

June 1, 2009

**COMPUTER ENGINEERING DEPARTMENT**

**COE 205**

**COMPUTER ORGANIZATION & ASSEMBLY PROGRAMMING**

**Major Exam II**

**Second Semester (082)**

**Time: 7:00 PM-9:30 PM**

Student Name : \_\_\_\_\_

Student ID. : \_\_\_\_\_

<b>Question</b>	<b>Max Points</b>	<b>Score</b>
<b>Q1</b>	<b>40</b>	
<b>Q2</b>	<b>36</b>	
<b>Q3</b>	<b>24</b>	
<b>Total</b>	<b>100</b>	

Dr. Aiman El-Maleh

[40 Points]

(Q1) Fill the blank in each of the following:

(1) Assume that ESP=00000020H, EAX=12345678H and EBX=90ABCDEFH. After executing the instruction PUSH EAX, the content of ESP=\_\_\_\_\_ and EAX=\_\_\_\_\_.

(2) Assume that ESP=00000020H, EAX=12345678H and EBX=90ABCDEFH. After executing the following sequence of instructions, the content of ESP=\_\_\_\_\_ and EAX=\_\_\_\_\_.

```
PUSH EAX
PUSH EBX
POP EAX
```

(3) Assuming that ESP=00000020H, after executing the instruction RET 12, the content of ESP=\_\_\_\_\_.

(4) Assuming that ESP=00000020H, after executing the instruction Call MyProc, the content of ESP=\_\_\_\_\_.

(5) Assuming that register AL contains an alphabetic character, to convert the content of register AL to lower case, we use the following instruction \_\_\_\_\_.

- (6) The code to Jump to label L1 if bits 0, 2, and 5 in AL are all set is

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- (7) The assembly code given below implements the high-level statement

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```
CMP AL, BL
JBE NEXT
CMP BL, CL
JBE NEXT
MOV X,1
```

NEXT:

- (8) The assembly code given below implements the high-level statement

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```
CMP AL, BL
JG L1
CMP AL,CL
JLE NEXT
L1: MOV X,1
NEXT:
```

- (9) The assembly code given below implements the high-level statement

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```
CMP EBX,VAR1
JA NEXT
TOP: ADD EBX, 5
DEC VAR1
CMP EBX, VAR1
JBE TOP
NEXT:
```

(10) Assuming that AX=5678H and CL=85H, executing the instruction SHL AX, CL will set AX=\_\_\_\_\_ and CF=\_\_\_\_\_.

(11) Assuming that AX=8678H and CL=0CH, executing the instruction SAR AX, CL will set AX=\_\_\_\_\_ and CF=\_\_\_\_\_.

(12) Assuming that AX=6789H and CL=20H, executing the instruction ROL AX, CL will set AX=\_\_\_\_\_ and CF=\_\_\_\_\_.

(13) Assuming that AX=1234H and BX=5678H, executing the instruction SHRD AX, BX, 8 will set AX=\_\_\_\_\_ and BX=\_\_\_\_\_.

(14) To multiply the content of register EAX by 23 without using multiplications instructions, we use the following instructions:

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(15) Assuming that  $AX=02ECH$  and  $BX=0020H$ , executing the instruction `DIV BL` will result in  $AX=$ \_\_\_\_\_.

(16) Assuming that  $AX=FFF4H$  and  $BX=FFFBH$ , executing the instruction `IDIV BL` will result in  $AX=$ \_\_\_\_\_.

(17) Assuming that  $AX=02ECH$  and  $BX=0020H$ , executing the instruction `MUL BX` will result in  $AX=$ \_\_\_\_\_, and  $CF=$ \_\_\_\_\_.

(18) Assuming that  $AX=FFF4H$  and  $BX=FFFBH$ , executing the instruction `IMUL BX` will result in  $AX=$ \_\_\_\_\_, and  $CF=$ \_\_\_\_\_.

(19) Macros are more efficient than procedures in \_\_\_\_\_ and less efficient in \_\_\_\_\_.

(20) We can define the macro `SAVE_REGS` to save only the registers passed as arguments by pushing them on the stack as follows:

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[36 Points]

**(Q2) Answer the following questions. Show how you obtained your answer:**

**(i)** Given that **TABLE** is defined as: **TABLE** Byte 'Ahmad Ali Anas'

Determine the content of register **AH** after executing the following code:

```
XOR AH, AH
MOV ECX, lengthof TABLE
LEA EBX, TABLE
DEC EBX
Next: JECXZ ENL
      INC EBX
      MOV AL, [EBX]
      OR AL, 20H
      CMP AL, `a`
      LOOPNE Next
      JNE ENL
      INC AH
      JMP Next
ENL:
```

**(ii)** Determine the content of registers **EAX** and **EBX** after executing the following code:

```
MOV EAX, 7532h
MOV ECX, 32
XOR EBX, EBX
Next: ROL EAX, 1
      ADC EBX, 0
      LOOP Next
```

(iii) Determine what will be displayed after executing the following code:

```
MOV EAX, 0F5h
XOR ECX, ECX
MOV EBX, 10
L1: XOR EDX, EDX
    DIV EBX
    ADD DL, '0'
    PUSH EDX
    INC ECX
    CMP EAX, 0
    JNZ L1
L2: POP EAX
    Call WriteChar
    LOOP L2
```

(iv) Determine what will be displayed after executing the following code:

```
MOV EAX, 1
JMP MT[EAX*4]
L1: MOV AL, 'C'
    JMP EL
L2: MOV AL, 'O'
    JMP EL
L3: MOV AL, 'E'
EL: Call WriteChar
    exit
    MT DWORD L1, L2, L3
```

- (v) Determine what will be displayed after executing the following code:

```
PUSH 4
PUSH 3
CALL MYPROC
exit

MYPROC:
    JMP SKIP
    MSG BYTE 10, 13, "Greater!!", 0
        BYTE 10, 13, "Smaller!!", 0
Skip:
    MOV EBP, ESP
    LEA EDX, MSG
    MOV ESI, [EBP+4]
    MOV EDI, [EBP+8]
    CMP ESI, EDI
    JG Display
    ADD EDX, lengthof MSG
Display:
    Call WriteString
    RET 8
```

- (vi) Determine what will be displayed after executing the following code:

```
DDIV MACRO X, Y

    MOV EAX, X
    MOV EBX, Y
    XOR EDX, EDX
    DIV EBX
    CALL WriteDec
    MOV AL, '.'
    CALL WriteChar
    MOV EAX, 10
    MUL EDX
    DIV EBX
    CALL WriteDec

ENDM

DDIV 15, 6
```



(Q3)

(i) Write a procedure, **SelectionSort**, to sort an array of integers (i.e. 32-bit signed numbers) in an **ascending** order. The number of integers to be sorted and the address of the array to be sorted are assumed to be passed on the stack. The procedure should maintain the content of all registers to their state before its execution. **Do not use the USE directive, local directive, pusha and popa instructions in your solution.**

The pseudocode for the **SelectionSort** procedure is given below:

```
SelectionSort (Array, Size)
  for (position= 0 to Size-2)
    MinValue = Array[position]
    MinPosition = position
    for (j=position+1 to Size-1)
      if (Array[j] < MinValue) then
        MinValue = Array[j]
        MinPosition = j
      end if
    end for
    if (position ≠ MinPosition) then
      Array[MinPosition] = Array[Position]
      Array[Position] = MinValue
    end if
  end for
end SelectionSort
```

(ii) Write a complete program, showing the place of procedure definition, to use the procedure **SelectionSort** to sort the Array given below:

Array Dword 10, 2, 0, 15, 25, 30, 7, 22

Note that the Content of Array after sorting will be:

Array Dword 0, 2, 7, 10, 15, 22, 25, 30

