

Group A

	0	1	2	3	4	5	6	7
DS:103	A3	0B	11	51	EA	8E	06	27

Group B

	0	1	2	3	4	5	6	7
DS:103	96	CO	B1	7B	66	8E	6A	70

1 mark for each correct byte

Q2. Consider the following 'thrice' subroutine. It takes in a number as parameter, and puts 3 times its value in [answer] variable.

```
1 thrice:
2
     push bp
3
     mov bp, sp
4
     push ax
     mov ax, [bp+4]
     add ax, [bp+4]
     add ax, [bp+4]
9
     mov [answer], ax
10
11
     pop ax
     pop bp
13
     ret 2
15 start:
16
     push 9
     call thrice
```

[3 + 3 marks]

Group A

- If initial SP value (before program beginning) is 0xFFBC, give values of SP after line numbers 9 and 13 have finished.
- ii. Support ret 2 is not allowed, and only simple ret is available. How would you clear parameter space on stack. Give the instruction(s) and line number where to insert those.

Group B

- i. If initial SP value (before program beginning) is 0xFF58, give values of SP after line numbers 6 and 17 have finished.
- Within the subroutine, create space for 2 local variables and discard it at the end. Give the instruction(s) and line number where to insert those.

Gr A

Line 9: SP-8 = FFB4 Line 13: SP+8 = FFBC (1.5 marks each)

Add following after line 17 pop ax; dummy pop to any reg OR add sp, 2 (1.5 mark for instruction, 1.5 for location)

Gr B

Line 6: SP-8 = FF50 Line 17: SP+8 = FF58 (1.5 marks each)

Add after line 3 sub sp, 4 Then add after line 11 add sp, 4; OR mov sp, bp (1.5 mark for each instruction at correct location)