

Q1. Consider the following program snippet. Assume the offset of “data” label is 0x103. Fill in table of memory contents at the end of this code. All values should be in hex

[6 marks]

```
jmp start
```

```
data: dw 0x58A3, 0x7BB1, 0x8E26, 0x9C1A
```

```
start:
```

```
    AND word [data+2], 0x5555
```

```
    XOR byte [data+4], 0xCC
```

```
    RCR word [data+6], 2
```

```
    SAR byte [data+1], 3
```

Group A

```
jmp start
```

```
data: dw 0x7BB1, 0x58A3, 0x9C1A, 0x8E26
```

```
start:
```

```
    OR word [data+4], 0x8866
```

```
    SAL byte [data+1], 3
```

```
    XOR byte [data], 0x35
```

```
    ROL word [data+6], 2
```

Group B

	0	1	2	3	4	5	6	7
DS:103								

RCR = rotate right through carry

SAR = shift right arithmetic

SAL = shift left arithmetic

ROL = rotate left

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	C0	B1	7B	66	8E	6A	70

1 mark for each correct value, max 6

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

[4 marks]

```

1 thrice:
2   push bp
3   mov bp, sp
4
5   ; ** P: store important registers
6   ; ** Q: load input parameter in bx
7   mov ax, bx
8   add ax, bx
9   add ax, bx
10  ; ** R: put output in [answer]
11
12  ; ** S: reload saved registers
13  pop bp
14  ; ** T: return and discard the parameter
15
16 start:
17  ; ** U: pass the value 9 as argument to subroutine
18  call thrice

```

Provide the following missing instruction(s)

Group A

Q, S and T

Group B

P, R and U

Gr A

Q

mov bx, [bp+4]

S

pop bx

pop ax

(in either order)

T

ret 2

1 + 2 + 1 marks

Gr B

P

push ax

push bx

(in either order)

R

mov [answer], ax

U

push 9

2 + 1 + 1 marks