Computer Science Department California State University, Fullerton

CPSC 240-11/12 Computer Organization and Assembly Language Quiz 01

12:00 noon to 1:15 pm Thursday, October 3, 2024

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Note:

- University regulations on academic honesty will be strictly enforced.
- You have 75 minutes to complete this Quiz.
- Open books, slides and sample programs.
- Turn off or turn vibration your cell phone.
- Use "yasm/nasm" assembler to assemble the source code.
- Use "ld" linker to link the object code
- Use "ddd/gdb" debugger to simulate the executable code.
- Each student can only submit solution once, and secondary submissions will not be graded. If you have submitting problems, please inform your instructor before you leave the classroom.
- Any content submitted after the due date will be regarded as a make-up quiz.

Quiz 01

- 1. Download the "CPSC-240-11 Quiz 01.docx" document from Canvas.
- 2. Convert the following C/C++ variable declarations and arithmetic operations to x86-64 assembly language. Use the "yasm/nasm" assembler to assemble the program, the "ld" linker to link the object code, and the "ddd/gdb" debugger to simulate the executable code. NOTE: variable sizes and program functions should be equivalent to C/C++ instructions.

```
signed short num1 = 20000;
signed short num2 = 30000;
signed short num3 = -20000;
signed short num3 = -20000;
signed int sum = 0
signed long product = 0;
sum = int(num1 + num2);
product = int(num3) * sum;
//16-bit signed variable
//32-bit signed variable
```

- 3. After assembling and linking, run the DDD/GDB debugger to display the simulation results of the decimal values of num1, num2, num3, sum, and product in GDB panel before terminate program.
- 4. Insert source code and the simulation results (GDB panel) to the bottom of the document.
- 5. Save the file in pdf or docx format and submit the pdf or docx file to Canvas before the deadline.
- 6. Deadline is 1:15 pm on 10/03/2024.

[Copy and paste your assembly source code here:

section .data

```
num1 dw 20000 ;16-bit signed short
num2 dw 30000 ;16-bit signed short
num3 dw -20000 ;16-bit signed short
sum dd 0 ;32-bit signed int
product dq 0 ;64-bit signed long
```

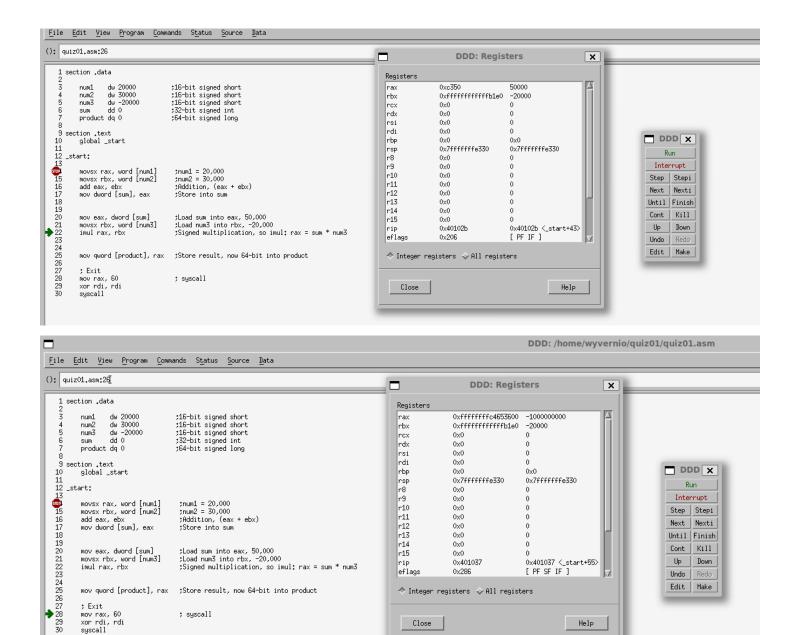
```
section .text
global start
```

start:

```
movsx rax, word [num1]
                              ;num1 = 20,000
                              ;num2 = 30,000
movsx rbx, word [num2]
add eax, ebx
                              ; Addition, (eax + ebx)
mov dword [sum], eax
                              ;Store into sum
mov eax, dword [sum]
                              ;Load sum into eax, 50,000
movsx rbx, word [num3]
                              ;Load num3 into rbx, -20,000
imul rax, rbx
                             ;Signed multiplication, so imul: rax = sum * num3
mov qword [product], rax
                            ;Store result, now 64-bit into product
; Exit
mov rax, 60
                              ; syscall
xor rdi, rdi
syscall]
```

[Attach GDB panel with all variable value here:





In order for the program to succeed, we had to add together 20k and 30k to make 50k, then multiply it by -20k to get -1 billion. This required the use of signed variables and imul instead of mul. Sorry to make you look through all the registers, I felt like, since it was a quiz, I should be as clear as possible and take a screenshot of my register every step that it changed, proven by the breakpoint on the left. Below is also the calculator result of the final answer, figured it was better to be safe than sorry. Have a good day!

