

# COAL (EE2003)

Computer organization and assembly language

Date: November 5th 2024

Course Instructor(s)

AA,AA,SF,SI,SM

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23L-1004

Roll No

Section

BCS - 3E

## Sessional-II Exam

Total Time (Hrs): 1

Total Marks: 40

Total Questions: 2

Student Signature

Instructions : Attempt all questions. It is an open book exam only Assembly Language Programming Lecture Notes are allowed. Calculators are allowed. You can use rough sheets.

CLO #:2 Describe the working of important x86 assembly primitives, including arithmetic, branching, bit manipulation, addressing modes and interrupt handling.

Q1: [marks  $4 \times 2 + 2 \times 2 + 2 + 2 + 2 + 2 = 20$ ] → → → → → → → → → → offset of ISR: 0x01DC ✓  
segment of ISR: 0x01DE ✓

(a) The segment and offset of interrupt service routine of int 77h are placed at: offset: <del>0x01DC</del> → segment: <del>0x01DE</del> → <u>0x01DC</u>	<b>Code for part (d)</b> mov ax, 0 mov es, ax mov [es:400], mySub mov [es:402], cs
(b) what is the total size of the IVT table? <u>1024 B (1KB)</u>	
(c) Which registers are changed by the iret instruction? <u>ip, cs, sp, flag</u>	
(d) Which interrupt is hooked by the instructions given on right side? ( <u>64</u> ) <sub>16</sub>	

(e) Replace the following independent invalid instructions with a single instruction that has the same effect.

i) mov ax, [ss:sp] add sp, 2	<b>Solution:</b> pop ax ✓
ii) sub sp, 2 mov [ss:sp], ax	<b>Solution:</b> push ax ✓

(f) Write a code to swap two registers ax and bx without using temporary space (local variable) on stack or memory. You are only allowed to use stack operations.

<b>Solution:</b> push ax push bx pop ax pop bx ✓	
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(g) What would be the value of SP after execution of the following code? Initial value of SP = 0xFFFFE <b>Solution:</b> SP = <u>0xFFFF8</u> ✓	Jmp start Routine: Ret start: Call routine Push ax 0xFFFFC Sub sp, 4 0xFFFF8
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(h) Complete the following code to place asterisk '\*' character on the left diagonal of the screen.

1. Mov ax, 0xb800
2. Mov es, ax
3. Mov ax, 0x0742

4. `Mov cx, 25`
5. `L1: Mov word [es: si], ax` : assuming that `si = 0` initially
6. `add si, 162`
7. `Loop l1`

(i)

Suppose the following declarations have been made

`str1: db 'FGHIJ'`

`str2: db 'ABCDE00000'`

Write instructions to move `str1` to the end of `str2`, producing the string 'ABCDEFGHIJ' using string instructions

**Solution:**

```
mov si, str1
push ds
pop es
mov di, str2
add di, 5
mov cx, 5
cld
rep movsb
```

**CLO #:2 Describe the working of important x86 assembly primitives, including arithmetic, branching, bit manipulation, addressing modes and interrupt handling.**

Q2: Write a subroutine to swap the odd rows with the even ones in the video memory i.e. swap row 0 with row 1. Row 2 with row 3 and so on using string instructions. [20 marks]

**Solution:**

`SwapOddEven:`

```
push bp
mov bp, sp
```

```
push ax ; Can be replaced with pusha
push bx
push es
push di
push ds
push si
push cx
push dx
```

`; FUNC START`

`mov cx, 1000` ; 1000 iterations required since each iterations will deal with two cells ( $2000/2 = 1000$ )

```
mov ax, 0xb800
mov ds, ax
xor si, si
```

PTO  
→



```

L1:
  cld
  LODSW      ; Saving even row to AX
  push ds
  pop es
  mov di, si  ; moving [ds:si] to [es:di] to make [es:di] point
               towards the writing location
  mov bx, ax
  LODSW      ; saving initial value into another register to
  std        ; make way for second value
  mov dx, ax  ; moving second value
               ; moving second value to another register
  mov ax, bx  ; moving first value to ax
  STOSW      ; writing first value to [es:di], di will now decrement since
               df was set
  mov ax, dx  ; moving second value to ax
  STOSW      ; writing second value to [es:di]
  loop L1    ; looping 1000 times

```

```

pop dx      ; FUNC END
pop cx      ; can be replaced with popa

```

```

pop si
pop ds
pop di
pop es
pop bx
pop ax
pop bp

```

```

ret

```

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