

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

Directions: **Work only on this sheet** (on both sides, if needed); do not turn in any supplementary sheets of paper. There is actually plenty of room for your answers, as long as you organize yourself BEFORE starting writing.

1. (10) Fill the blank: The sign (+, -, 0) of the result of executing a CMPL instruction is recorded in the \_\_\_\_\_

2. Answer the following questions as to what occurs during the execution (not the fetch) of the instruction

`addl %eax, (%ebx)`

- (a) (10) How many times will a number be placed onto the address bus?
- (b) (10) Which control lines will be used?

3. Consider the example of counting lower-case letters, pp.93ff, but modified so that line 2 is

`x: .string "c29jem"`

- (a) (15) For each of the line numbers and operands listed below, state what addressing mode is being used.

line	operand	addressing mode
11	<code>\$x</code>	
16	<code>(%eax)</code>	
16	<code>%b1</code>	

- (b) (30) Suppose `x` is at address `0x500c`, and consider the situation that will exist when we reach **done**. Show (in hex) the contents at each of these addresses:

address	contents
<code>0x500c</code>	
<code>0x500d</code>	
<code>0x500e</code>	
<code>0x500f</code>	
<code>0x5010</code>	
<code>0x5011</code>	
<code>0x5012</code>	
<code>0x5013</code>	
<code>0x5014</code>	
<code>0x5015</code>	
<code>0x5016</code>	
<code>0x5017</code>	
<code>0x5018</code>	

4. (25) Consider the code at the top of p.93, at the line

`andl $-16,%esp`

Suppose that before this instruction was executed, ESP contained `0x88888168`. What will it contain afterwards?

**Solutions:**

1. EFLAGS register

2.a 2: once to read the location pointed to by EBX and once to write to it

2.b MEMR, MEMW

3.a

line	operand	addressing mode
11	<code>\$x</code>	immediate
16	<code>(%eax)</code>	indirect
16	<code>%b1</code>	register

3.b

address	contents
<code>0x500c</code>	63
<code>0x500d</code>	32
<code>0x500e</code>	39
<code>0x500f</code>	6a
<code>0x5010</code>	65
<code>0x5011</code>	6d
<code>0x5012</code>	0
<code>0x5013</code>	0
<code>0x5014</code>	0
<code>0x5015</code>	1
<code>0x5016</code>	0
<code>0x5017</code>	1
<code>0x5018</code>	0

4. First, `-16` is `-0x10`, i.e. `0xfffff0`. That last 0 is four 0 bits, while the fs are each 1111. So, the mask will set the last four bits of ESP to 0s, while leaving the other bits intact. So, the `0x88888168` in ESP will change to `0x88888160`.