

Familiar and Unfamiliar problems solving: the aim of the questions in this part is to evaluate that the student has some basic knowledge of the key aspects of the lecture material and can attempt to solve familiar and unfamiliar problems of IA-32 Processor Architecture, Assembly Language Fundamentals: Instructions, Directives, Identifiers, Defining Data, Symbolic Constants, Data Transfers, Addressing, and Arithmetic instructions.

Question 2

(3 marks)

Explain the **Real-Address Mode Programming** (16-bit MS-DOS Programs): **Advantages, Disadvantages and Requirements needed in your assembly code.**

Solution

Question 3

(5 marks)

Use the following data definitions:

```

byte1    BYTE    0FFh,1,2
byte2    BYTE    14h
word1    WORD    0FFFFh,1,2
word2    WORD    3
word3    SWORD   7FFFh, 8000h
    
```

a) For each of the following instructions, indicate whether it is **legal (L)** or **illegal (I)**:

Ñ	Instruction	Answer
1)	mov word1, byte2	
2)	mov word2, 10000h	
3)	mov si, ds	
4)	movzx ax, byte1	
5)	movsx dl, al	

b) Indicate the hexadecimal value of the destination operand next to each instruction. Use the letter **I** to indicate that a particular instruction is **illegal**:

```

mov dx, word3      DX = -----

movsx eax, byte1  EAX = -----

mov dh, al        DH = -----

mov ax, [word3+2] AX = -----

mov eax, [word3+4] EAX = -----
    
```

Question 4

(3 marks)

MASM can't assemble this program because of **some errors**. Rewrite the program to be assembled without errors.

Original Program	Your answer
<pre>INCLUDE irvine32.inc .data arrayA word 4Ah, 3Ch, 2h, 5 DUP (1h) var1 word ffffh .code main PROC mov cx, 4Ch xchg cx, arrayA+4 mov ax, arrayA+5 mov bl, var1 add ax, bx call dumpregs exit main ENDP</pre>	

Question 5

(4 marks)

Write a complete assembly language program that:

- Declares **uninitialized** variables : Signed word integers **J, K** and **L**
- Declares **uninitialized** variables : Unsigned word integers **U1, U3** and **U3**
- Assign the following variables with values: **J=3; K= -2; U1= 254; U2= 22** (In code segment)
- Compute **L = J+K** and **U3 = U1+U2**

Solution

Good Luck