contents of the memory cell at location 3C.
- b. is independent of the contents of the memory cell at location 3C.
- c. retrieves the contents of the memory cell at location 3C.
- d. changes the contents of the memory cell at location 3C.
- e. is independent of the contents of the memory cell at location 3C.

Problem 16

Suppose the memory cells at addresses 00 through 07 in the machine described in Appendix C contain the following bit patterns:

Address	Contents		
00	2B		
01	07		
02	3B		
03	06		
04	C0		
05	00		
06	00		
07	23		

- a. List the addresses of the memory cells that contain the program that will be executed if we start the machine with its program counter containing 00.
- b. List the addresses of the memory cells that are used to hold data.

Answer:

- a. From 00 to 05.
- b. 06.

Problem 28

Suppose the following program, written in the machine language of Appendix C, is stored in main memory beginning at address 30 (hexadecimal). What task will the program perform when executed?

Answer:

B038 C000

Problem 33

Using the machine language described in Appendix C, write programs to perform each of the following tasks:

- a. Copy the bit pattern stored in memory location 44 into memory location AA.
- b. Change the least significant 4 bits in the memory cell at location 34 to 0s while leaving the other bits unchanged.
- c. Copy the least significant 4 bits from memory location A5 into the least significant 4 bits of location A6 while leaving the other bits at location A6 unchanged.
- d. Copy the least significant 4 bits from memory location A5 into the most significant 4 bits of A5. (Thus, the first 4 bits in A5 will be the same as the last 4 bits.)

Answer:

a. 1044

30AA

C000

b. 1034

21F0

8010

3034

C000

 $\mathrm{c.}\ 10\text{A5}$

2AF0

A008

11A6

2AOF

811A

7001

30A6

C000

 $\mathrm{d.}\ 10\text{A5}$

2AOF

A008

4001

A104

7001

30A5

C000

Problem 34

Perform the indicated operations:

a.	AND	111001 101001	Ъ.	AND	000101 101010
C.	AND	001110 010101	d.	AND	111011 110111
e.		111001	f.		010100
	OR	101001		OR	101010
g.		000100	h.		101010
	OR	010101		<u>OR</u>	110101
i.		111001	j.		000111
	XOR	101001		XOR	101010
k.		010000	1.		111111
	XOR	010101		XOR	110101

Answer:

Problem 41

Write a program in the machine language of Appendix C that reverses the contents of the memory cell at address 8C. (That is, the final bit pattern at address 8C when read from left to right should agree with the original pattern when read from right to left.)

Answer:

8BA0 A001 A107 711B 318C C000