Name: KEY Id#

COE 205, Term 042

Computer Organization & Assembly Programming

Quiz#6

Date: Sunday, May 8, 2005

Q1. Write a macro, **SAVEREG**, to save the content of any number of specified registers on the stack, and another macro, **RESTREG**, to restore the content of any number of specified registers from the stack. For example, to save the contents of registers AX and BX, the macro will be invoked by the command **SAVEREG <AX**, **BX>** and to restore the contents of registers AX and BX, the macro will be invoked by the command **RESTREG <BX**, **AX>**.

```
SAVEREG MACRO REGS
IRP D, <REGS>
PUSH D
ENDM
ENDM

RESTREG MACRO REGS
IRP D, <REGS>
POP D
ENDM
ENDM
ENDM
```

Q2. Write a macro to <u>exchange two memory operands</u> such that the two operands can be either **byte** or **word** operands. Use the macros defined in Q1 to make sure that the content of registers used in the macro is restored after executing the macro. Hint: the **TYPE** operator returns the number of bytes reserved for the operand in memory. The next table shows the values returned by the type operator.

Type of Memory Operand	Value Returned
BYTE	1
WORD	2
DWORD	4

```
MXCHG MACRO operand1, operand2

IF (TYPE operand1) EQ 1; BYTE operands

XCHG AL, operand1

XCHG AL, operand2

XCHG AL, operand1

ELSE

XCHG AX, operand1

XCHG AX, operand1

XCHG AX, operand2

XCHG AX, operand1

ENDIF

ENDM
```