

Homework 1, due February 14th 5pm CST

Handin at 1102 DCL. Slide under door if no TA present.

Important: Please type or *neatly* write your solutions. Anything we can't read will receive no credit. You must show work to receive full credit.

1. (25 points) Suppose that $DS = 1310H$, $ES = 1102H$, $AX = 40H$, $BX = 500H$, and $CX = 6000H$. Determine the address accessed by each of the following instructions assuming real-mode operation.

- (a) `MOV [B00H], EDX` (5 points)
- (b) `MOV [BX], EDX` (5 points)
- (c) `MOV CX[BX], EDX` (5 points)
- (d) `MOV CX[BX+AX], EDX` (5 points)
- (e) `MOV ES:[BX+AX], EDX` (5 points)

Solution:

- (a) $DS + B00H = 13100H + B00H = 13C00H$
- (b) $DS + BX = 13100H + 500H = 13600H$
- (c) $DS + CX + BX = 13100H + 6000H + 500H = 19600H$
- (d) $DS + CX + BX + AX = 13100H + 6000H + 500H + 40H = 19640H$
- (e) $ES + BX + AX = 11020H + 500H + 40H = 11560H$

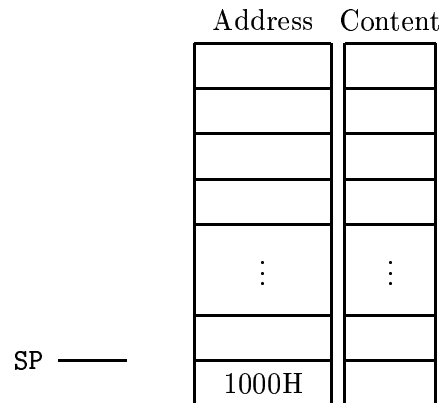
2. (25 points) The function `kaboom` is defined below. What will be printed to the screen when “`kaboom(100, 200, 300)`” is called?

```
1 void kaboom(unsigned int x, unsigned int y, unsigned int z)
2 {
3     __asm__ ("movl %2, %0"
4             "addl %1, %0"
5             "subl %2, %1"
6             : "=a" (x)
7             : "b" (y), "c" (z)
8             );
9
10    cout << "x = " << x << endl;
11    cout << "y = " << y << endl;
12    cout << "z = " << z << endl;
13 }
```

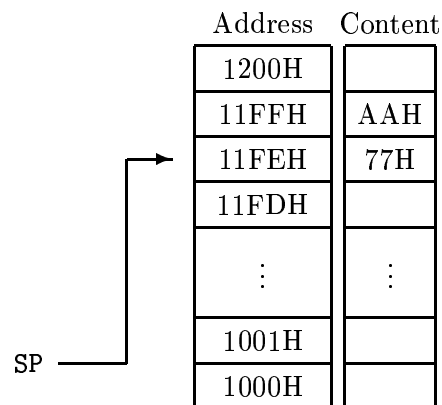
Solution:

$i = 500$, $j = 200$, $k = 300$.

3. (25 points) Suppose that $SP = 200H$, $SS = 100H$, and $AX = AA77H$. Now suppose the instruction `PUSH AX` is run.
- Annotate the diagram below by filling out *all* the addresses on the stack and the contents of locations in which AX 's value is stored. Leave the memory contents blank if they are unknown. (20 points)
 - What are the values of SS and SP after the instruction is finished? Also draw where SP points in the stack after the instruction. (5 points)

**Solution:**

- (a) All the relevant blanks are filled out below.



- (b) $SP = SP - 2 = 1FEH$. It points to 11FEH as shown in the diagram above. SS remains at 100H.
4. (25 points) Suppose we have an A/D – D/A card which uses 16-bit data and status registers. The base address of the card is set at 200H. We also have the following registers.

- Base + AH Low word of A/D channel: bits 8...15 are bits 0...7 of the 18-bit data register.
- Base + BH High word of A/D channel: bits 0...9 are bits 8...17 of the 18-bit data register.
- Base + DH Write 0 into this register to start A/D conversion.
- Base + FH 16-bit status and control register. The effects of each bit is as follows.

- Bit 15 = 1 when A/D conversion is finished (read only).
- Bit 12 = 1 to set input range to -2.5 to $+2.5$ v.
- Bit 11 = 1 to set input range to -5 to $+5$ v.
- Bit 10 = 1 to set input range to -10 to $+10$ v.
- Bit 7 = 0 to enable interrupt, = 1 to disable.
- Bit 6 = 0 to enable DMA, = 1 to disable.
- The other bits are irrelevant.

For programmed read and write, interrupt and DMA must be disabled. You have available to you functions `hw_in()` and `hw_out()` that will input and output 16-bit unsigned *short* ints (a regular `int` is 32 bits). They function exactly like the ones seen in lab except now they deal with 16 bits instead of 8.

```
unsigned short int hw_in(unsigned int address);  
void hw_out(unsigned int address, unsigned short int value);
```

Suppose that the signal voltage range is from -8 v to $+8$ v and the noise is ± 1 v.

- What should be the input voltage range in the configuration? (2 points)
- Using your answer in part (a), write a C or C++ function to read an input voltage and print out the voltage as a float. (23 points)

Solution:

- -10 to $+10$ v.
- The answer should be something similar to the code below.

```
1 void print_voltage()  
2 {  
3     unsigned int Base = 0x0200;  
4     hw_out(Base + 0x000F, 0x04C0); /* initialize card */  
5     hw_out(Base + 0x000D, 0x0000); /* start A/D conversion */  
6     while (hw_in(Base + 0x000F) & 0x8000 == 0) {} /* wait */  
7     unsigned short int loInt = hw_in(Base + 0x000A); /* read voltage */  
8     unsigned short int hiInt = hw_in(Base + 0x000B);  
9     unsigned int data = (hiInt << 8) | (loInt >> 8);  
10    float fdata = data / 262143.0 * 20.0 - 10.0; /* convert range */  
11    printf("%.4f\n", fdata);  
12 }
```