Lecture 13: Key Questions October 5, 2016

1. (Review) Describe the two general classes of jump instruction.

2. (Review) Given the instructions below, what are the resulting register values if:

- AX = 0010H, BX = 0010H
- AX = 1234H, BX = 4321H

What type of high-level program structure does this sequence demonstrate?

CMP AX, BX JE L1 ADD AX, 1 JMP L2 L1: SUB AX, 1

L2: MOV [100H], AX

3. **Example:** Given the instructions below, what are the resulting register values if, initially, AX = 0001H?

What type of high-level program structure does this sequence demonstrate?

MOV CX, 5 L: SHL AX, 1 DEC CX JNZ L

4. **Example:** Given the instructions below, what are the resulting register values if, initially, AX = 0001H?

What type of high-level program structure does this sequence demonstrate?

MOV CX, 5 L: JCXZ END ADD AX, AX DEC CX JMP L END: MOV [10H], AX

5. Describe the x86 loop instructions, as well as how these instructions can be used in a typical program.

- 6. Rewrite the post-tested loop example from earlier to use a loop instruction.
- L: MOV CX, 5 SHL AX, 1 DEC CX JNZ L

7. Describe the operation of the following program.

What is the final value of SI if the 15 bytes between 0A001 and 0A00F have the following values?

00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E

MOV DL, 05 MOV EAX, 000A000h MOV ESI, 0000000h MOV CX, 000Fh INC ESI CMP [EAX+ESI], DL LOOPNE AGAIN

AGAIN: